

# Video Games

Steven L. Kent

**The Epic Evolution of Video Games** Arie Kaplan, 2017-01-01 Audisee® eBooks with Audio combine professional narration and sentence highlighting for an engaging read aloud experience! Have you ever wondered what video games would be like if they never changed? The first games were little more than bouncing dots on a plain screen. Modern games include astonishing action, realistic environments, and epic story lines. Take a look at how video games have evolved over the years, and learn about the kinds of games we might be playing in the future.

**How to Play Video Games** Matthew Thomas Payne, Nina B. Huntemann, 2019-03-26 Forty original contributions on games and gaming culture What does Pokémon Go tell us about globalization? What does Tetris teach us about rules? Is feminism boosted or bashed by Kim Kardashian: Hollywood? How does BioShock Infinite help us navigate world-building? From arcades to Atari, and phone apps to virtual reality headsets, video games have been at the epicenter of our ever-evolving technological reality. Unlike other media technologies, video games demand engagement like no other, which begs the question—what is the role that video games play in our lives, from our homes, to our phones, and on global culture writ large? How to Play Video Games brings together forty original essays from today's leading scholars on video game culture, writing about the games they know best and what they mean in broader social and cultural contexts. Read about avatars in Grand Theft Auto V, or music in The Legend of Zelda: Ocarina of Time. See how Age of Empires taught a generation about postcolonialism, and how Borderlands exposes the seedy underbelly of capitalism. These essays suggest that understanding video games in a critical context provides a new way to engage in contemporary culture. They are a must read for fans and students of the medium.

**The Biggest Names of Video Games** Arie Kaplan, 2017-01-01 Audisee® eBooks with Audio combine professional narration and sentence highlighting for an engaging read aloud experience! Collecting bugs, drawing cartoons, writing plays, studying robotics—these are just some of the hobbies that inspired the creation of video games such as Pokémon and The Legend of Zelda. Who are these men and women who helped launch the gaming industry from private computer labs to widely available popular entertainment? Read this book to find out who and what inspired your favorite video games!

*History of Video Games* David Paris, Stephanie Herweck Paris, 2016-08-01 Highlighting important milestones in video game history, this informational text examines the history of video games, from the very first computer game created in 1940, to modern-day games created for mobile platforms. Developed by Timothy Rasinski and Lori Oczkus, this book includes essential text features like an index, captions, glossary, and table of contents. The detailed sidebars, fascinating images, and Dig Deeper section prompt students to connect back to the text and encourage multiple readings. Check It Out! includes suggested resources for further reading. Aligned with state standards, this title features complex content appropriate for students preparing for college and career readiness.

**Videogames** James Newman, 2004 Newman's lucid and engaging introduction guides the reader through the world of videogaming. It traces the history of the videogame, from its origins in the computer lab, to its contemporary

status as a global entertainment industry, where characters such as Lara Croft and Sonic the Hedgehog are familiar even to those who've never been near a games console. Topics covered include: \* What is a videogame? \* Why study videogames? \* a brief history of videogames, from Pac-Man to Pokémon \* the videogame industry \* who plays videogames? \* are videogames bad for you? \* the narrative structure of videogames \* the future of videogames.

The History of Video Games Charlie Fish, 2021-05-30 This book is a potted history of video games, telling all the rollercoaster stories of this fascinating young industry that's now twice as big globally than the film and music industries combined. Each chapter explores the history of video games through a different lens, giving a uniquely well-rounded overview. Packed with pictures and stats, this book is for video gamers nostalgic for the good old days of gaming, and young gamers curious about how it all began. If you've ever enjoyed a video game, or you just want to see what all the fuss is about, this book is for you. There are stories about the experimental games of the 1950s and 1960s; the advent of home gaming in the 1970s; the explosion – and implosion – of arcade gaming in the 1980s; the console wars of the 1990s; the growth of online and mobile games in the 2000s; and we get right up to date with the 2010s, including such cultural phenomena as twitch.tv, the Gamergate scandal, and Fortnite. But rather than telling the whole story from beginning to end, each chapter covers the history of video games from a different angle: platforms and technology, people and personalities, companies and capitalism, gender and representation, culture, community, and finally the games themselves.

