




# COMS 465:

## Computer Mediated Communication

# Review

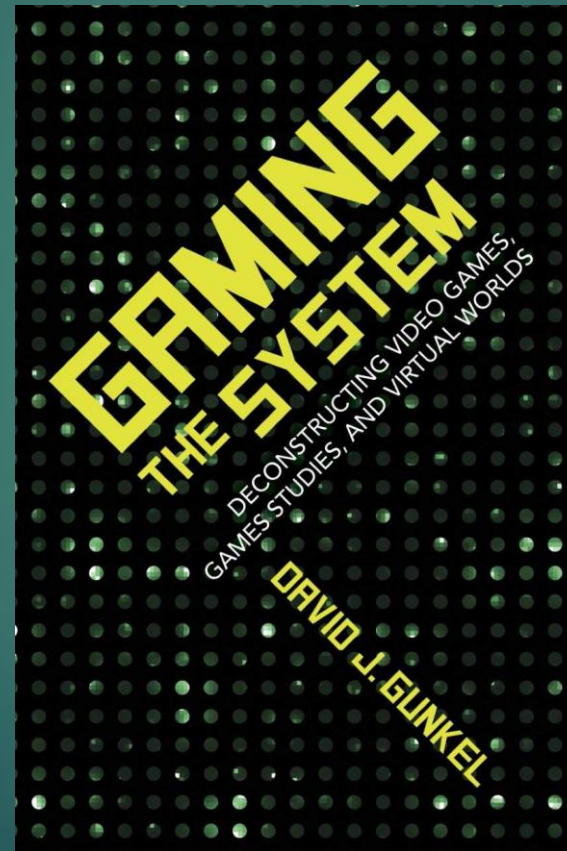
## ▶ Computer Games and Gaming

01  
Computer Games



**Playing on Computers**

To find the earliest computer games, find the earliest computers. Games have always been part of computing. Some were created for tests or demonstrations. Others merely reflect that computer pioneers were human—and humans play.



### Issues

- Terminology
- History
- Characteristics
- Statistics

# Review

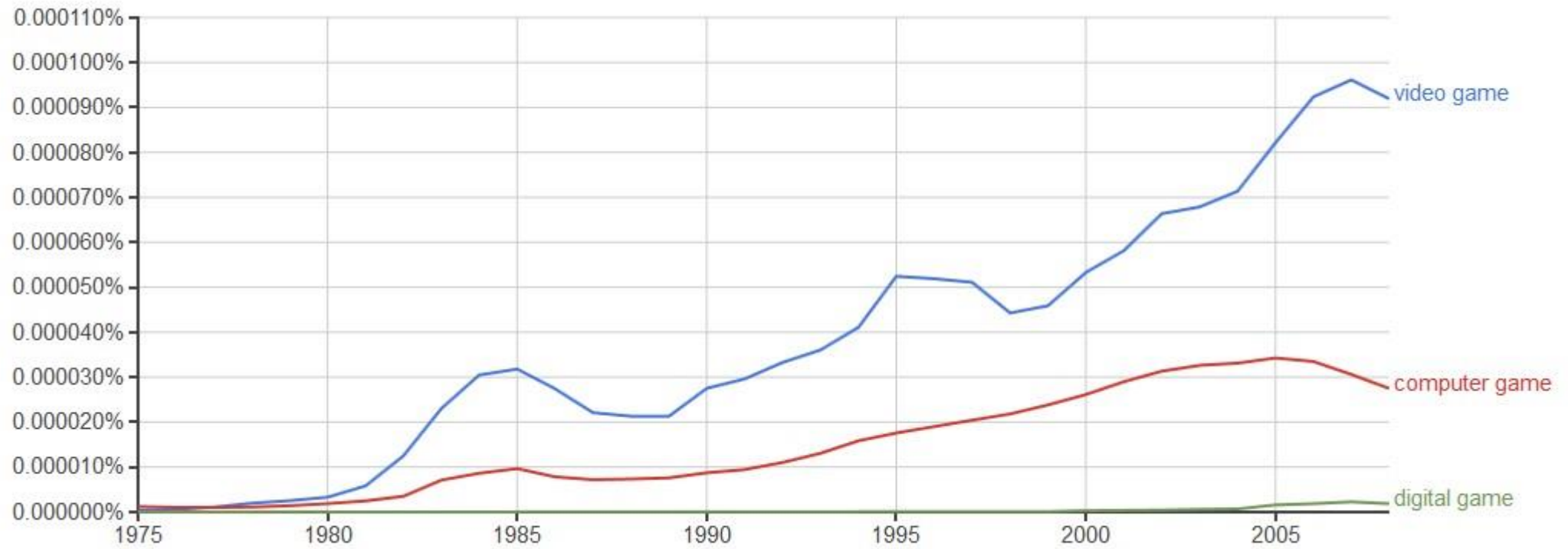
- ▶ Terminology
  - ▶ Video Game



A *video game* is an electronic game that involves human interaction with a user interface to generate visual feedback on a video device. The word “video” in video game traditionally referred to a cathode ray tube (CRT) display device, but it now implies any type of display device that can produce two or three dimensional images.

# Review

## ► Terminology



(click on line/label for focus)

