EVOLUTION OF VIDEO GAMES

1970's	1980's	1990's	2000's
1972 - Pong	1980 - Pac-man	1991 - Snes	2000 - Playstation 2
1977 - Atari 2600	1981 - Mario	1993 - Mortal Kombat	2001 - Gameboy Advance
1978 - Space Invaders	1985 - Nes	1994 - Warcraft - Orc & Humans	2004 - Nintendo Ds
1979 - Asteroids	1988 - John Madden's Football	1995 - Sony Playstation	2005 - Microsoft Xbox 360
	1989 - Gameboy	1996 - Nintendo 64	2006 - Sony Playstation 3
			2012 - Wii

Tomohiro Nishikado

Shigeru Miyamoto

Defined & developed core principle of video game design.

READINGS:

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ARCADE ERA : 1975-1985

Difficulty Structures, Power-ups, Axis Of Obstacles

In 1977, an enginner named Tomohiro Nishikado started creating a game that would define the core principle of video game design.
The next important development was the genre of Power Ups - Video Game Designer - Shigeru Miyamoto.
Eg: Pong, Space Invaders

COMPOSITE ERA : 1985-1995

Frames Per Second, Self Contained, Extended Time

In 1985, Nintendo released Super Mario. It expands on the idea that first appeared in Donkey Kong.
Switch in genres and use of colors helped keep players more interested.
Difficulty levels were lesser than the arcade era.
Eg: Super Mario, League of Legends

SET PIECE ERA : 1995-Present

Genres, Axis Of Abilities & Axis Of Obstacles

This era went through a gradual development process and arose out of production and budget constraints.
Most features have been improvised or are based on the Arcade and Composite era of video gaming.
Eg: Call of Duty, PubG

VIRTUAL REALITY : 1968-Present

Stimulates a 3D World, Auditory, visual & sensory feedback

Three-dimensional images that appear to be life-sized from the perspective of the user
The ability to track a user's motions, particularly his head and eye movements, and correspondingly adjust the images on the user's display to reflect the change in perspective
In 1968, Ivan Sutherland, with the help of many students including Bob Sproull, created what was widely considered to be the first head-mounted display (HMD) system for use in immersive simulation applications.
Eg: Doom VFR, Star Trek : Bridge Crew

KEY INSIGHTS

- Two-dimensional to Three-dimensional graphics.
- Change in the way color theory was used then and how its used now.
- Virtual reality is the future of game design
- Understanding human behaviour and psyche is pivotal.

Video games have come a long way, from arcade games to virtual reality. What might be in store for the gaming industry next?

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