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Since the days of early television, video has been an indispensable part of culture, society, and moving-image media industries. Over the decades, it has been an avant-garde artistic medium, a high-tech consumer gadget, a format for watching movies at home, a force for democracy, and the ultimate, ubiquitous means of documenting reality. In the twenty-first century, video is the name we give all kinds of moving images. We know it as an adaptable medium that bridges analog and digital, amateur and professional, broadcasting and recording, television and cinema, art and commercial culture, and old media and new digital networks. In this history, Michael Z. Newman casts video as a medium of shifting value and legitimacy in relation to other media and technologies, particularly film and television. Video has been imagined as more or less authentic or artistic than movies or television, as more or less democratic and participatory, as more or less capable of capturing the real. Techno-utopian rhetoric has repeatedly represented video as a revolutionary medium, promising to solve the problems of the past and the present—often the very problems associated with television and the society shaped by it—and to deliver a better future. Video has also been seen more negatively, particularly as a threat to movies and their culture. This study considers video as an object of these hopes and fears and builds an approach to thinking about the concept of the medium in terms of cultural status. *Video Art* is a critical introduction and guide to artists' video in both Europe and North America. It covers the period from the early 1960s -- when video art first appeared as a distinctive medium -- into the 1990s, when digital technology merged video's distinctive practice with that of independent film-making and photography. This artistic history is also a technological and a cultural history that sets its analysis of artistic practice firmly within the context of both the development of electronic imaging technology and the changing political and social climate. Richly illustrated, *Video Art* is essential reading for anyone interested in art history and contemporary art practice. The definitive behind-the-scenes history of video games' explosion into the twenty-first century and the war for industry power "A zippy read through a truly deep research job. You won't want to put this one down."—Eddie Adlum, publisher, *RePlay Magazine* As video games evolve, only the fittest companies survive. Making a blockbuster

once cost millions of dollars; now it can cost hundreds of millions, but with a \$160 billion market worldwide, the biggest players are willing to bet the bank. Steven L. Kent has been playing video games since Pong and writing about the industry since the Nintendo Entertainment System. In volume 1 of *The Ultimate History of Video Games*, he chronicled the industry's first thirty years. In volume 2, he narrates gaming's entrance into the twenty-first century, as Nintendo, Sega, Sony, and Microsoft battle to capture the global market. The home console boom of the '90s turned hobby companies like Nintendo and Sega into Hollywood-studio-sized business titans. But by the end of the decade, they would face new, more powerful competitors. In boardrooms on both sides of the Pacific, engineers and executives began, with enormous budgets and total secrecy, to plan the next evolution of home consoles. The PlayStation 2, Nintendo GameCube, and Sega Dreamcast all made radically different bets on what gamers would want. And then, to the shock of the world, Bill Gates announced the development of the one console to beat them all—even if Microsoft had to burn a few billion dollars to do it. In this book, you will learn about • the cutthroat environment at Microsoft as rival teams created console systems • the day the head of Sega of America told the creator of Sonic the Hedgehog to “f**k off” • how “lateral thinking with withered technology” put Nintendo back on top • and much more! Gripping and comprehensive, *The Ultimate History of Video Games: Volume 2* explores the origins of modern consoles and of the franchises—from Grand Theft Auto and Halo to Call of Duty and Guitar Hero—that would define gaming in the new millennium. *The Video Games Textbook* takes the history of video games to another level, with visually-stimulating, comprehensive, and chronological chapters that are relevant and easy to read for a variety of students. Every chapter is a journey into a different era or area of gaming, where readers emerge with a strong sense of how video games evolved, why they succeeded or failed, and the impact they had on the industry and human culture. Written to capture the attention and interest of both domestic and international college students, each chapter contains a list of objectives and key terms, illustrative timelines, arcade summaries, images and technical specifications of all major consoles. *The Technique of Film & Video Editing* provides a detailed, precise look at the artistic and aesthetic principles and practices of editing for both picture and sound. Analyses of photographs from dozens of classic and contemporary films and videos provide a sound basis for the professional filmmaker and student editor. This book puts into context the storytelling choices an editor will have to make against a background of theory, history, and practice. This new edition has been updated to include the latest advances in digital video and nonlinear editing and explores the new trend of documentary as mainstream entertainment, using films such as "Fahrenheit 9/11" and "The Fog of War" as examples. Traces the evolution of video game technology from Mario to Minecraft to mobile gaming. This book is a journey into the past, to a time where video games were making their first baby steps in the world. Join us as we delve into the history, the stories, from backstabbing businessmen to the first game in space, from humble beginnings to the multi billion pound industry of today. This book looks into the systems that emerged, from the early Atari 2600 through the 8-bit home computer boom of the '80's with the Sinclair ZX Spectrum and Commodore 64 doing battle for peoples hearts. The rise of Sega and Nintendo, through to the Playstation era. We will look at the games, both classic and not so classic, that formed the backbone for these machines to flourish. So come and take your seat,