# Review

- ▶ Terminology
  - ▶ Role Playing Game - RPG



# Review

- ▶ Terminology
  - ▶ **MUD** – Multi-User Dungeon
  - ▶ **MOO** – MUD Object Oriented
  - ▶ **MMORPG** – Massively Multiplayer Online Role Playing Game

```
Attempting connection to lambda.moo.mud.org:8888...
Connected!
*****
* Welcome to LambdaMOO! *
*****

Running Version 1.8.3+47 of LambdaMOO

PLEASE NOTE:
LambdaMOO is a new kind of society, where thousands of people voluntarily
come together from all over the world. What these people say or do may not
always be to your liking; as when visiting any international city, it is wise
to be careful who you associate with and what you say.
The operators of LambdaMOO have provided the materials for the buildings of
this community, but are not responsible for what is said or done in them. In
particular, you must assume responsibility if you permit minors or others to
access LambdaMOO through your facilities. The statements and viewpoints
expressed here are not necessarily those of the wizards, Pavel Curtis,
or Roger Crew, and those parties disclaim any responsibility for them.

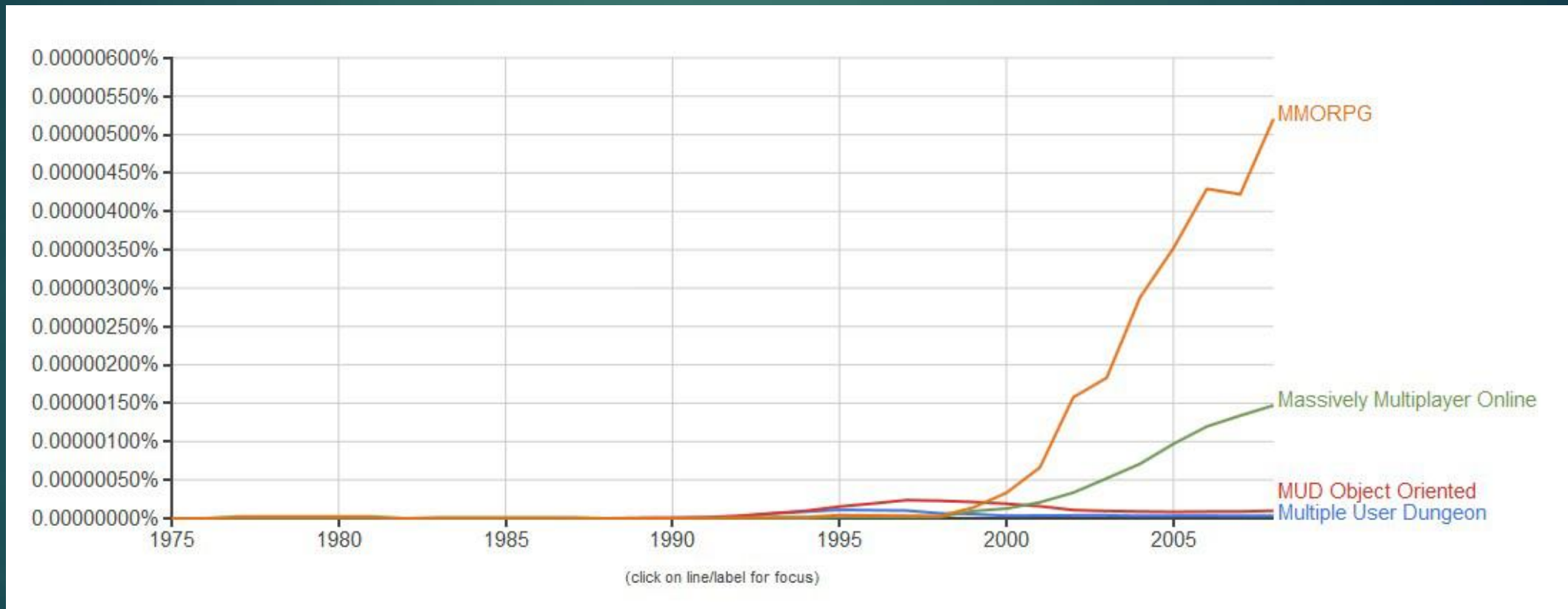
NOTICE FOR JOURNALISTS AND RESEARCHERS:
The citizens of LambdaMOO request that you ask for permission from all
direct participants before quoting any material collected here.

For assistance either now or later, type 'help'.
The lag is approximately 1 second; there are 74 connected.
```



# Review

## ► Terminology



# Review

- ▶ Terminology
  - ▶ Virtual World (VW)

“Virtual World” [VW] is a term used by the creators of the game *Ultima Online*, though they seem to prefer “persistent state world” instead ([www.uo.com](http://www.uo.com)). Neither is a universally accepted term. Perhaps the most frequently used term is ‘MMORPG,’ which means “massively multi-player on-line role-playing game,” apt since VWs were born and have grown primarily as game environments. However, virtual worlds probably have a future that extends beyond this role. Moreover, MMORPG is impossible to pronounce. Other terms include “MM persistent universe,” with “MM” meaning “massively-multiplayer;” also, there is Holmsten’s term, “persistent online world.” “Virtual worlds” captures the essence of these terms in fewer words, with fewer syllables and a shorter acronym; by Occam’s Razor, it is the better choice (2001, 6).



# Review

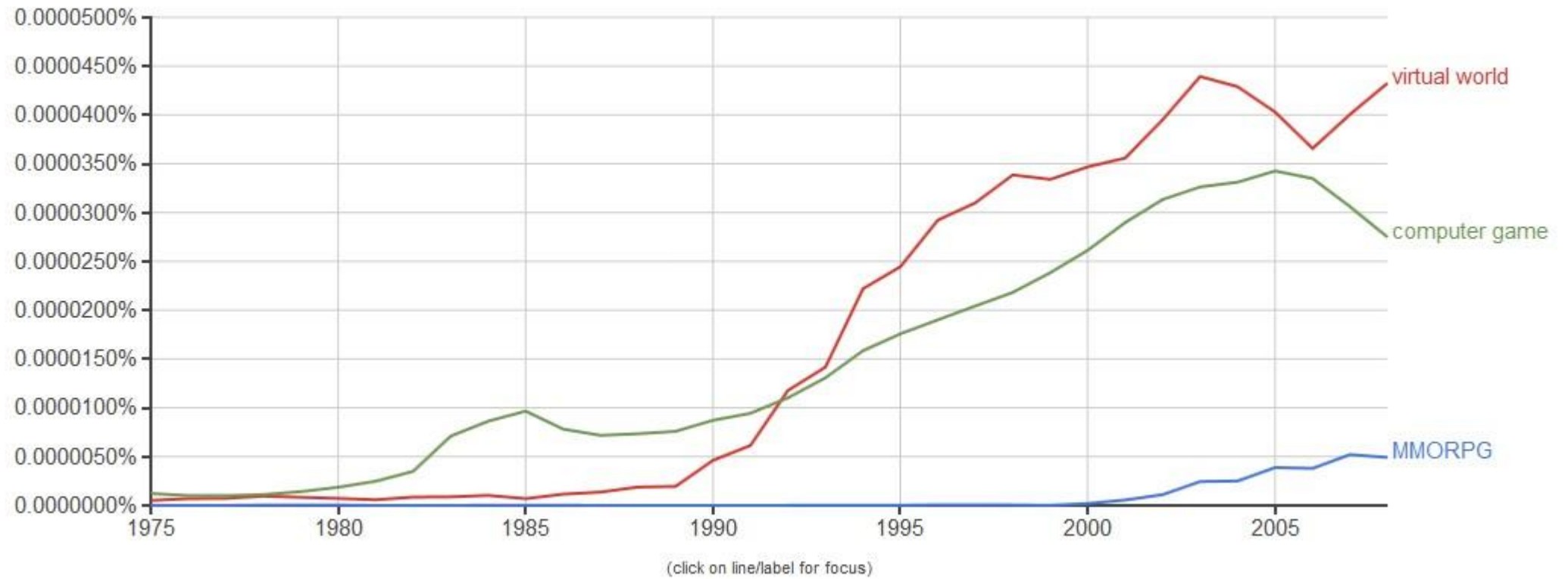
- ▶ Terminology
  - ▶ Virtual World (VW)

- Interactivity: it exists on one computer but can be accessed remotely (i.e., by an internet connection) and simultaneously by a large number of people, with the command inputs of one person affecting the command results of other people.
- Physicality: people access the program through an interface that simulates a first-person physical environment on their computer screen; the environment is generally ruled by the natural laws of Earth and is characterized by scarcity of resources.
- Persistence: the program continues to run whether anyone is using it or not; it remembers the location of people and things, as well as the ownership of objects (2001, 5–6).



