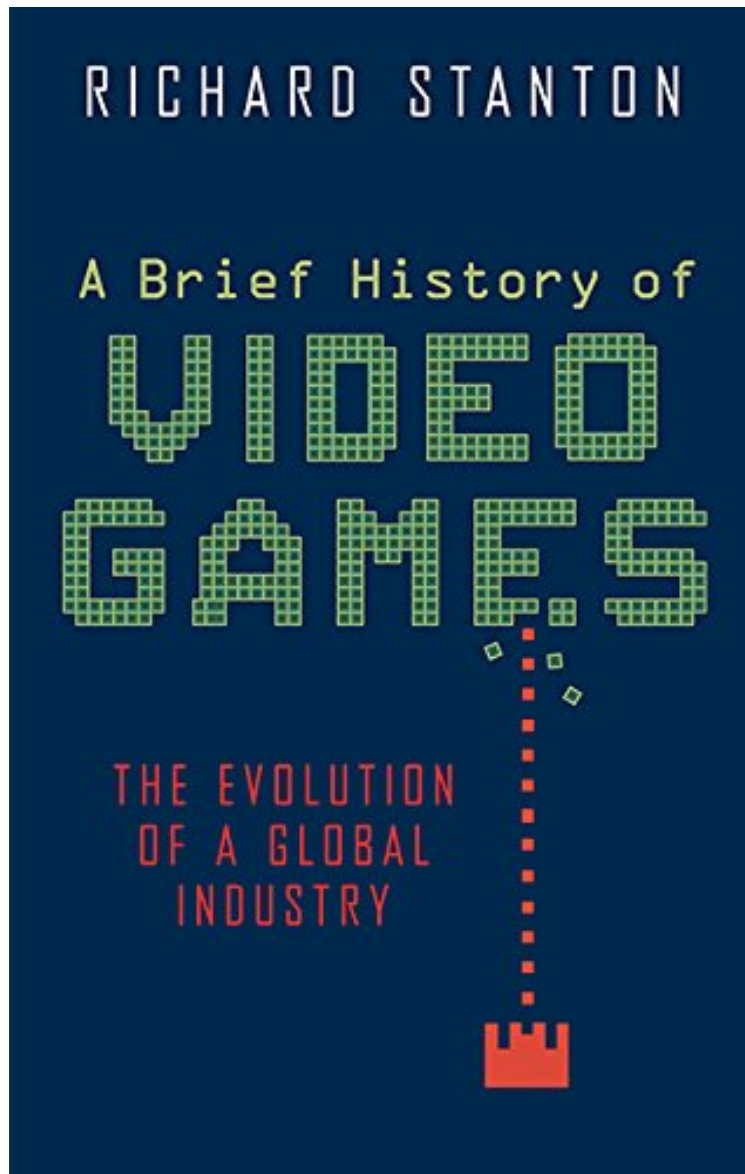


(Free) A Brief History of Video Games

A Brief History of Video Games

Richard Stanton

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#625621 in BooksColor: blue Running Press Books 2015-07-14 2015-07-14Original language:EnglishPDF #1 7.75 x .75 x 5.50l, 1.46 #File Name: 0762456159288 pagesA Brief History Of Video Games BookA unique look at the history and culture of video games all the way from Pong to Bioshock.Focusing on creative and scientific advances throughout gaming history.Addresses the design process, the influence of manga and anime, and more.Softcover. 288 pages. | File size: 72.Mb

Richard Stanton : A Brief History of Video Games before purchasing it in order to gage whether or not it would be worth my time, and all praised A Brief History of Video Games:

12 of 13 people found the following review helpful. Probably the best book about the history of gaming By Kenneth Wesley Jr. Of all the things that was wonderful about this book, for all that's said about the video game industry being so young, there's tons of history and changes that didn't happen overnight. From the 50s to now, it was fascinating to see how most of video games started from the idea of fun and play. It never started with one person, but it was amazing to read about those 'one person' people who made big imprints to the industry we know and whine about today! I was able to learn about the video game craze in 1980s Europe and discovering a huge chunk of that history goes woefully unreported and barely register a blip. It was nice to know that it wasn't 'all Nintendo, all the time'. Nearly every sector gets a writeup that comes from a writer who gives it the utmost respect the people and their creations deserve. Consoles, PCs, handhelds, smartphones, arcades, indies, big publishers, DLC, free to play: for as brief (it's in the title) as the coverage a lot of these sectors get, they hold a bunch of impact and may even jog some warm memories about those days. Coming at a time when the industry has lost one of its biggest icons (Satoru Iwata), it was great not to just remember the works we have been giving, but the people who helped shaped it and make it happen. No gamer should be without this book

0 of 0 people found the following review helpful. Interesting read, but needs a bit of polishing By Customer The book does what it says, giving a brief overview of the history of video games. In its earlier chapters, it focuses on the personalities who created pioneering games before shifting to a more "List of important games" feel in the modern period. The author says this is due to creation shifting from individual programmers to a more collectivised process as the scale of games increased. Due to this, the earlier chapters are the most entertaining ones, with a sense of personality missing from the later ones. The best parts of the book are when the author writes in detail about selected game franchises e.g Metal Gear or Super Mario. These bits are a joy to read due to the authors ability to clearly convey what made those games special and important. It contrasts with the vague description and "features" focus of many game reviews at the moment. It would have been great for this to be done more often, rather than the shallow paragraph description of games which make the final third of the book a trudge to get through. The book is also let down by a general lack of polish. There are frequent typos and formatting issues. The chapter ordering is also not ideal, with some games spoken about in passing in an earlier chapter, before their actual introduction in a later one. This can make the book feel disjointed at times. You get the feeling that it needed an extra month of revision. The Kindle version is terrible. Instead of the usual Kindle format, we get a PDF scan of the actual book. The actual book already has small font sizing, and an annoying two column format. Transferring this onto the Kindle without alteration makes the book very difficult to read on the smaller screen. I ended up reading it zoomed in on my computer, hardly ideal.

0 of 0 people found the following review helpful. Excellent read, if too opinionated at the end By Patrick Overall, A Brief History of Video Games is an enjoyable and informative read. As suggested by its title, it does not go into great depth on any one era, but rather briefly touches on many of gaming's important milestones and landmark franchises. The time spent going over specific franchises and what set them apart was my favorite throughout the book. However, this was the one area of the book where I found myself disappointed, and the reason for me dropping one star. The author makes brief shifts from objectively going over a game's mechanics and reception, and instead giving personal opinions on whether the game was good or not. While it is understandably difficult to separate one's personal views when analyzing a medium like video games, the book's later chapters have several instances of this, leaving a bad taste in my mouth when I finished the book. Despite my one criticism, the book is still an excellent read, and one I'd recommend to anyone interested in learning about gaming's past.

This Brief History provides a unique look at the history and culture of video games, starting with the 1960s classics like Pong to modern favorites such as Grand Theft Auto V and Bioshock. Focusing on creative and scientific advances between 1962 and today, A Brief History of Video Games offers a global perspective on gaming's past and its cutting-edge future with the evolution of virtual reality, 3D graphics, and thought-interface technology. It also addresses the design process from concept to packaging, considers the influence of manga and anime, and explores the relationship between video games and movies.

Illustrated with full-color photography and screenshots on virtually every page, A Brief History of Video Games: The Evolution of a Global Industry is a researched, plain-spoken, and thoroughly accessible chronicle of video games as a pop culture phenomenon turned major creative industry. From the earliest arcade games, to the rise and fall of Atari, the industry resurrection driven by Nintendo, the proliferation of handheld systems, the more recent surge in mobile (smartphone) gaming, and more, A Brief History of Video Games is an edifying whirlwind tour of market forces, creative geniuses, and spectacular business successes and failures. [a] "must-read" for serious minded game historians and curious video game connoisseurs alike!--Midwest Book