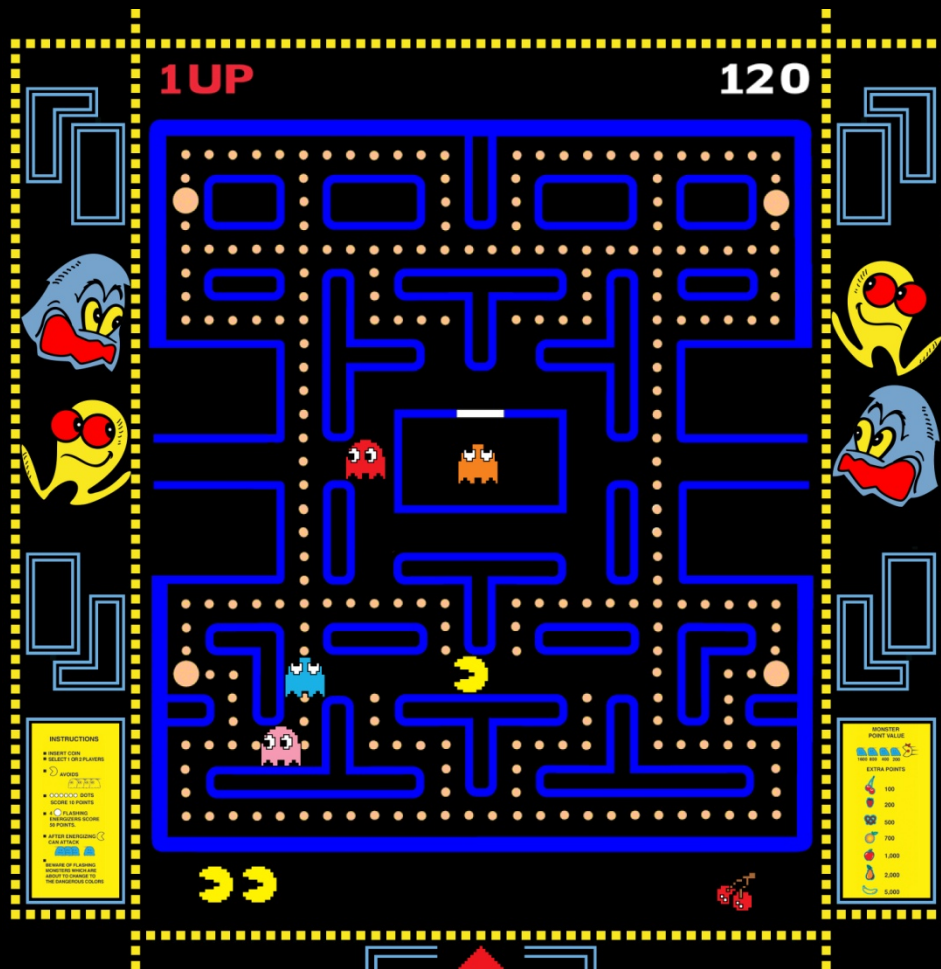


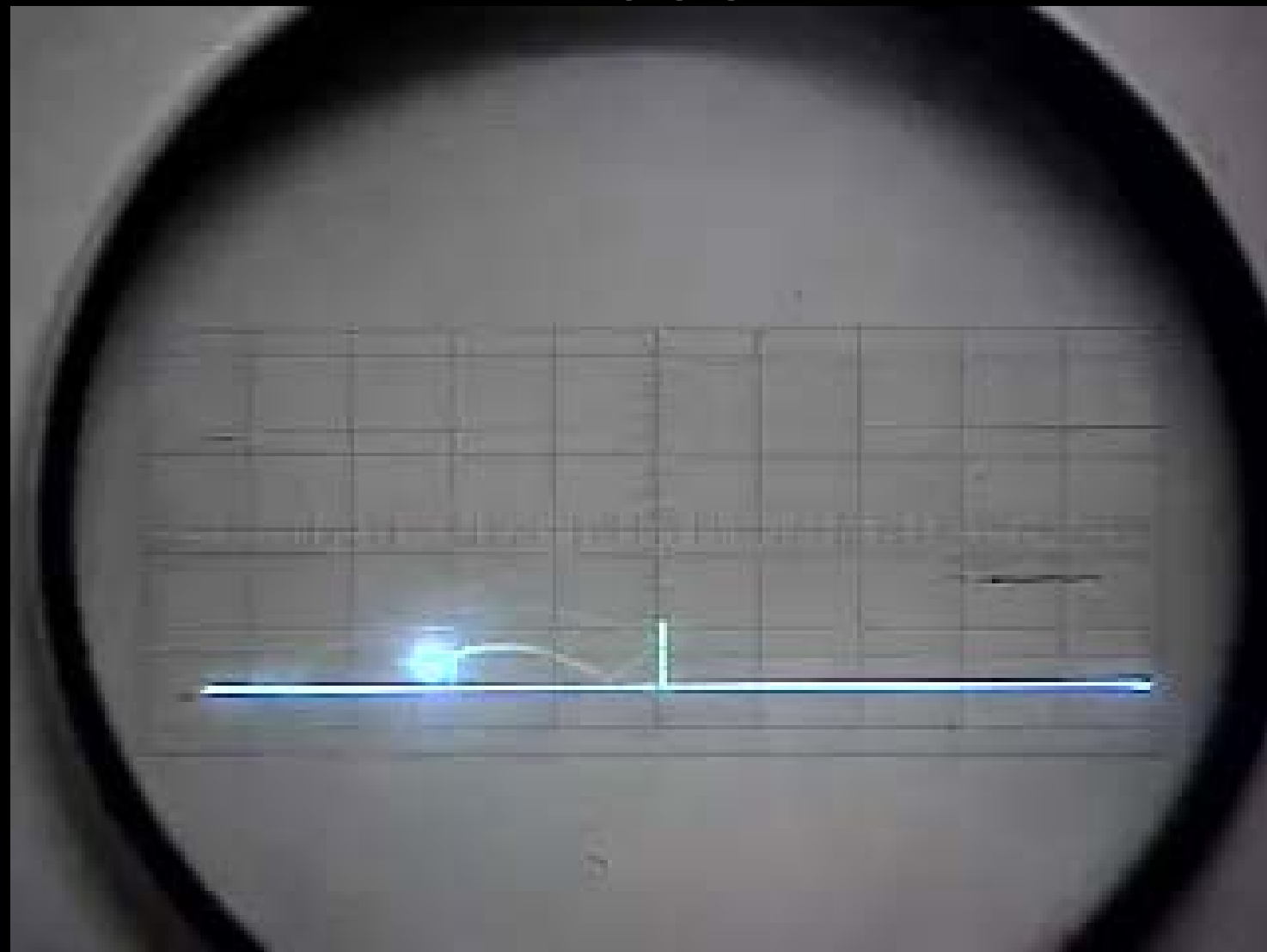
GE 4102 Video Game

Dick Thung

School of Creative Media



The First (or Second) Video Game 1958



The Age of Arcade Machine

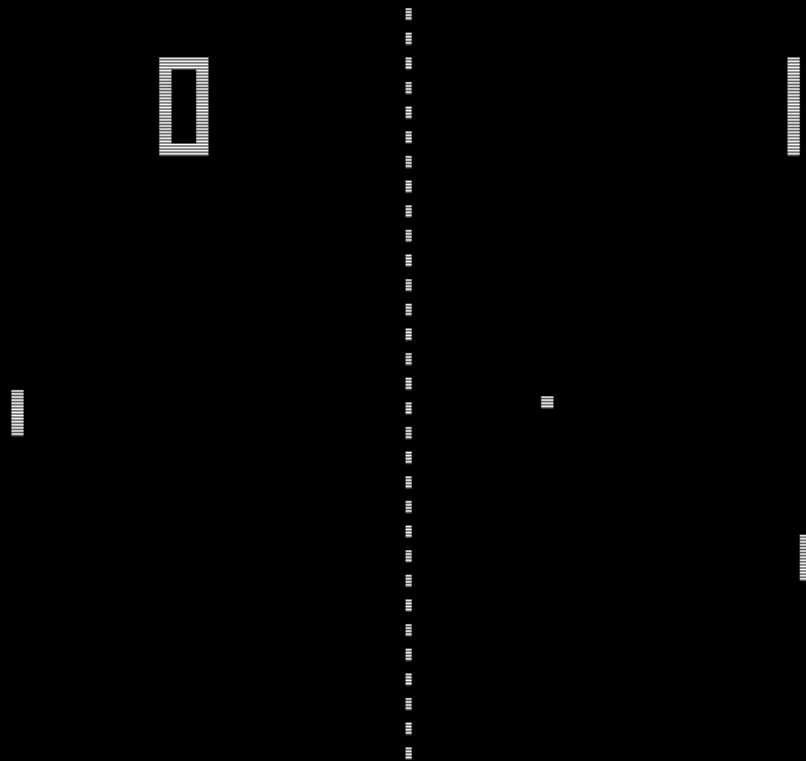


Atari

- 1972 – 1984