# Review

## ► Terminology



# Review

## Video Game History Highlights and Major Innovations



# Review

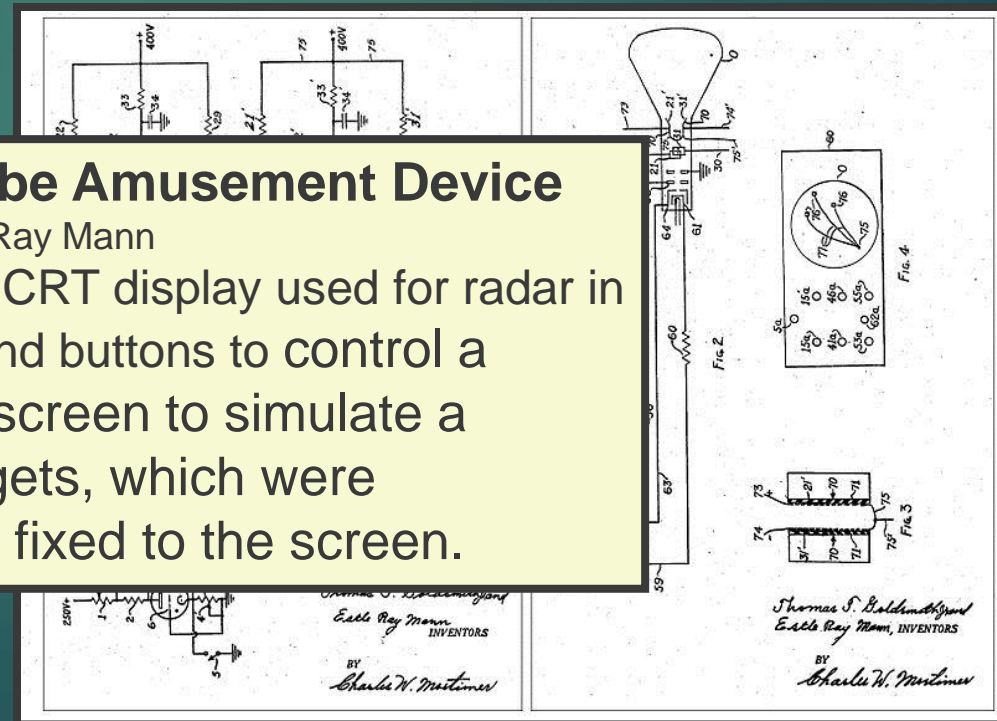
## Video Game History Highlights and Major Innovations



### 1947 – Cathode Ray Tube Amusement Device

Thomas T. Goldsmith Jr. & Estle Ray Mann

Analog game based on the CRT display used for radar in WWII. Players use knobs and buttons to control a vector-drawn dot on the screen to simulate a missile being fired at targets, which were represented as drawings fixed to the screen.



# Review

## Video Game History Highlights and Major Innovations



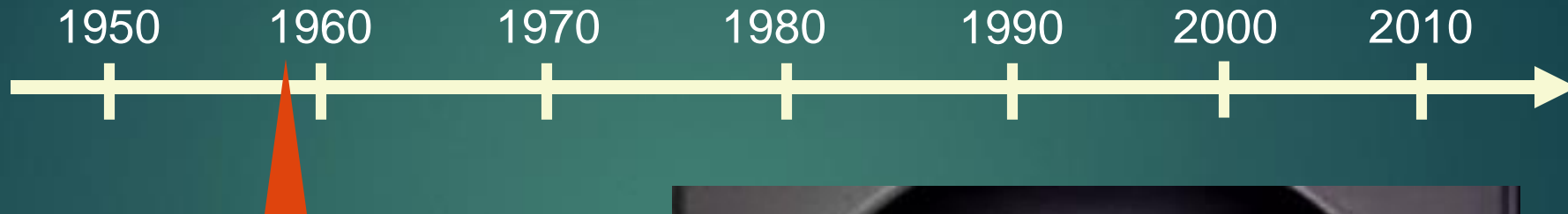
### 1952 – OXO

Alexander S. Douglas  
Tic-Tac-Toe game. First digital graphical game to run on a computer



# Review

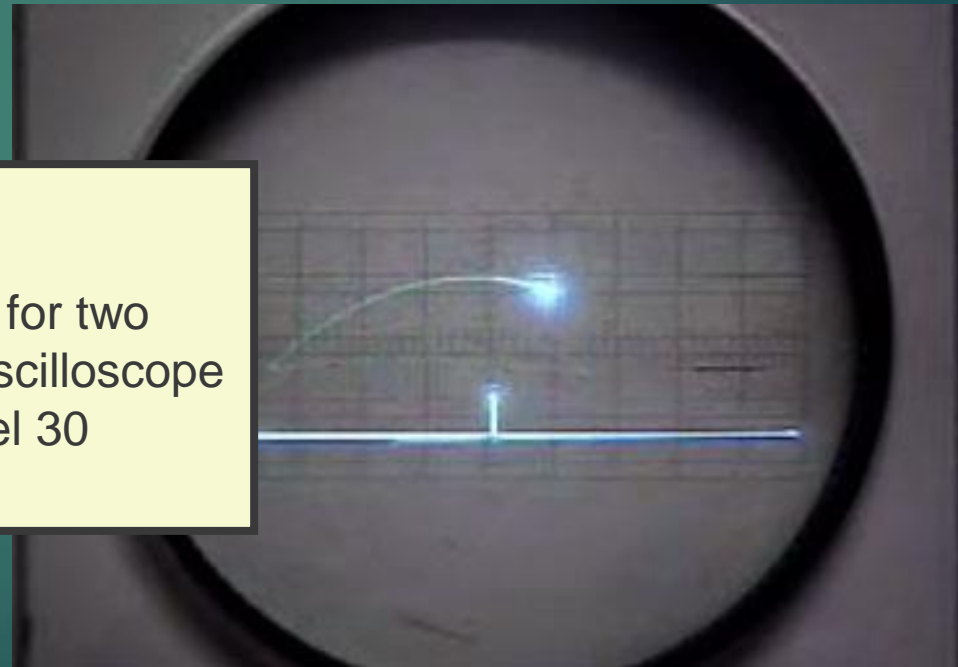
## Video Game History Highlights and Major Innovations



