<p align="center">**University of Baltimore**
History of Video Games **(COSC408)**
Midterm Study Guide</p>

This course surveys the history of video games, from the first experiments in the decades following World War II to the current era of consoles and network games. Despite being a relatively recent medium, video games have already undergone significant evolution from their earliest roots. Examine these transformations in terms of art, narrative, graphics, audio, and game mechanics. Throughout the course, students position these trends within the cultural roles games have played and speculate on the future of the form.

MIDTERM EXAM OBJECTIVES

- Examine the history of game development in the US and overseas
- Examine the past, present, and future trends in the evolution of video games
- Identify gaming companies, platforms, operating systems, and organizations which made major contributions to the evolution of the video game phenomena

Concentrate on the following areas:

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1	CH17 pg. 214	Michael Katz & American football Video Games
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6	CH 20 pg. 250 -251	3D Graphics
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23	CH 27 pg. 350	Half-Life
24	CH 28 pg. 362 - 363	Steam
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