The Pong (by Atari)– Arcade Machine 1972



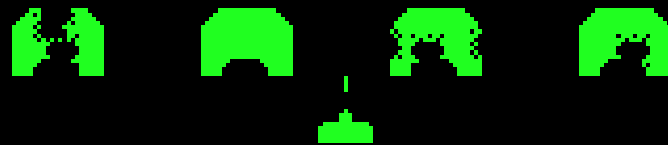
Taito

- 1953 - 2005



Space Invader 1978

SCORE<1> HI-SCORE SCORE<2>
0070 0880



3  CREDIT 00

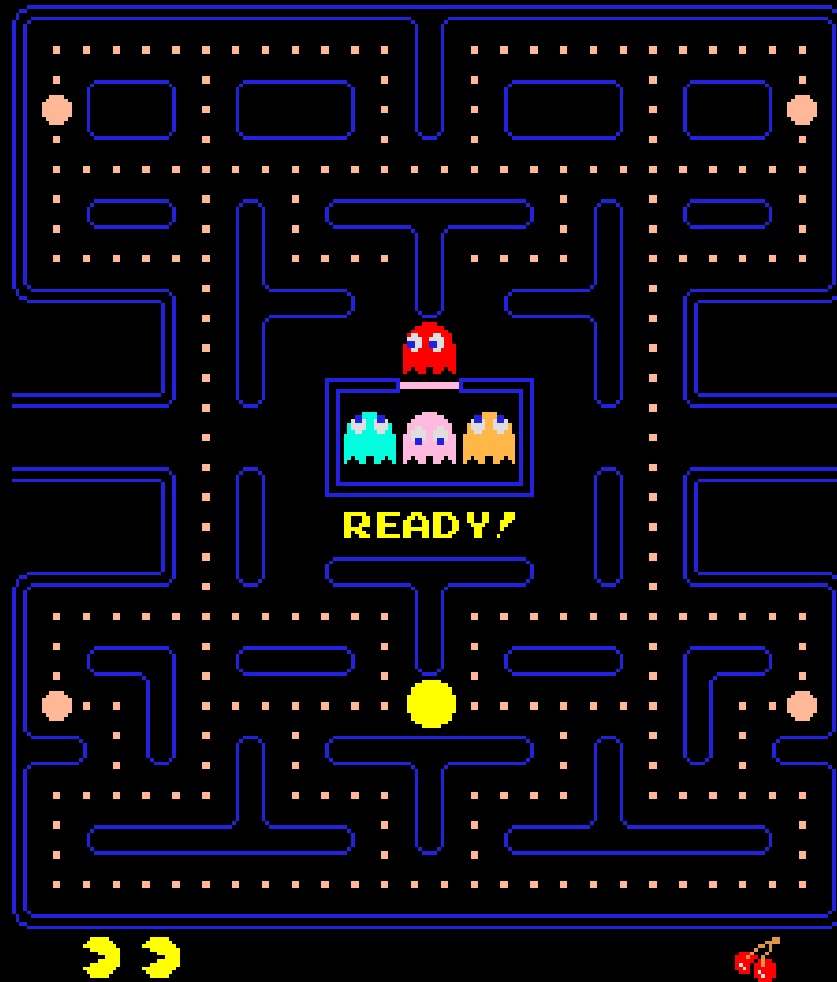
Namco

- 1955 – present (merged with Bandai in 2005)