### **1958 – Tennis for Two**

William Higinbotham

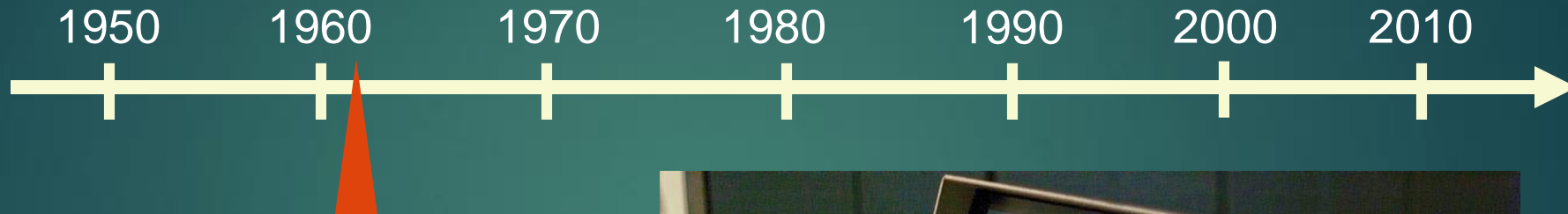
Interactive computer game for two players. Displayed on an oscilloscope and run on a Donner Model 30 analog computer



<http://www.youtube.com/watch?v=s2E9iSQfGdg>

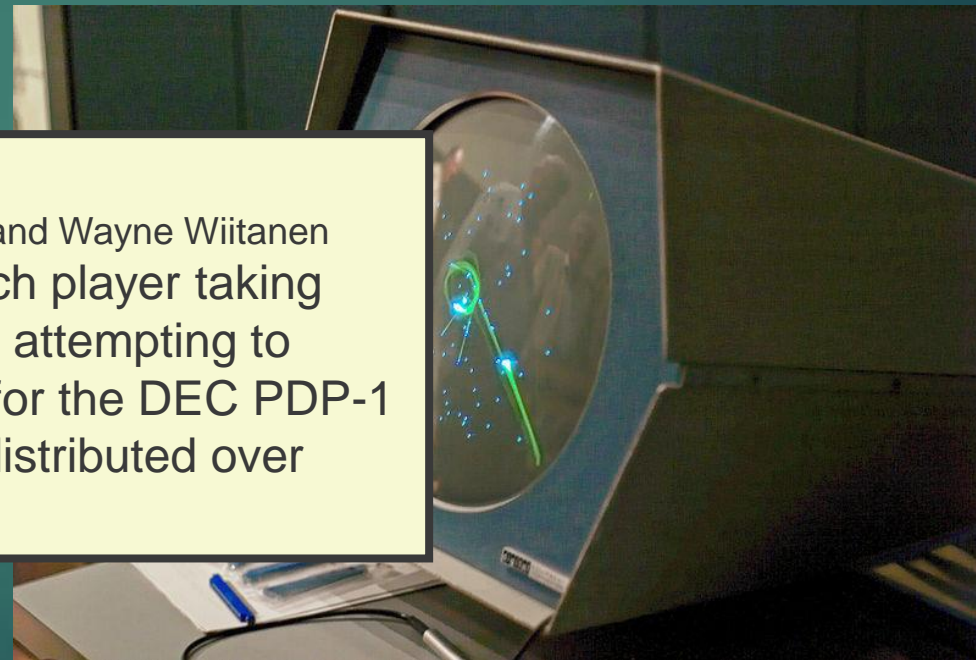
# Review

## Video Game History Highlights and Major Innovations



### **1961 – Spacewar**

Martin Graetz, Steve Russell, and Wayne Wiitanen  
Two-player game, with each player taking control of a spaceship and attempting to destroy the other. Written for the DEC PDP-1 computer and eventually distributed over ARPANET.



<http://www.youtube.com/watch?v=Rmvp4Hktv7U>

# Review

## Video Game History Highlights and Major Innovations



### 1971 – Computer Space

Nolan Bushnell and Ted Dabney

Commercial version of Spacewar. Coin operated arcade game. First mass-produced video game and the first offered for commercial sale.





# Review

## Video Game History Highlights and Major Innovations



### 1972 – Pong

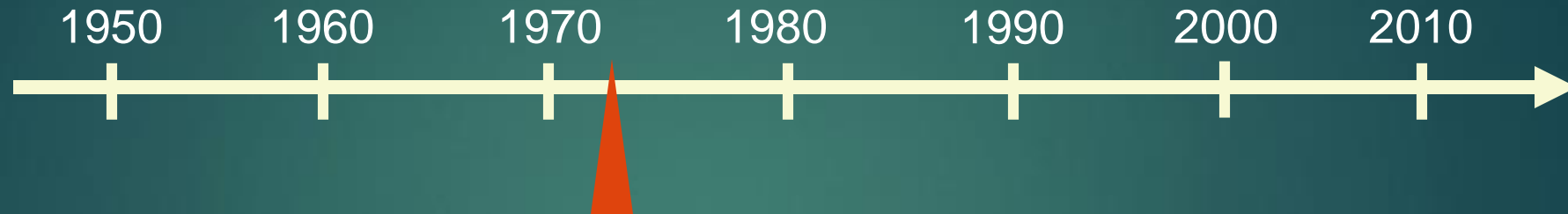
Nolan Bushnell and Ted Dabney - Atari  
Table tennis game. First arcade video game with widespread success. Home version, which worked with a standard television, was released in 1975



<http://www.ponggame.org/>

# Review

## Video Game History Highlights and Major Innovations



### **1972 – Magnavox Odyssey**

Ralph Baer

First commercial home video game console. Output was displayed on a standard television.