*The Ultimate History of Video Games, Volume 2* Steven L. Kent, 2021-08-24 The definitive behind-the-scenes history of video games' explosion into the twenty-first century and the war for industry power "A zippy read through a truly deep research job. You won't want to put this one down."—Eddie Adlum, publisher, RePlay Magazine As video games evolve, only the fittest companies survive. Making a blockbuster once cost millions of dollars; now it can cost hundreds of millions, but with a \$160 billion market worldwide, the biggest players are willing to bet the bank. Steven L. Kent has been playing video games since Pong and writing about the industry since the Nintendo Entertainment System. In volume 1 of *The Ultimate History of Video Games*, he chronicled the industry's first thirty years. In volume 2, he narrates gaming's entrance into the twenty-first century, as Nintendo, Sega, Sony, and Microsoft battle to capture the global market. The home console boom of the '90s turned hobby companies like Nintendo and Sega into Hollywood-studio-sized business titans. But by the end of the decade, they would face new, more powerful competitors. In boardrooms on both sides of the Pacific, engineers and executives began, with enormous budgets and total secrecy, to plan the next evolution of home consoles. The PlayStation 2, Nintendo GameCube, and Sega Dreamcast all made radically different bets on what gamers would want. And then, to the shock of the world, Bill Gates announced the development of the one console to beat them all—even if Microsoft had to burn a few billion dollars to do it. In this book, you will learn about • the cutthroat environment at Microsoft as rival teams created console systems • the day the head of Sega of America told the creator of Sonic the Hedgehog to "f\*\*k off" • how "lateral thinking with withered technology" put Nintendo back on top • and much more! Gripping and comprehensive, *The Ultimate History of Video Games: Volume 2* explores the origins of modern consoles

and of the franchises—from Grand Theft Auto and Halo to Call of Duty and Guitar Hero—that would define gaming in the new millennium.

*Extra Lives* Tom Bissell, 2011-06-14 In *Extra Lives*, acclaimed writer and life-long video game enthusiast Tom Bissell takes the reader on an insightful and entertaining tour of the art and meaning of video games. In just a few decades, video games have grown increasingly complex and sophisticated, and the companies that produce them are now among the most profitable in the entertainment industry. Yet few outside this world have thought deeply about how these games work, why they are so appealing, and what they are capable of artistically. Blending memoir, criticism, and first-rate reportage, *Extra Lives* is a milestone work about what might be the dominant popular art form of our time.

The Gamer's Bucket List Chris Watters, 2015-11-24 Discover what video games are worth playing and why in this comprehensive guide by a video game expert. From pixelated pioneer adventures to stunning space odysseys, the boundaries of the video game world are expanding every day. Grand epics and gritty mysteries. Fierce competition and friendly cooperation. Powerful emotions and uproarious laughter. Video games are fantastically diverse and wonderfully creative, but not all games are created equal. With so many games out there on so many different consoles, computers, and devices, how do you decide which games are worth playing? Backed by years of writing about games professionally and decades spent playing them, Chris Watters lays out a list of 50 games to entertain and enlighten you. Whether you're trying to learn more about the world of gaming or strengthening your claim to true gaming fluency, these are the games you'll want to play, and why you'll want to play them. Praise for *The Gamer's Bucket List* "A comprehensive starter's guide to the wonderful world of video games. Watters's punchy prose is a delight; his brief, informal summaries perfectly capture the best of what the art form has to offer. The perfect book for anyone who's never played Minecraft, but is too ashamed to admit it." —Laura Parker, contributing writer, *The Economist* "We are all going to die. You can't avoid it. But you can choose how you go. Outside, in the sunshine, like some sort of animal, or inside your darkened living room, playing games? If you want to get through the 50 excellent games in this book, then the choice is clear." —Tim Schafer, President and CEO of Double Fine Productions

The Electrifying, Action-Packed, Unusual History of Video Games Thomas James Maltman, 2010-07 Describes the history of video games, featuring little known facts and bizarre inside information--Provided by publisher.

**Video Games Are Good for You!** Daniel Mauleon, 2019-08 In the past video games have gotten a bad rep for having a negative effect on players. But many studies have proven the opposite! From improved hand-eye coordination and better eyesight to increased socializing and fitness, discover the many ways video games are good for you.