namco®

Pac-man 1980

1UP 00 HIGH SCORE 00

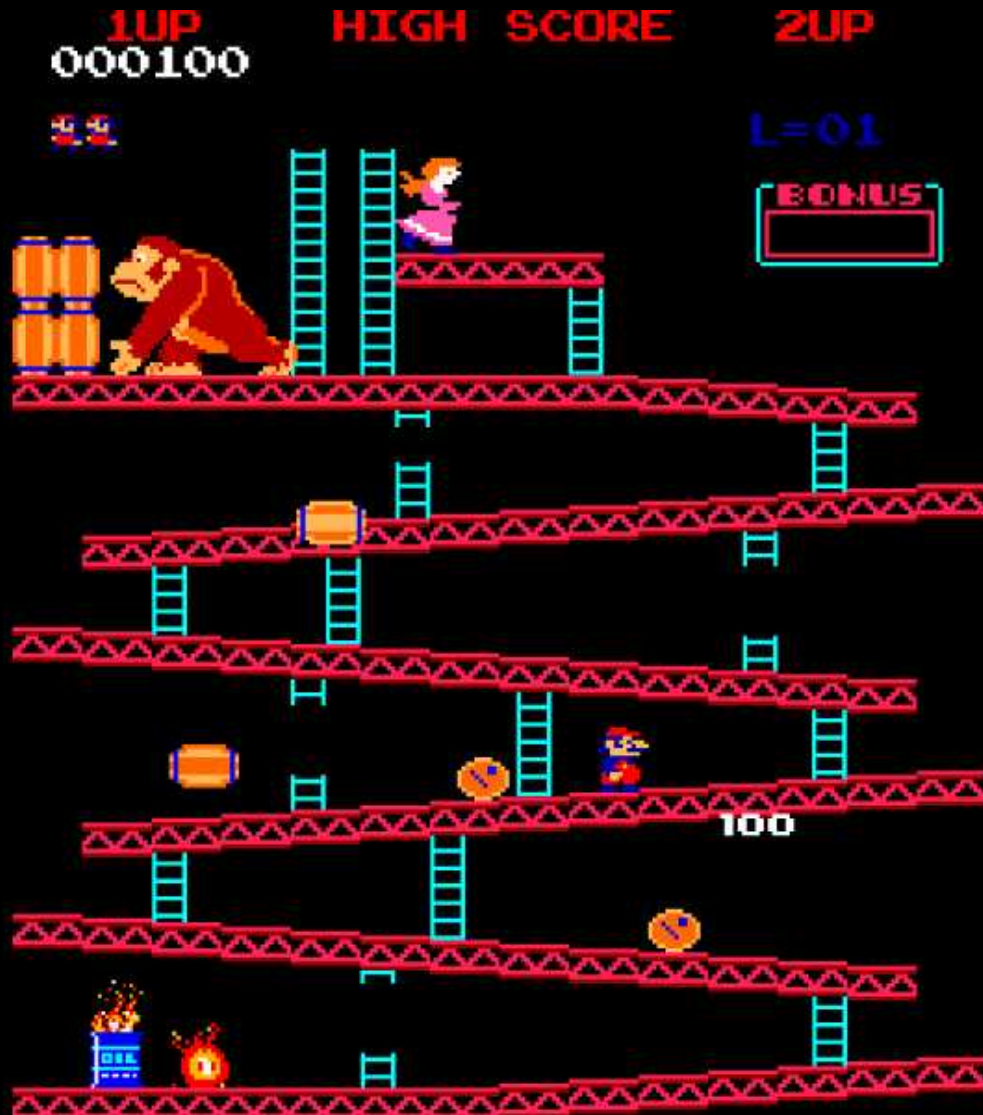


Nintendo

- 1889 - present



Donkey Kong



The Home Console (1st – 8th Generation)



Atari 2006

Atari 2600



Nintendo Entertainment System (NES)



Dreamcast



Playstation 2



Xbox 360

xbox 360 elite
get in now.