# Review

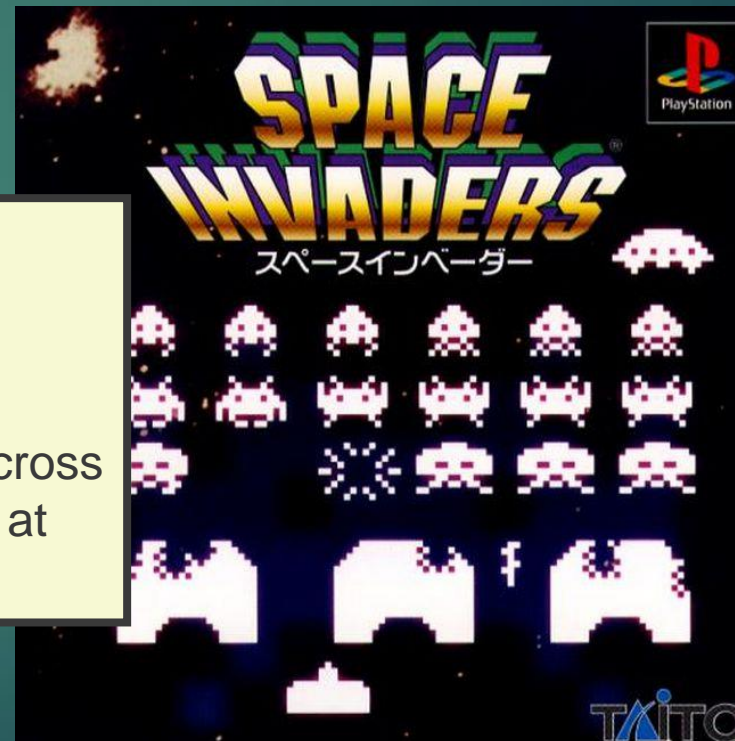
## Video Game History Highlights and Major Innovations



### 1978 – Space Invaders

Tomohiro Nishikado

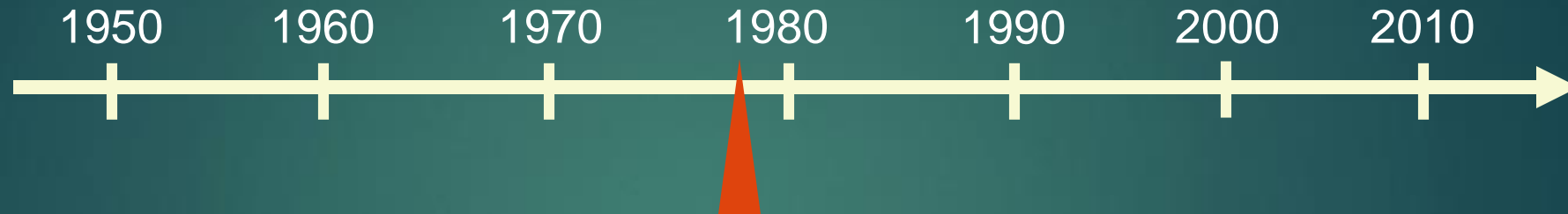
A two-dimensional arcade shooter game. The player controls a laser cannon by moving it horizontally across the bottom of the screen and firing at descending aliens.



<http://www.spaceinvaders.de>

# Review

## Video Game History Highlights and Major Innovations



**1978 – Multiple User Dungeon (MUD)**  
Roy Trubshaw and Richard Bartle,  
Text-based role-playing adventure game. The  
origin of the MUD, MOO, and MMORPG

```
Telnet british-legends.com
*~
Path.
You are standing on a path which leads off a road to the north, to a cottage
south of you. To the west and east are separate gardens.
*~
Flower garden.
is an unexpectedly sweet smell here, and
st across a path there is more garden.
f surrounded by forest to the north and
ows up the unclimbable and unscald
can just make out the shapes of jagged
the rock starts to crumble. Hurriedly,
in to give way under your feet!
*leap
You are splattered over a very large area, or at least most of you
is. The rest of your remains are, even now, being eaten by the seagulls
(especially your eyes). If you'd have looked properly before you leaped you
might have decided not to jump!
Persona updated.
Would you like to play again?
:
```

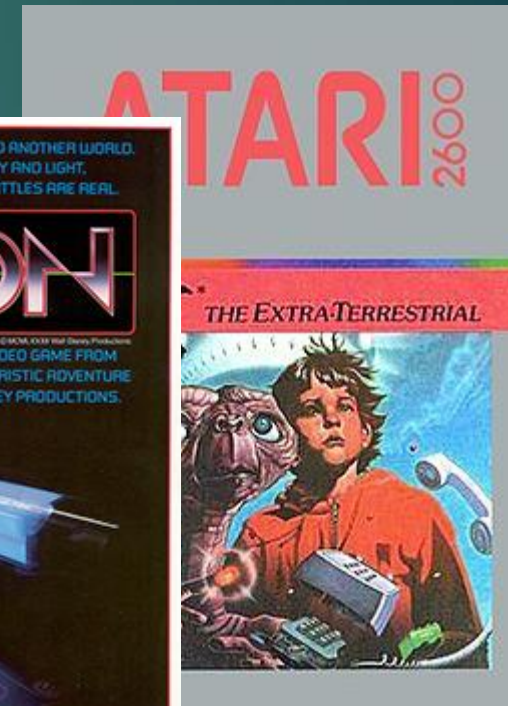
# Review

## Video Game History Highlights and Major Innovations



### 1982 – Tron & ET

Video game and motion picture tie-in.  
Tron was an arcade game distributed by Bally/Midway. ET was an adventure game for the Atari 2600 console.



# Review

## Video Game History Highlights and Major Innovations



**1989 – Nintendo Game Boy**  
8-bit handheld video game device.  
Launched handheld gaming market.



# Review

## Video Game History Highlights and Major Innovations



### 1993 – PC Games

*Myst* – Puzzle/adventure game

*Doom* – First person shooter

*SimCity* – Virtual world game



# Review

## Video Game History Highlights and Major Innovations

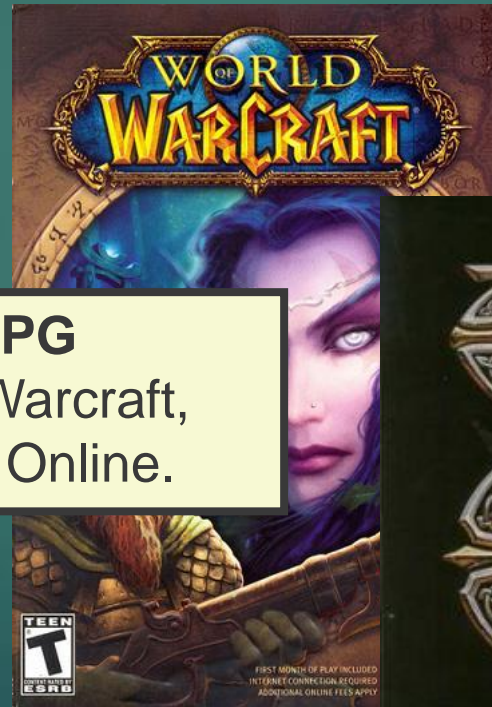


**1995 – 3D Graphics / 32-bit**  
Sega Saturn, Sony Play Station,  
Nintendo 64



# Review

## Video Game History Highlights and Major Innovations



**2001 – MMO & MMORPG**  
RuneScape, World of Warcraft,  
EverQuest, and Ultima Online.

# Review

## Video Game History Highlights and Major Innovations



**2005 – Microsoft XBox 360**  
**Sony PlayStation 3**  
64-bit 3-D Graphics entertainment system (games, Internet, video, etc.)



