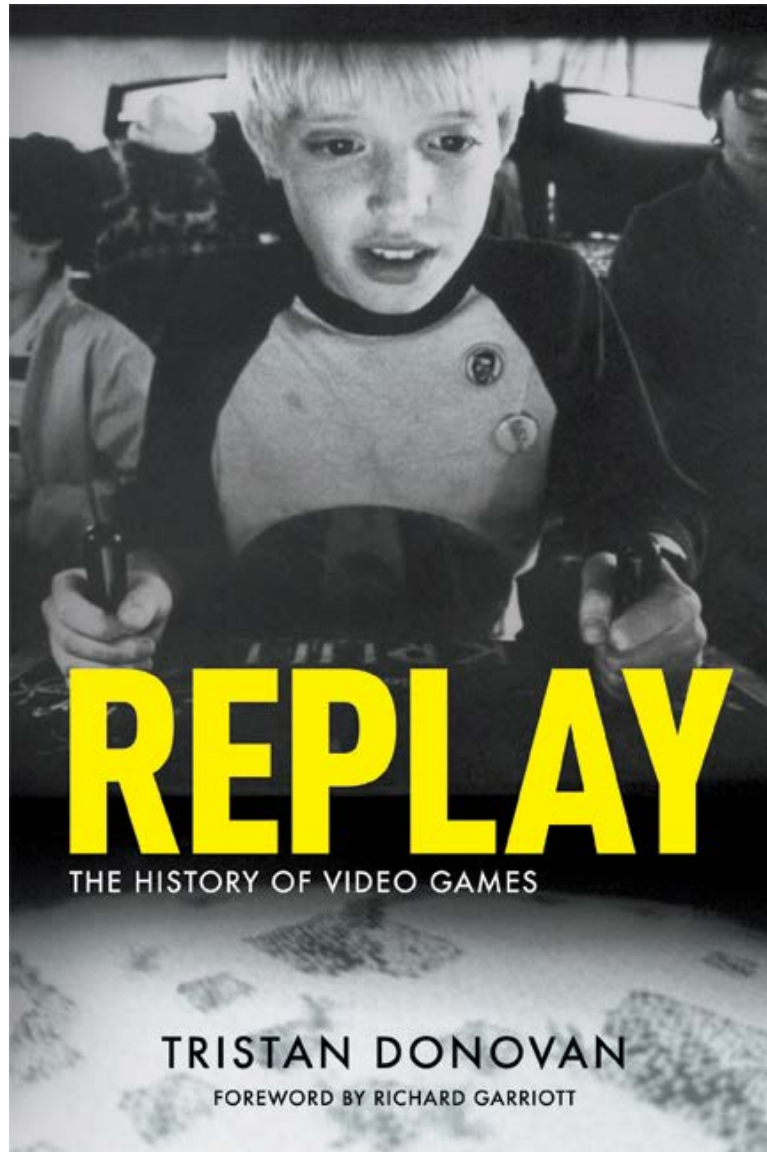


Replay

The History of Video Games



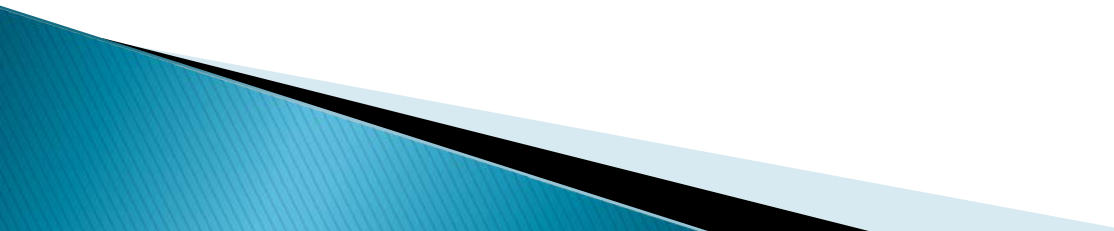
REPLAY

THE HISTORY OF VIDEO GAMES

TRISTAN DONOVAN

FOREWORD BY RICHARD GARRIOTT


About the Author

- ▶ Tristan Donovan
 - ▶ Video Game Writer
 - ▶ Written for The Guardian, Edge, Game Developer, The Gadget Show, Games™, and other publications
 - ▶ Lives in the United Kingdom
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Topics That Will Be Covered

- ▶ The Birth of the Video Game
 - ▶ The Race to Make the First Commercial Video Game
 - ▶ The Atari Revolution from Arcade Pong to Home Pong
 - ▶ The Microprocessor Shakes Up Video Games
 - ▶ Computing Gaming from Mainframes to the Home
 - ▶ The Rise of Cartridge-Based Consoles
 - ▶ Space Invaders Storms the World
 - ▶ The American Video Game Boom of the Early 1980s
 - ▶ The American Video Game Bubble Burst
 - ▶ British, Spanish, and Australian Video Gaming in the 1980s
 - ▶ French, West German, Dutch, and Italian Video Gaming in the 1980s
 - ▶ The Impact of the Apple Mac
 - ▶ Life After the Boom Years
 - ▶ Japanese Gaming in the 1980s
 - ▶ The Rise of Nintendo
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Topics That Will Be Covered

- ▶ The Nintendo Entertainment System Conquers America
 - ▶ Video Games Look to Hollywood
 - ▶ Will Wright and Peter Molyneux's Adventures in Openness
 - ▶ The Battle for Tetris and Gaming Behind the Iron Curtain
 - ▶ Sega takes on Nintendo with Sonic the Hedgehog
 - ▶ The US Senate Cracks Down on Video Game Violence
 - ▶ The CD-ROM Revolution
 - ▶ Games go 3D and how Id Software Reshaped a Medium
 - ▶ The PlayStation
 - ▶ Girl Gaming
 - ▶ Music Games Sweep the World
 - ▶ The Decline of the Arcades
 - ▶ The Birth of the Virtual World
 - ▶ South Korea Becomes a Gaming Giant
 - ▶ Virtual World Economics
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Topics That Will Be Covered

- ▶ How Game Designers Turned Players into Gamers
 - ▶ Video Games Reconnect with the Mainstream Audience
 - ▶ Grand Visions and Grand Theft Auto
 - ▶ Indie Developers take Video Games Back to the Bedroom
 - ▶ Other Possible Topics May Come Up
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