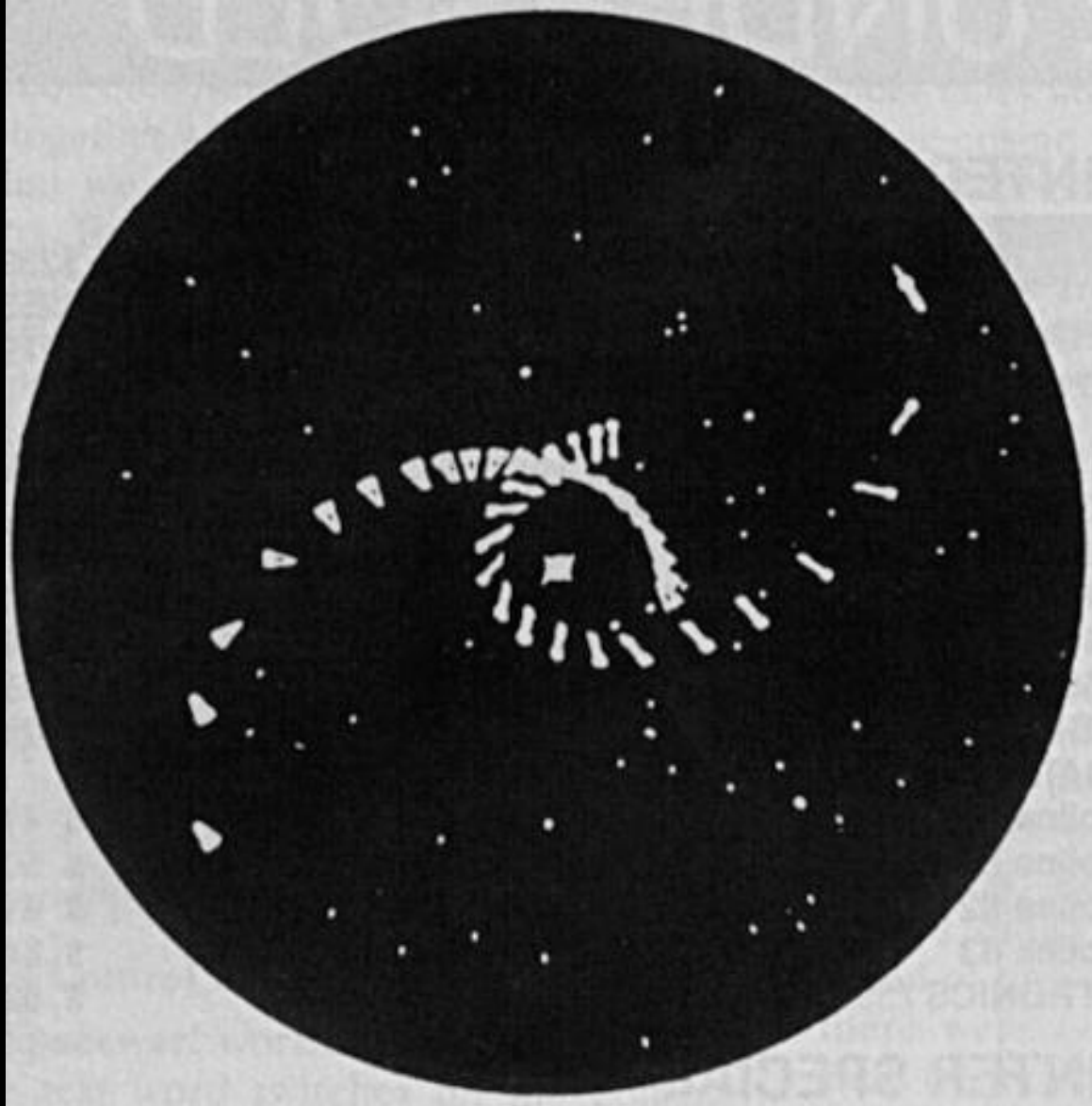
Wii



As a Technology Driving Force



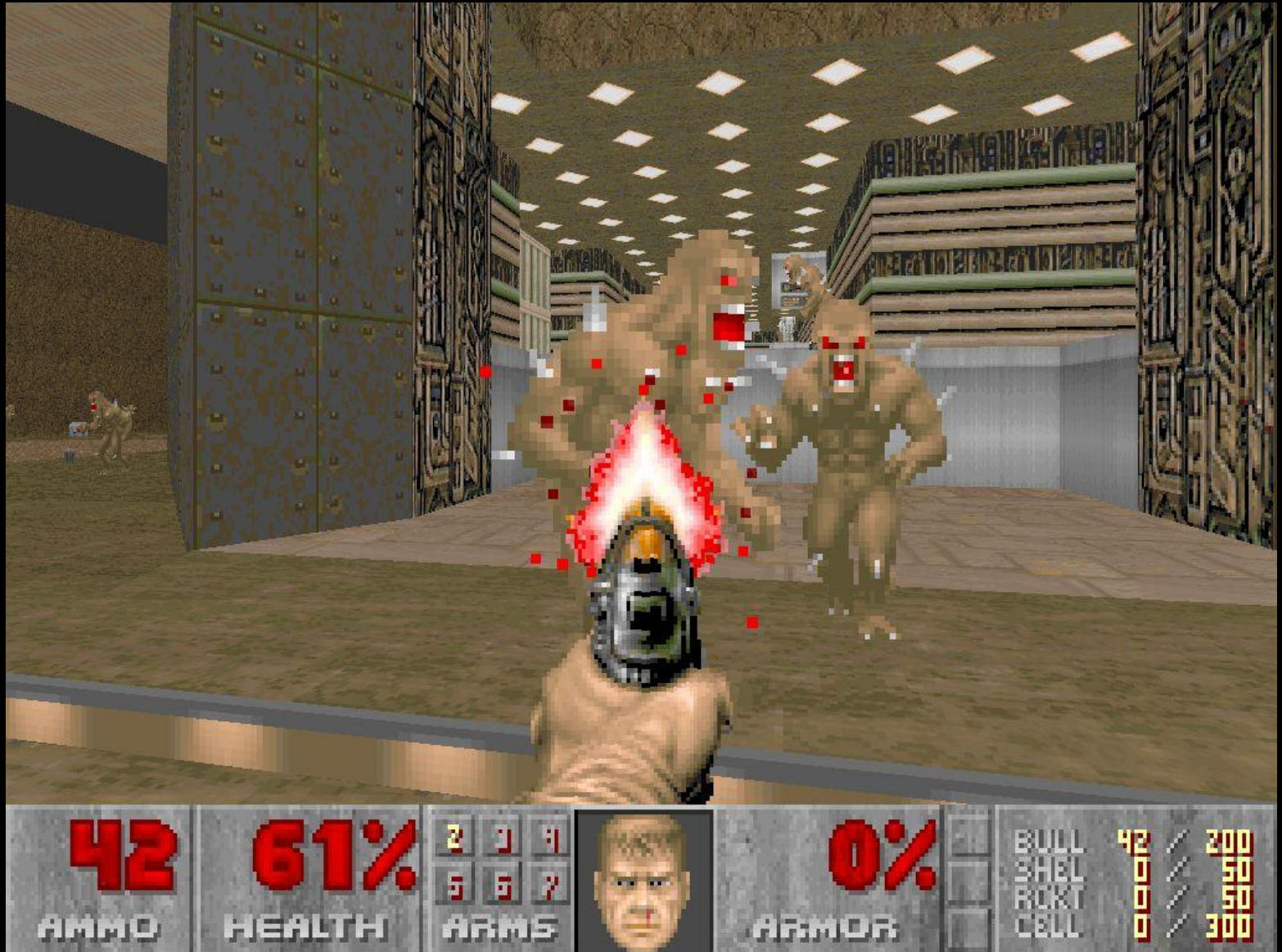
Real Time 2D Pixel Graphics



Real Time Bitmap Graphics



3D Real Time Graphics



3D Real Time Graphics with Physics and Advanced Rendering























Real time sound processing (DSP)