# Review

## Video Game History Highlights and Major Innovations



**2007 – Nintendo Wii**  
Gestural interface and controller



# Review

## Video Game History Highlights and Major Innovations



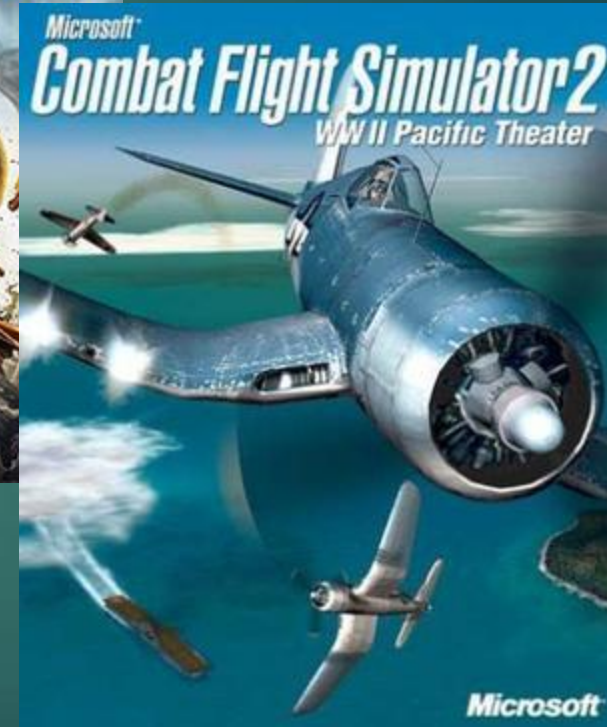
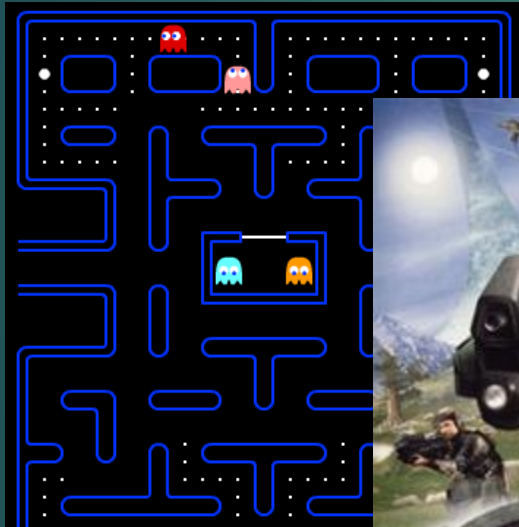
**2009 – Mobile & Social Media**  
Causal games for iOS and Android based smart phones or distributed over social media like Facebook.

