

KEY

Black = breakthroughs
Blue = math related
Red = science related
Green = psychology related/controversies

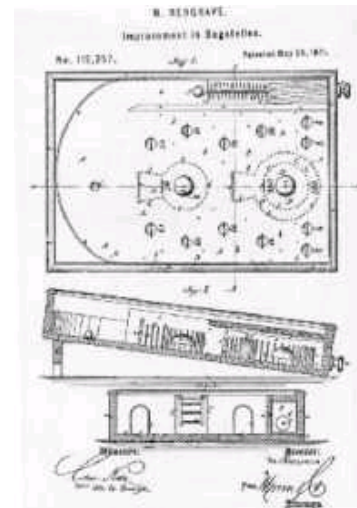
Amy Tucker
Alexandra Burrell
UCO 1200-110
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Video Game Timeline

~ **19th Century** - A British inventor named Montague Redgrave patents the "ball-shooter", otherwise known as the Pinball Machine.

1962 - *Spacewar!* becomes the first mainframe computer game, created by Steve Russell, J. Martin Graetz, and others at the Hingham Institute in Cambridge, Massachusetts. A mainframe computer game is created on a "large, refrigerator-sized mainframe computer found only in laboratories and research centers.

1971 - Nolan Bushnell becomes the first man to invent a coin-operated arcade game known as *Computer Space*. This video game grew into a "**multi-billion-dollar-a-year** industry."



Montague Redgrave's "Ball-Shooter" Drawing

1990's - Many arcade video games displayed three-dimensional graphics by this time. These graphics were produced by encoding **cubes, cylinders, spheres, pyramids, and other polyhedra** into the computer's memory.

1992 - In this year, the video game industry brought in a total of **\$5.3 billion dollars**. This number is "an increase of more than ten-million-folds" compared to the **\$500** brought in by Nolan Bushnell's *Computer Space* game just over 20 years earlier.



1995 - Nintendo releases their new Virtual Boy game console, making them the first video game manufacturers to release a portable game system that was able to display "true 3-D graphics". This was achieved through the **monochromatic application of red LED pixels**,

Nintendo's Virtual Boy game console system

and by making one line of pixels appear as a full field of pixels by using an oscillating mirror.

1995 - After conducting **research studies** on many "gamers", Maressa Hecht Orzack, a Harvard psychologist, reported that, "They have withdrawal symptoms. They can't wait to get back on [the game] again. [The games] are made to be addictive."

A young man receives an electroencephalogram at a clinic for video-game "addicts" in Beijing in July 2005.



1999 - U.S video game sales reach a record high at **\$6.9 billion**.

2002 - The first "online multiplayer console network" is released by Xbox Live

2005 - The government of China announces that on-line gamers under the age of 18 will be prohibited from playing violent games in which players kill others. In addition the government has set up a "timing mechanism that will log players out of the game once they have exceeded a certain number of hours playing without a break" for those who can legally play the games.

FUTURE - "TV and monitors are sufficient at the moment, but for the future we want more. We want to get into the game and react to it from inside. We want to be surrounded by it and transform our own private rooms into simulated ships, virtual battlefields or alien space craft. We want to become part of a new alien and unusual world."



Annotated Bibliography

[1] Wolf, Mark. *The Medium of the Video Game*. Austin, Tx: University of Texas

Press Austin, 2001. 1-180. Print.

1. Summary:

This book contains a brief history of video games, as well as, detailed information about this topic. The dates that popular games came out are also included. In addition, the book discusses some of the studies done regarding the effects of video games on society.

2. Reason for Inclusion:

The reason for the inclusion of this book was to show, mainly, the increase in popularity of video games over the last 40 years. We used this to show some of the development of this inventions and the scientific progress made.

3. Evaluation of the source, including how current it is:

This article was published by the University of Texas and is a credible source regarding the development of video games. This article was published in 2001 and is fairly current; its information is correct and still has the ability to provide interesting information concerning video games.

4. Discussion of the credibility of the author:

This author is credible. He is the Associate Professor in the Communication Department of Concordia University Wisconsin and got his PhD for the University of Southern California. He is well known for his scholarly publication in multiple areas, including video games, ethics and media. This makes this publication appear more trustworthy due to the author's high education and distinguished recognition.

[2] "Virtual Boy System." *Virtual Boy*. Web. 16 Nov 2009.

<http://upload.wikimedia.org/wikipedia/commons/thumb/8/8f/VIRTUAL_BOY_system.png/200px-VIRTUAL_BOY_system.png>.

1. Summary:

This picture shows one of the technological advances during the year 1995. This game console was used during the time and would allow the user to look into the head set and control the video game by the use of the remote controller.

2. Reason for Inclusion:
We found this to be an interesting set up of a previously popular game console. This device could be put on a stand which the gamer could stand next to, or the gamer could lay down the set the game console on to their forehead.
3. Evaluation of the source, including how current it is:
This picture appeared on Wikipedia from the website defining the Virtual Boy System. This website is modified often and although this web site is not always correct, this picture is an ideal portrayal of this game console.
4. Discussion of the credibility of the author:
There is not author of the picture credited.

[3] Glazer, Sarah. "Video Games: Do They have Educational Value?." *CQ Researcher*

Online. 10 Nov 2006. CQ Researchers. 16 Nov 2009

<<http://library.cqpress.com/cqresearcher/document.php?id=cqresrre2006111000>
&PHPSESSID=0c162nfj9374426vik6nljjg5>.

1. Summary:
This website does an excellent job of showing the history of the game consoles. It includes a timeline and many detailed facts that include dates. It covers everything from current information about video games to the history of its invention.
2. Reason for Inclusion:
We used this website for information about the present and the information tied to early history. This had very useful information regarding some of the laws dealing with video games and some psychological studies.
3. Evaluation of the source, including how current it is:
This source is very current and was published in 2006. Its information is correct and displayed in an organized manner. It is easy to read and understand and very useful. This source also came from a database used by Appalachian State University, the CQ Researcher.
4. Discussion of the credibility of the author:
Sarah Glazer is a specialist in health, social policies and education. He has a BA for the University of Chicago in American History. She is credible and well educated, making this source trust worthy.

[4] "Ball-Shooter." *The History of Pinball Machines and Pintables*. Web. 16 Nov 2009.

<<http://www.bmigaming.com/Images/ballshooter.jpg>>.

1. Summary:
This picture shows the design of a pinball machine in the 1830's. This game console was used during the time and was a popular game for people to play.
2. Reason for Inclusion:
We included this picture to show some of the first games that later evolved into electronic game consoles.
3. Evaluation of the source, including how current it is:
This picture came from a source that displayed information about the history of the pinball machine. This information appeared to be reliable and the information seems correct and well organized.
4. Discussion of the credibility of the author:
There is not author of the picture credited.

[5] Kopp, Brian. "The Future of Video Gaming." *Video Game Guide*. 08 Mar 2009. Web. 16 Nov 2009. <<http://video-game-guides.com/the-future-of-video-gaming>>.

1. Summary:
This website discusses some of what the future may hold for video games and gives some examples of what could become of game consoles. It tells about so many advanced have been made and more are quickly approaching.
2. Reason for Inclusion:
We included this website because it gave us a quote about what is predicted of the future. This leaves the reader wondering and thinking about the future and the advances soon to be made.
3. Evaluation of the source, including how current it is:
This website appears to be a credible website. Although, for this topic the credibility of the source is not as important because this information is merely a opinion.
4. Discussion of the credibility of the author:
The author appears to be credible and although I do not have any information about his education and background. His information is portrayed clearly and organized.