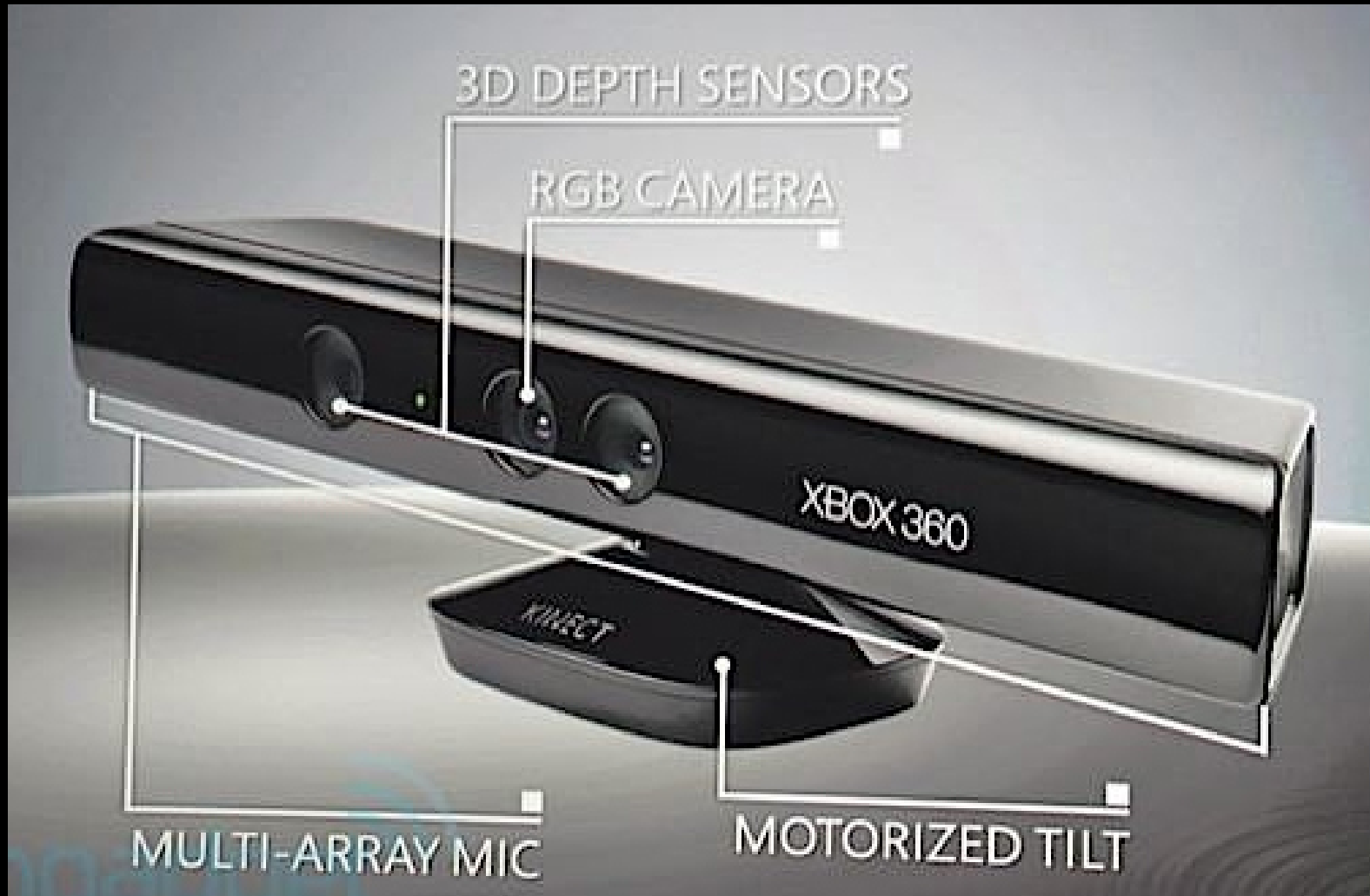
Internet/Network Technology



Human User Interaction (HCI)

| Console Standards | | | | | | |
|--|--|--|--|--|---|---|
|  |  |  |  |  |  |  |
| Tandy | Atari 2600 | Tennis | ColecoVision | ColecoVision | Atari 5200 | NES |
| 1 Stick 1 Button | 1 Stick 1 Button | 1 Knob 1 Button | 1 Stick 2 Buttons 1 Number Pad | 1 Stick 4 Buttons 1 Number Pad | 1 Stick 4 Buttons 3 Options 1 Number Pad | 1 D-Pad 2 Buttons 2 Options |
|  |  |  |  |  |  | |
| Sega Master System | Genesis | SNES | Sega CD | N64 | Dreamcast | |
| 1 D-Pad 2 Buttons | 1 D-Pad 3 Buttons 1 Option | 1 D-Pad 4 Buttons 2 Shoulders 2 Options | 1 D-Pad 6 Buttons 2 Options | 1 D-Pad 1 Stick 6 Buttons 3 Shoulders 1 Option | 1 D-Pad 1 Stick 4 Buttons 2 Shoulders 1 Option | |
|  |  |  |  |  |  |  |
| Playstation 2 | Gamecube | X-Box Old | X-Box New | X-Box 360 | Wii Mote | Wii Arcade |
| 1 D-Pad 2 Sticks 4 Buttons 4 Shoulders 3 Options | 1 D-Pad 2 Sticks 4 Buttons 3 Shoulders 1 Option | 1 D-Pad 2 Sticks 6 Buttons 2 Shoulders 2 Options | 1 D-Pad 2 Sticks 6 Buttons 2 Shoulders 2 Options | 1 D-Pad 2 Sticks 6 Buttons 2 Shoulders 2 Options | 1 D-Pad 3 Buttons 4 Options 1 Shoulder Motion Sensitive | 1 D-Pad 2 Sticks 4 Buttons 4 Shoulders 3 Options |
| | | | | | 1 Stick 2 Shoulders Motion Sensitive | |

Natural User Interface (NUI)