Well Played 1.0 Drew Davidson, 2009-01-01 Video games can be well played in two senses. On the one hand, well played is to games as well read is to books. On the other hand, well played as in well done. This book is full of in-depth close readings of video games that parse out the various meanings to be found in the experience of playing a game. 22 contributors (developers, scholars, reviewers and bloggers) look at video games through both

senses of well played. The goal is to help develop and define a literacy of games as well as a sense of their value as an experience. Video games are a complex medium that merits careful interpretation and insightful analysis

**The Medium of the Video Game** Mark J. P. Wolf, 2010-07-22 Over a mere three decades, the video game has become the entertainment medium of choice for millions of people, who now spend more time in the interactive virtual world of games than they do in watching movies or even television. The release of new games or game-playing equipment, such as the PlayStation 2, generates great excitement and even buying frenzies. Yet, until now, this giant on the popular culture landscape has received little in-depth study or analysis. In this book, Mark J. P. Wolf and four other scholars conduct the first thorough investigation of the video game as an artistic medium. The book begins with an attempt to define what is meant by the term video game and the variety of modes of production within the medium. It moves on to a brief history of the video game, then applies the tools of film studies to look at the medium in terms of the formal aspects of space, time, narrative, and genre. The book also considers the video game as a cultural entity, object of museum curation, and repository of psychological archetypes. It closes with a list of video game research resources for further study.

A History of Video Games in 64 Objects World Video Game Hall of Fame, 2018-05-29 Inspired by the groundbreaking A History of the World in 100 Objects, this book draws on the unique collections of The Strong museum in Rochester, New York, to chronicle the evolution of video games, from Pong to first-person shooters, told through the stories of dozens of objects essential to the field's creation and development. Drawing on the World Video Game Hall of Fame's unmatched collection of video game artifacts, this fascinating history offers an expansive look at the development of one of the most popular and influential activities of the modern world: video gaming. Sixty-four unique objects tell the story of the video game from inception to today. Pithy, in-depth essays and photographs examine each object's significance to video game play—what it has contributed to the history of gaming—as well as the greater culture. A History of Video Games in 64 Objects explains how the video game has transformed over time. Inside, you'll find a wide range of intriguing topics, including: The first edition of Dungeons & Dragons—the ancestor of computer role-playing games The Oregon Trail and the development of educational gaming The Atari 2600 and the beginning of the console revolution A World of Warcraft server blade and massively multiplayer online games Minecraft—the backlash against the studio system The rise of women in gaming represented by pioneering American video game designers Carol Shaw and Roberta Williams' game development materials The prototype Skylanders Portal of Power that spawned the Toys-to-Life video game phenomenon and shook up the marketplace And so much more! A visual panorama of unforgettable anecdotes and factoids, A History of Video Games in 64 Objects is a treasure trove for gamers and pop culture fans. Let the gaming begin!

**A Selective History of 'Bad' Video Games** Michael Greenhut, 2023-05-04 Did you grow up playing video games when you had to wait online to get them? Do you remember the bad, weird, or otherwise underrated video games of your youth? Did you like a few of them more than your friends did? A Selective History of 'Bad' Video Games will walk

you down memory lane and perform unholy excavations of games you remember, games you've forgotten, and games you never knew you wanted to read about during your lunch break. From a seemingly nude Atari 2600 karate referee to a basketball star doing martial arts to a tiger that speaks broken English and walks through walls, the book will try to uncover what the developers were thinking – and occasionally succeed. While there's been some recent coverage of the most famously "bad" video game – E.T. – this book starts there and continues on to 40 other curiously (or unsurprisingly) unsuccessful video games during the first few decades of the industry's lifespan. Written by a modern day video game developer, the book explores why these games failed, whether or not they truly deserved it, and what could have made them better. The covered games include screen shots that capture awkward moments, irreverent captions, and pages of tongue-in-cheek psychoanalysis.

**Game On!** Dustin Hansen, 2016-11-22 Find out about the fast and furious growth and evolution of video games (including how they are quickly taking over the world!) by looking at some of the most popular, innovative, and influential games ever, from Pong, the very first arcade game ever, to modern hits like Uncharted. Learn about the creators and inspiration (Mario was named after Nintendo's landlord after he barged into a staff meeting demanding rent), discover historical trivia and Easter eggs (The developers of Halo 2 drank over 24,000 gallons of soda while making the game), and explore the innovations that make each game special (The ghosts in Pac-Man are the first example of AI in a video game). Whether you consider yourself a hard-core gamer or are just curious to see what everyone is talking about, *Game On!* is the book for you!

