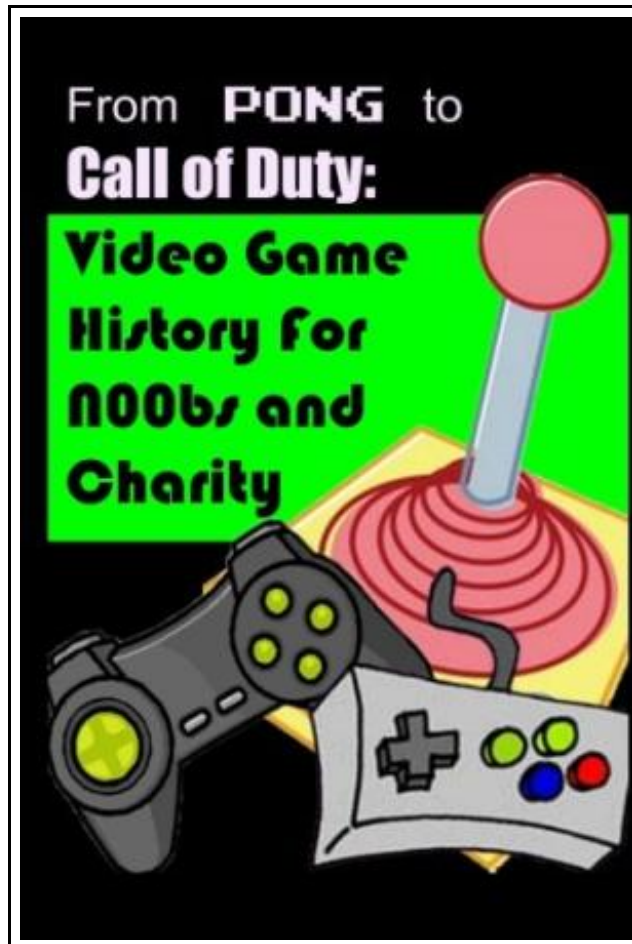


## From Pong to Call of Duty: Video Game History for N00bs and Charity: Proceeds Go to Childs Play



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Createspace. Paperback. Book Condition: New. This item is printed on demand. Paperback. 38 pages. Dimensions: 9.0in. x 6.0in. x 0.1in. I hear younger gamers, all of the time, asking questions about what people my age call the Golden Age of gaming. They want to know about the Atari 2600 and the first Legend of Zelda game. I have had discussions with my friends about how to introduce their kids to gaming; do you start with the classics or go right to the current, more accessible generation In this book we will examine the history of the video game from its obscure beginnings in the 1950s to its human controllers in 2012. Video games today can be played on a console, on a pc, online, on your phone but the first video game was created using World War II radar technology and took up an entire room! We will look at the history of the big guys: Atari, Magnavox, Nintendo, Sony, Microsoft We will look at the history of the other players: Sega, Emerson, Phillips We will look at the brilliant game developers and how PONG changed everything; how one baseball game led to the incredibly successful EA Sports of Madden NFL fame today. We will follow the progression that led Sony to the PlayStation and Nintendo to the innovative Wii. We will look at the arcade rooms of the 80s and the Social Media Games of today. The goal is to give young gamers who are interested in gamings roots an understanding as to how Link went from four colors to millions of polygons. But more importantly, the goal is to help children in need. That is why proceeds from this book will go to charity; More specifically, Childs Play. Childs Play is a game industry charity that improves the lives...



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