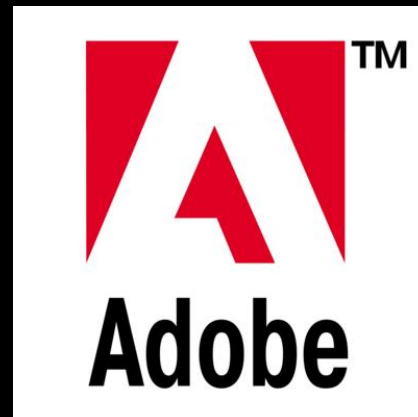


Technology Companies Profited from Video Game



Autodesk

Microsoft



It is now a \$10,000M industry



Hall of Fame

My Personal Favorite



Ultima 4



Legend of Zelda

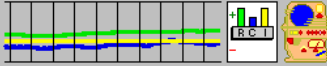


SimCity

SimCity Controls

SimCity Options Disasters Time Priority Windows

Oct 1988
Funds: \$15,034




Score 754, metropolis population 154360.
Inadequate rail system.
A plane has crashed!
Explosion detected!
The power grid's almost divided in half!

Talk: OK, I'll connect this Nuke plant up better.

SimCity Overall Map

Zones Overlays



City Evaluation 1988

| Public Opinion | | Statistics | |
|--------------------------------|-----|--------------------|--------------|
| Is the mayor doing a good job? | | | |
| YES | 75% | Population: | 154360 |
| NO | 25% | Net Migration: | -4140 |
| What are the worst problems? | | Assessed Value: | \$94,435,000 |
| CRIME | 25% | Category: | METROPOLIS |
| TRAFFIC | 11% | Game Level: | Easy |
| HOUSING COSTS | 7% | Overall City Score | (0 - 1000) |
| POLLUTION | 5% | Current Score: | 754 |
| | | Annual Change: | -30 |


Dismiss

SimCity Editor on Kowloon

Display Options

Explosion detected!

Wire Power \$5




Tool Zone Build

SimCity Notice

About SimCity

X11 SimCity for Unix Copyright (C) 1993 by DUX Software Corporation. Multi-Player Interface Designed and Created by Don Hopkins, DUX Software. Based on the Original SimCity Concept and Design by Will Wright, MAXIS Software. Implemented using the TCL/Tk Toolkit!



Dismiss

SimCity Query

Build a Stadium

Do you support the plan to build a Stadium for \$5,000?

Dismiss Support plan!

Half-Life

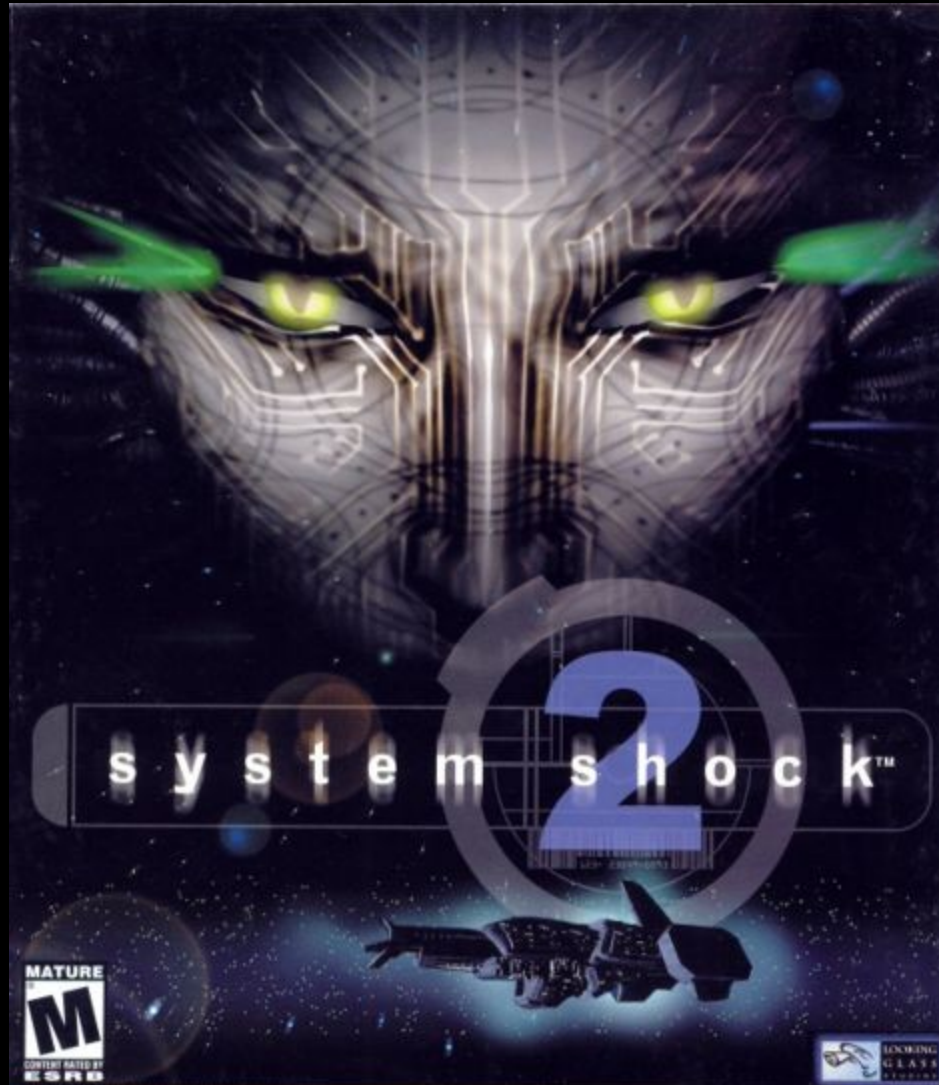
H A L F - L I F E
GAME OF THE YEAR EDITION



