

# Computer Game History

# History

- 1950-60: A few hardwired electronic games (leisure at research institutions)
- 1961: Steven Russel (MIT student): *Space War* on PDP-1 mini-computer.
- 1972: First widely used coin-slot/arcade machine (Atari).
- 1972: First widely used home console, TV-set as monitor (Magnavox).
- Mid 70's: Personal computers surface. Apple ][ wide range of games (1977). IBM PC, open specs (1981)

# History

- Early 80's:** Home console market crashes (reason: low quality)
- Late 80's:** Business model development: Hardware manufacturers, game developers, license and quality control. Home game consoles rise again (Playstation,...)
- 1989:** Gameboy (handheld consoles)
- early 90's:** Programming technological development: reusable game engines.
- 90's:** New game types: First person shooters, multi-player games
- Early 00's:** Cell phone as gaming console.