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VIDEO GAMES: HISTORY AND DEVELOPMENT

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The origin of [video games](#) lies in early [cathode ray tube](#)-based [missile defence](#) systems in the late 1940s. These programs were later adapted into other simple games during the 1950s. By the late 1950s and through the 1960s, more computer games were developed (mostly on [mainframe computers](#)), gradually increasing in sophistication and complexity.

The first commercially viable video game was [Computer Space](#) in [1971](#), which laid the foundation for a new entertainment industry in the late 1970s within the [United States](#), [Japan](#), and [Europe](#). The first major crash in [1977](#) occurred when companies were forced to sell their older obsolete systems flooding the market. Six years later a [second, greater crash](#) occurred. This crash was brought on largely by a flood of video games coming to the market which resulted in a total collapse of the console gaming industry worldwide, ultimately shifting dominance of the market from [North America](#) to Japan. While the crash killed the console gaming market, the computer gaming market was largely unaffected. Subsequent generations of console video games would continue to be dominated by Japanese corporations. Though several attempts would be made by North American and European companies, [fourth generation of consoles](#), their ventures would ultimately fail. Not until the [sixth generation of video game consoles](#) would a non-Japanese company release a commercially successful console system. The [handheld gaming](#) market has followed a similar path with several unsuccessful attempts made by American companies, all of which failed outside some limited successes in the [handheld electronic games](#) early on. Currently only Japanese companies have any major successful handheld gaming consoles, although in recent years handheld games have come to devices like [cellphones](#) and [PDAs](#) as technology continues to converge.

In the history of video game development such stages can be distinguished : age of video arcade games, first generation consoles, mainframe games, second generation consoles, gaming computers age, handheld games, third and fourth generation consoles, mobile games, fifth and sixth generation consoles, personal computers games, on-line games age.

The age of video games follows many technical innovations and needs of consumers which lead to many gaming genre inventions, including: adventure games, beat'em up, fighting games, interactive movie, maze games, platform games, platform-adventure games, racing games, role-playing games, rhythm game, scrolling shooters, stealth games, survival horror, vehicle simulation games.