# Review

## Video Game Genre

MMORPG / MMO

Maze Games



1<sup>st</sup> Person Shooter

Simulation Games

# Review

## Video Game Categories

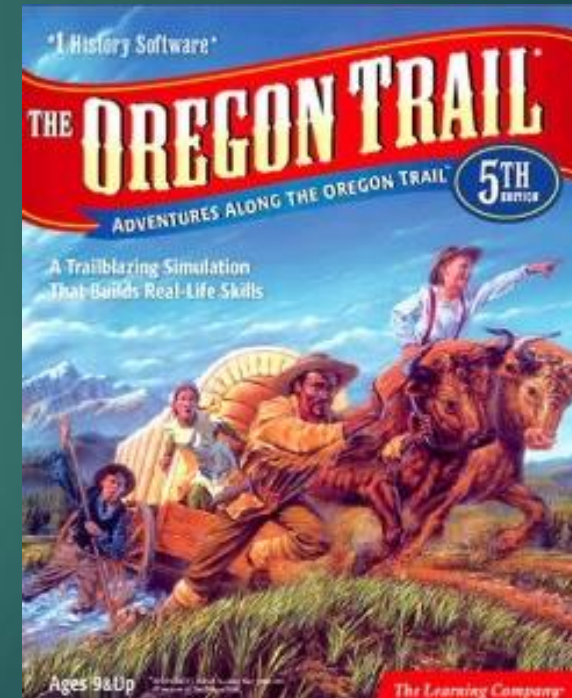
### Casual Games



### Serious Games



### Educational Games



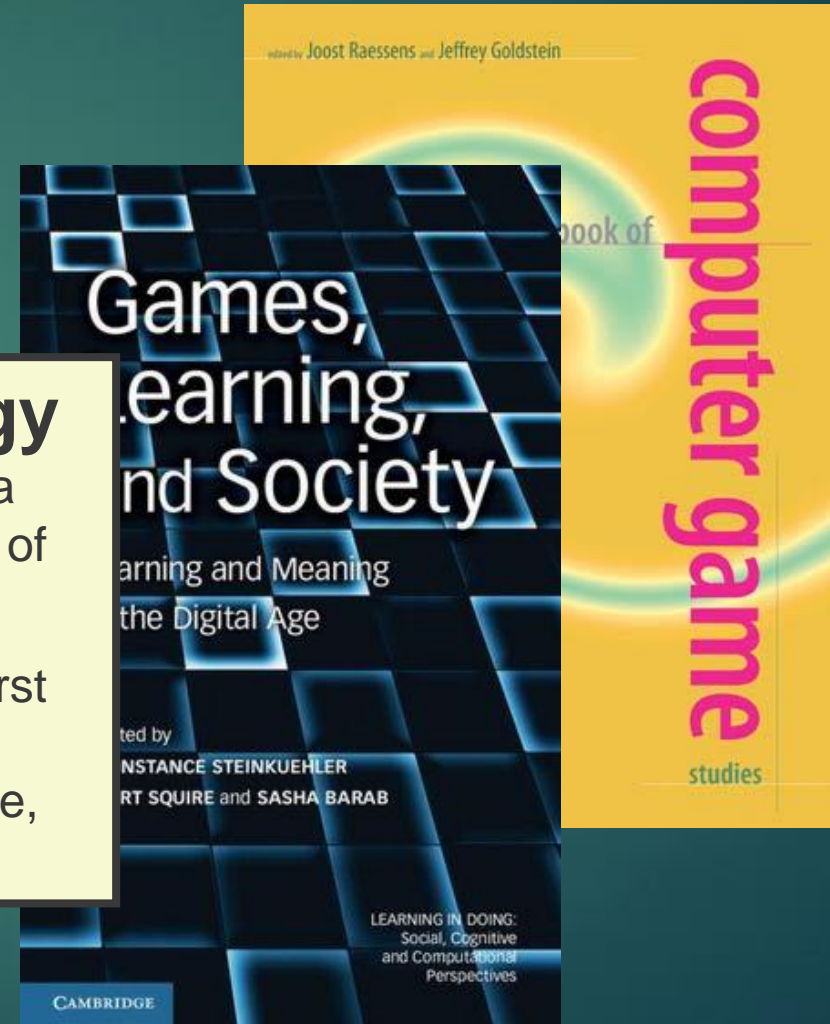
# Review

## Game Studies

### Ludology vs. Narratology

*Narratology* considers video games as a storytelling medium, one that arises out of interactive fiction.

*Ludology* argues that a video game is first and foremost a game, which must be understood in terms of its rules, interface, and the concept of play that it deploys.



# Review

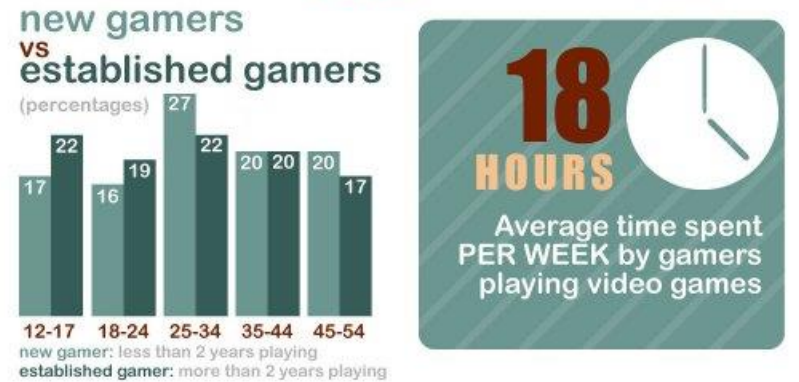
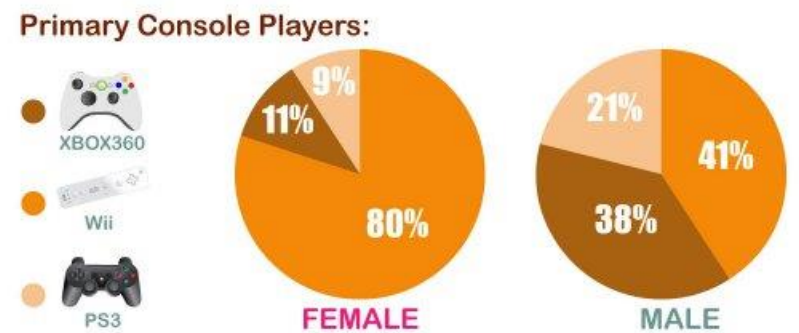
## Video Game Growth

