

HISTORY OF COMPUTER GAMES

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Many people all over the world are interested in computer gaming. But not many of them know when and how the era of computer games started.

The first computer games were created in educational organizations because there were special machines for it. The very first computer game was written in the University of Cambridge, the second one was created for entertaining visitors of the Brookhaven National Laboratory in New York.

In 1970s students-game developers split into two directions for different platforms. They founded many different genres of games with their own fundamental concepts: space games, shooters, adventurers, simulators and role-playing games. Most of them were text-based, but in the late 1970s a few games became graphical.

1980s initiated the golden age of computer games. The majority of created games became widely popular ("Pac-Man", "The Legend of Zelda"), some of well-known (even now) series of games were started ("Diablo", "Super Mario Bros.", "Prince of Persia", "Final Fantasy"), nearly all of present games genres were developed and reworked, all games became graphical with sounds.

1990s were the years of innovations like 3D graphics, online games, technical upgrades like 3D accelerator etc. And again, a lot of games created in these years are being played now by many gamers ("Counter-Strike", "StarCraft", "Sims" and others).

In 2000s the game development made a huge jump in their technical improvement: such devices like Wii Remote, touchscreens and special controllers for games were invented. Graphical part of the games also became more realistic and the whole system of destructible environment was created for the sake of realism. These very years started an era of MMORPG (massive multiplayer online role-playing games) as well, that successfully continues up till now.

Nowadays the evolution in game industry may be divided into some directions, like inventions of new controllers for games, graphical improvements, game engines improvements and new genres features. And now everybody can find his own game.