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:

Question #	Page Number	Key Information
1	pg. 3	Cold War and Video Games
2	pg. 5	Bennett & Nimrod
3	pg. 8	Computer Scientists & Video Games
4	pg. 8	Engineers and TV
5	pg. 19 & 20	Galaxy Game & Tresidder Union
6	pg. 20	Student Unions vs. Working Man's Bars
7	pg. 23	Syzygy & Atari
8	pg. 24	Pong Arcade's mechanical problem
9	pg. 33	Kee Games
10	pg. 34	Suggestion for improving Odyssey
11	pg. 39	Victor Gruen & Shopping Malls
12	pg. 41	Spirit of 76
13	pg. 41	TTL vs. Software
14	pg. 43	Death Race
15	pg. 46 & 47	Night Driver
16	pg. 53	Dungeons & Dragons & Video Games
17	pg. 65	Atari & Stella
18	pg. 69	Mattel & Handheld Electronic Devices
19	pg. 82	The Atari Democrats (Al Gore)
20	pg. 133	Netherlands & Videogames
21	pg. 135	Imagine's downfall
22	pg. 145	Infocom & Storytelling
23	pg. 155	Nintendo & Donkey Kong
24	pg. 168	Nintendo's Market Strategy
25	pg. 176	Stamper Brothers & Nintendo