Metal Gear Solid



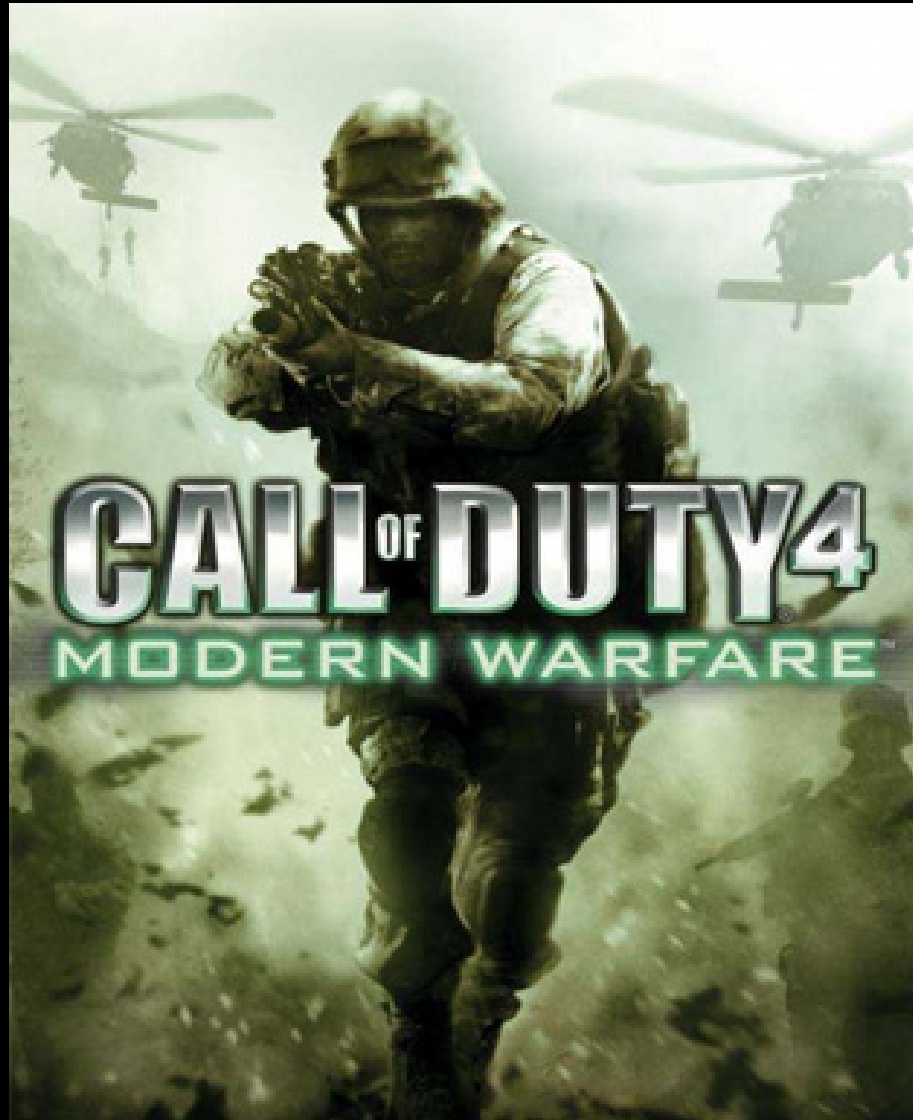
System Shock 2



Dune II



Modern Warfare: COD4



Spores



The Charming Personality



Will Wright

- [Raid on Bungeling Bay](#)
- [SimCity](#)
- [SimCity 2000](#)
- [SimCity 3000](#)
- [SimFarm](#)
- [SimEarth](#)
- [SimLife](#)
- [SimCopter](#)
- [SimAnt](#)
- [The Sims](#)
- [Spore](#)



Shigeru Miyamoto 宮本茂

- *Mario Series*
- *Zelda Series*
- *Wii Lead Designer*
- *...and many many more Nintendo games*



Chris Crawford

- [*The Art of Computer Game Design*](#)
- [*Balance of Power*](#)
- [*Chris Crawford on Game Design*](#)



Chris Hecker

- [Articles on Game Physics](#)
- [Spore](#)



Final Word

- If you want to know more about stories, history, people in video game industry:

GM4102 Video Game

What will you learn in GE4102 ?

- History and story of video game.
- People in the video game.
- The creative process of making a video game.
- The social impact of video game.

Assessment

- Classroom participation.
- 2 short reports.
- 2 short essays.
- 1 group game design project.

Any Questions?