

# EVOLUTION OF VIDEO GAMES

## 1970's

1972 - Pong  
1977 - Atari 2600  
1978 - Space Invaders  
1979 - Asteroids

## 1980's

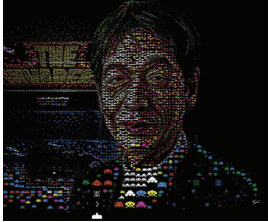
1980 - Pac-man  
1981 - Mario  
1985 - Nes  
1988 - John Madden's Football  
1989 - Gameboy

## 1990's

1991 - Snes  
1993 - Mortal Kombat  
1994 - Warcraft - Orc & Humans  
1995 - Sony Playstation  
1996 - Nintendo 64

## 2000's

2000 - Playstation 2  
2001 - Gameboy Advance  
2004 - Nintendo Ds  
2005 - Microsoft Xbox 360  
2006 - Sony Playstation 3  
2012 - Wii



Tomohiro Nishikado



Shigeru Miyamoto

Defined & developed core principle of video game design.

### ARCADE ERA : 1975-1985

#### Difficulty Structures, Power-ups, Axis Of Obstacles

In 1977, an engineer 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

### READINGS:

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### 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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