



Video Games

Man's "2nd best friend"





What are video games for?

- They can be used for....
- Entertainment
- Making time fly by....
- A job. There are some jobs for testing and creating video games, but they aren't easy...you need to see if there are any flaws in the game...or if its just plain boring. (Especially if you are creating the game!)



Some special features.....

- Video games can be portable. This is great for long road trips....they help parents stop the constant "Are we there yet?" (PSP, DS)
- Some games have special controllers. In games like Guitar Hero, it helps the player know where the keys are, and it makes you feel like it's a real guitar, which equals more fun. (Wii, Guitar Hero, Rockband)
- In the Wii, you have the Wii fit board, which actually puts you in the game (like in yoga, snowboarding, tennis) and it includes a nunchuk, which can give you a *major* workout in boxing.





Video game strengths.....



- Video game systems have many game choices.
- There are many types of video games.
- Video games have many different types of controllers, like the Wii remote, which can include the nunchuk for some types of games to make it easier for the player, or Guitar Hero with its guitar controller.
- Video games like the DS have a stylus instead of touching it with your fingers, which means a cleaner screen and a more accurate touch.
- Some video games have memory cards to save where you are in the game.



....and weaknesses

- Some video games (If just starting up sometimes) freeze up in the middle of the game, then you have to start all over again!
- Most games or their controllers (Wii) need to be charged after a certain amount of time.
- Video game systems can have a lot of cords and wires and can be hard to set up.
- Games like the new DSi might need to be in well-lit rooms.
- Some memory cards could get lost, then you need to start from the beginning of your game because it had your saved data on it.
- Memory cards cost money and only hold a certain amount of data.



How can these weaknesses be improved?

- (These are some ways on how I think they can be improved)
- **NO MORE MEMORY CARDS!!!** The game could save it on the disc. Less money, harder to lose.
- Make it simpler!! The less cords and wires that there are, the smaller the chance of someone tripping, getting hurt, and ruining the system.
- Set-up guides-make them simple! The easier it is to setup, the sooner you enjoy your new game. (and, you won't ruin it!)
- Give your game some time to load up. If its fully loaded, it probably won't freeze up!
- Charge your game overnight. Then you can play it all throughout the day.

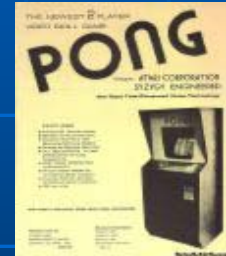




A video game Timeline.....



- **1971.....**
- *The Galaxy Game*, or the earliest known coin-operated arcade game, appears.
- *Computer Space*, the 1st commercially sold arcade game, is released by Nutting Associates.
- **1972.....**
- The arcade game *Pong* is launched by Atari inc.
- **1976....**
- Atari inc. releases *Night Driver*, the earliest known example of a 1st person perspective racing video game



...from the 70's to the late 90's...

- **1978...The Golden Age of Games**
- Taito releases *Space Invaders*, the game that started the golden age.
- **1980.....**
- Namco releases *Pac-Man*, which is the biggest seller of its time. (Of course)
- **1981....**
- Nintendo releases *Donkey Kong*, which also introduced *Mario* a.k.a. "Jumpman" at the time.
- **1982.....**
- Namco releases *Pole Position*, one of the most popular racing games of all time.



...With the beginnings of many famous characters included....

- **1984....**
- Namco releases *Pac-Land*, a platform game.
- **1985....**
- *Vs. Super Mario Bros.* (The arcade version of *Super Mario Bros.*) is released into arcades.
- **1986.....**
- *Chiller*, by Exidy, is released, and is the 1st game to feature blood and gore.
- **1988.....**
- *Splatterhouse* was released and was the 1st game to get a parental advisory disclaimer. (Oh No!)



....and games still found today.

- **1993.....**
- Sega releases *Daytona USA*, the most successful arcade game today.
- Sega releases *Virtua Fighter*, the 1st ever 3D fighting game.
- **1998.....**
- Konami releases *Dance Dance Revolution*. (I think that you guys already know what this is)
- **1999.....**
- Rush 2049 is released, and is the last game to have the Atari Games logo.





What came first?



- I'm not talking about the chicken and the egg, but character wise. Was it Daytona USA? DK? Pac-Man?
- The answer is Pac-Man. Pac-Man came out in 1980, while DK came out in 1981. (I hope that you didn't think that Daytona came first, because you'd be way off. Daytona came out in 1993!)

(By the way, which did come first?)



Some modern games...

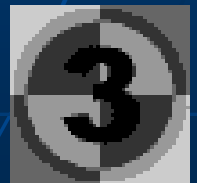
- The Nintendo Wii
- Sony's PSP
- Nintendo's DSi
- Xbox 360
- Sony's PS3
- Nintendo's Wii Fit
- Rockband 2
- Guitar Hero: World Tour



What's next for video games?

- Well, I'm not exactly sure, but I'll take a guess. I think that virtual reality where you can actually feel what's happening in the game will come in between 2025-2038. Also, I think that there might be a device as small as a camera that gets as big as a laptop when activated, feels like water when you touch it, is a touch screen, comes in many colors, and lets you store 100's to 1000's of games, movies, and shows in it to play, watch, and enjoy in 3D!! (I also predict that it'll be expensive!!)

I think that will happen in 50+ years.



The End

- Of course, it won't be the end of video games, now will it? I hope not!!

Video Games Rule!

Helpful resources....

- Wikipedia
- Yahoo! Image search
- Microsoft PowerPoint
- Clipart
- Myself