*The Ultimate History of Video Games, Volume 1* Steven L. Kent, 2010-06-16 The definitive behind-the-scenes history of the dawn of video games and their rise into a multibillion-dollar business "For industry insiders and game players alike, this book is a must-have."—Mark Turmell, designer for Midway Games and creator of NBA Jam, NFL Blitz, and WrestleMania With all the whiz, bang, pop, and shimmer of a glowing arcade, volume 1 of *The Ultimate History of Video Games* reveals everything you ever wanted to know and more about the unforgettable games that changed the world, the visionaries who made them, and the fanatics who played them. Starting in arcades then moving to televisions and handheld devices, the video game invasion has entranced kids and the young at heart for nearly fifty years. And gaming historian Steven L. Kent has been there to record the craze from the very beginning. *The Ultimate History: Volume 1* tells the incredible tale of how this backroom novelty transformed into a cultural phenomenon. Through meticulous research and personal interviews with hundreds of industry luminaries, Kent chronicles firsthand accounts of how yesterday's games like Space Invaders, Centipede, and Pac-Man helped create an arcade culture that defined a generation, and how today's empires like Sony, Nintendo, and Electronic Arts have galvanized a multibillion-dollar industry and a new generation of games. Inside, you'll discover • the video game that saved Nintendo from bankruptcy • the serendipitous story of Pac-Man's design • the misstep that helped topple Atari's \$2-billion-a-year empire • the coin shortage caused by Space Invaders • the fascinating reasons behind the rise, fall, and rebirth of Sega • and much more! Entertaining, addictive, and as mesmerizing as the games it chronicles, this book is a must-have for anyone who's ever touched a joystick.

**The Meaning of Video Games** Steven E. Jones, 2008-04-11 The Meaning of Video Games takes a textual studies approach to an increasingly important form of expression in today's culture. It begins by assuming that video games are meaningful—not just as sociological or economic or cultural evidence, but in their own right, as cultural expressions worthy of scholarly attention. In this way, this book makes a contribution to the study of video games, but it also aims to enrich textual studies. Early video game studies scholars were quick to point out that a game should never be reduced to merely its story or narrative content and they rightly insist on the importance of studying games as games. But here Steven E. Jones demonstrates that textual studies—which grows historically out of ancient questions of textual recension, multiple versions, production, reproduction, and reception—can fruitfully be applied to the study of video games. Citing specific examples such as *Myst* and *Lost*, *Katamari Damacy*, *Halo*, *Façade*, Nintendo's *Wii*, and Will Wright's *Spore*, the book explores the ways in which textual studies concepts—authorial intention, textual variability and performance, the paratext, publishing history and the social text—can shed light on video games as more than formal systems. It treats video games as cultural forms of expression that are received as they are played, out in the world, where their meanings get made.

**Video Games as Culture** Daniel Muriel, Garry Crawford, 2018-03-14 Video games are becoming culturally dominant. But what does their popularity say about our contemporary society? This book explores video game culture, but in doing so, utilizes video games as a lens through which to understand contemporary social life. Video games are becoming an increasingly central part of our cultural lives, impacting on various aspects of everyday life such as our consumption, communities, and identity formation. Drawing on new and original empirical data – including interviews with gamers, as well as key representatives from the video game industry, media, education, and cultural sector – *Video Games as Culture* not only considers contemporary video game culture, but also explores how video games provide important insights into the modern nature of digital and participatory culture, patterns of consumption and identity formation, late modernity, and contemporary political rationalities. This book will appeal to undergraduate and postgraduate students, as well as postdoctoral researchers, interested in fields such as Video Games, Sociology, and Media and Cultural Studies. It will also be useful for those interested in the wider role of culture, technology, and consumption in the transformation of society, identities, and communities.

101 Video Games to Play Before You Grow Up Ben Bertoli, 2017-10-01 *101 Video Games to Play Before You Grow Up* is the unofficial guide for the best video games every gamer needs to try! How many have you played? Each page in this interactive handbook offers behind-the-scenes tidbits and trivia about the games that belong on your bucket list, along with parental rating guidelines, series background information, and storyline previews. Gamers can record their personal ratings of each series as they play their way through the list, making notes and critiquing the best and worst parts of each game. All different types of video games are featured, including adventure, puzzle, platform, racing, and role-playing games. Both gaming newbies and more experienced players will love learning about the best games out there, and checking games off the list as they play them. Plus *101 Video Games*

to Play Before You Grow Up is the perfect way to discover new genres to explore next. This guide book features games for just about every console from 1985 to today. No matter what system you have, this handy guide will help parents and kids alike choose the next best game to play.

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