**Console Games** – 6.9% annual growth rate; \$34.7 billion market by 2012

**Online Games** – 16.9 percent annual growth rate, from \$6.6 billion in 2008 to \$14.4 billion by 2012

**Mobile Games** - 19% growth; from \$5.6 billion in 2008 to \$13.5 billion by 2012

## VIDEOgame statistics

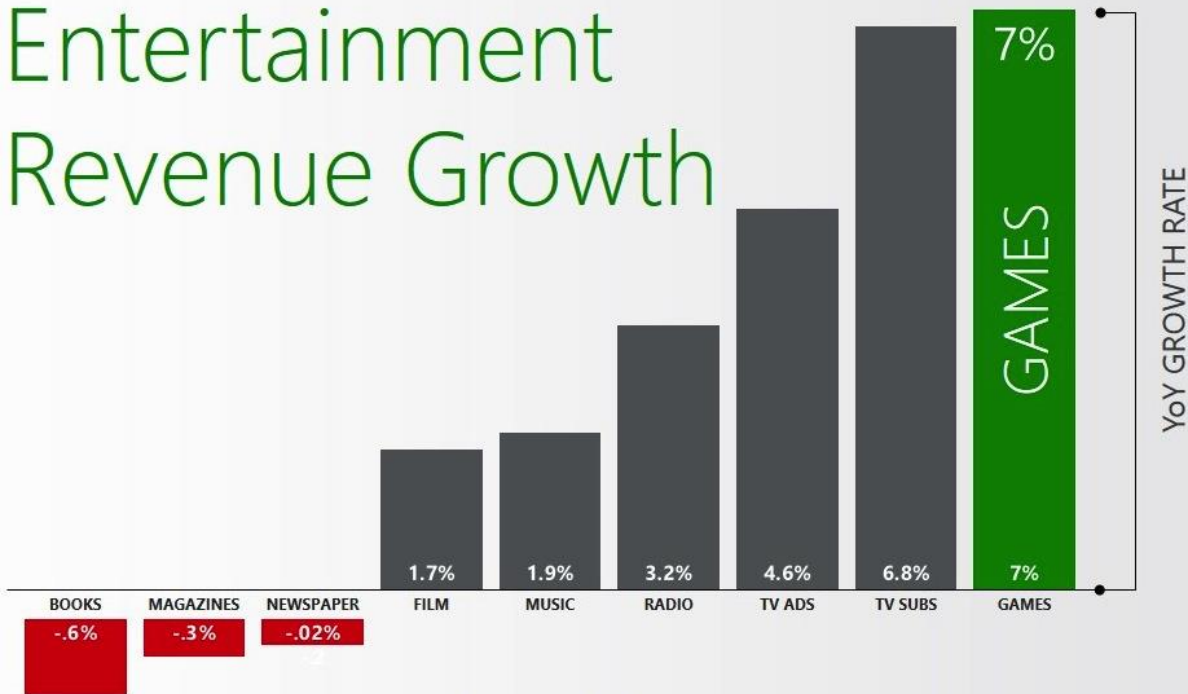




# Review

Gaming revenue growing faster than all other forms of entertainment

## Entertainment Revenue Growth



SOURCE: PWC, MSFT Estimates

# ★ ★ GAME OVER ★ ★

## VIDEO GAMES DOMINATE HOLLYWOOD IN RELEASE WEEK SALES

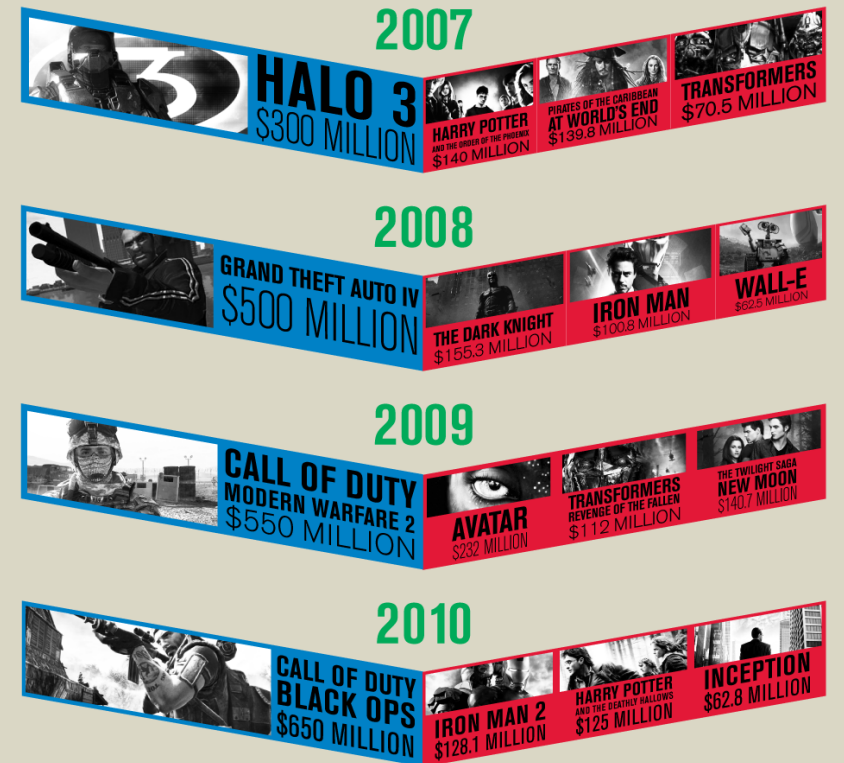
Think opening week at the big summer blockbuster is the highest grossing form of digital entertainment? Think again! Video game releases aren't as glamorous as the red carpet, but they consistently pull in more money in opening week than Hollywood's finest. Here's a look at how video game sales have stacked up against movie releases for the last 5 years.

OPENING WEEK

## THE GAMES VS THE MOVIES



Hollywood's last win came in 2006. Since then, video games have consistently clobbered Hollywood blockbusters in first week sales revenue.



THE FIGHT FOR 2011: CAN VIDEO GAMES BEAT THE MOVIES AGAIN?

# Review

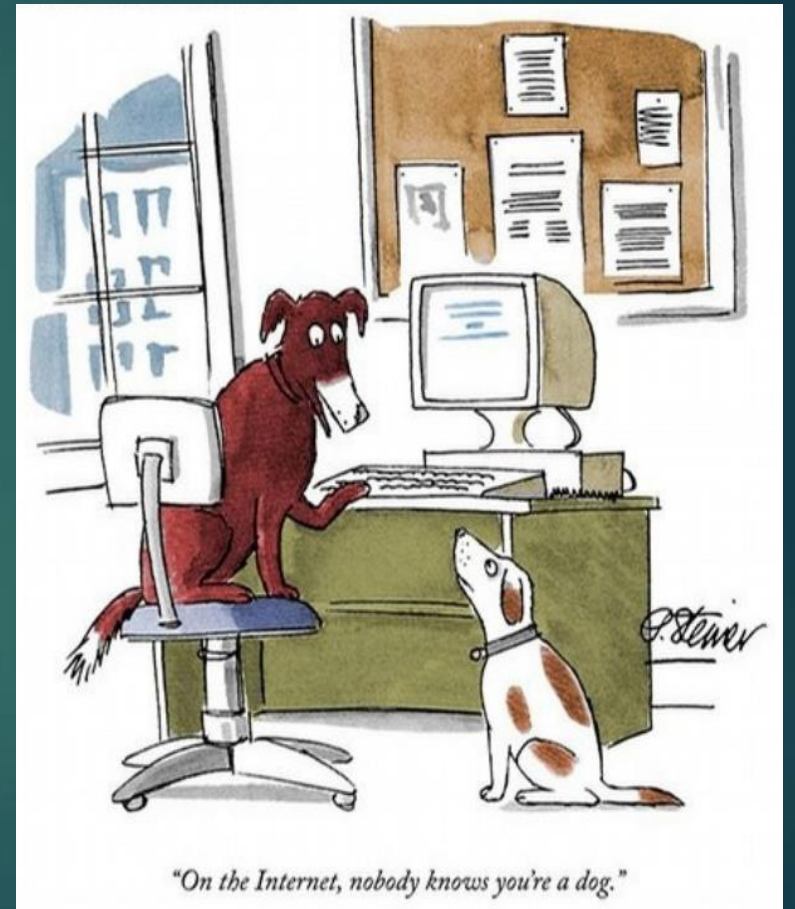


## Conclusions

Video Games are a recent innovation (60 years)  
Video Games are popular and lucrative  
Video Games are a new expressive medium for communication and social interaction

# Today

- ▶ Avatars & Identity
  - ▶ *Gaming the System* - ch. 2
  - ▶ Julian Dibbell - A Rape in Cyberspace



*"On the Internet, nobody knows you're a dog."*

# Preview

- ▶ Avatar Exercise
  - ▶ Task Make an Avatar
    - ▶ Use links on course calendar
    - ▶ Use an avatar from a game/MMORPG/virtual world
  - ▶ No class Wednesday (17 April)
  - ▶ Email an image of your Avatar to me



# Preview

- ▶ Next Class - 22 April 2019
  - ▶ **Virtual Worlds**
    - ▶ Castronova - Virtual Worlds
    - ▶ Gaming the System - ch. 3
  - ▶ **Bots & Other Things**
    - ▶ Gaming the System - ch. 4
    - ▶ Epstein - From Russia with Love