and enjoy the ride. This book provides the first in-depth exploration of video games as history. Chapman puts forth five basic categories of analysis for understanding historical video games: simulation and epistemology, time, space, narrative, and affordance. Through these methods of analysis he explores what these games uniquely offer as a new form of history and how they produce representations of the past. By taking an inter-disciplinary and accessible approach the book provides a specific and firm first foundation upon which to build further examination of the potential of video games as a historical form. This title traces the growth of video games, showing how they have become an integral part of popular culture today. A comprehensive overview of the evolution of video games covering topics such as, "Atari revolution;" "rise of cartridge-based consoles;" American video game industry; international video game industry; "Apple Mac;" "Nintendo Entertainment System;" Sega video games; PlayStation video games; and "girl gaming." The Internet has changed the past. Social media, Wikipedia, mobile networks, and the viral and visual nature of the Web have inundated the public sphere with historical information and misinformation, changing what we know about our history and History as a discipline. This is the first book to chronicle how and why it matters. Why does History matter at all? What role do history and the past play in our democracy? Our economy? Our understanding of ourselves? How do questions of history intersect with today's most pressing debates about technology; the role of the media; journalism; tribalism; education; identity politics; the future of government, civilization, and the planet? At the start of a new decade, in the midst of growing political division around the world, this information is critical to an engaged citizenry. As we collectively grapple with the effects of technology and its capacity to destabilize our societies, scholars, educators and the general public should be aware of how the Web and social media shape what we know about ourselves - and crucially, about our past.

Avant-garde film is almost indefinable. It is in a constant state of change and redefinition. In his highly-acclaimed history of experimental film, A.L. Rees tracks the movement of the film avant-garde between the cinema and modern art (with its postmodern coda). But he also reconstitutes the film avant-garde as an independent form of art practice with its own internal logic and aesthetic discourse. In this revised and updated edition, Rees introduces experimental film and video to new readers interested in the wider cinema, as well as offering a guide to enthusiasts of avant-garde film and new media arts. Ranging from Cézanne and Dada, via Cocteau, Brakhage and Le Grice, to the new wave of British film and video artists from the 1990s to the present day, this expansive study situates avant-garde film between the cinema and the gallery, with many links to sonic as well as visual arts. The new edition includes a review of current scholarship in avant-garde film history and includes updated reading and viewing lists. It also features a new introduction and concluding chapter, which assess the rise of video projection in the gallery since the millennium, and describe new work by the latest generation of experimental film-makers. The new edition is richly illustrated with images of the art works discussed. Highlighting important milestones in video game history, this informational text examines the history of video games, from the very first computer game created in 1940, to modern-day games created for mobile platforms. Developed by Timothy Rasinski and Lori Oczkus, this book includes essential text features like an index, captions, glossary, and table of contents. The detailed sidebars, fascinating images, and Dig Deeper section prompt students to connect back to the text and encourage multiple

readings. Check It Out! includes suggested resources for further reading. Aligned with state standards, this title features complex content appropriate for students preparing for college and career readiness. Bring the past to life in your Social Studies classroom. This guide shows you and your students the techniques needed for researching, scripting, filming, and editing a historical documentary. This book is an excellent introduction for teachers wanting to challenge their students with creative media. Grades 4-12 Images have never been as freely circulated as they are today. They have also never been so tightly controlled. As with the birth of photography, digital reproduction has created new possibilities for the duplication and consumption of images, offering greater dissemination and access. But digital reproduction has also stoked new anxieties concerning authenticity and ownership. From this contemporary vantage point, *After Uniqueness* traces the ambivalence of reproducibility through the intersecting histories of experimental cinema and the moving image in art, examining how artists, filmmakers, and theorists have found in the copy a utopian promise or a dangerous inauthenticity—or both at once. From the sale of film in limited editions on the art market to the downloading of bootlegs, from the singularity of live cinema to video art broadcast on television, Erika Balsom investigates how the reproducibility of the moving image has been embraced, rejected, and negotiated by major figures including Stan Brakhage, Leo Castelli, and Gregory Markopoulos. Through a comparative analysis of selected distribution models and key case studies, she demonstrates how the question of image circulation is central to the history of film and video art. *After Uniqueness* shows that distribution channels are more than neutral pathways; they determine how we encounter, interpret, and write the history of the moving image as an art form. My two biggest passions concerning computers are hardware and gaming. I wrote this book because I don't want that important pieces of history regarding computer hardware, games and, in a smaller amount the 80's operating systems to be forgotten and lost. I want everyone to appreciate the hardware and software industry and especially the people behind them as they worked many days and nights to deliver us fast and advanced computers and entertaining and complex games. As a child, Philip Sherlock loved to listen to folk tales. Since then he has made a significant contribution to Caribbean folklore by recording many of them in print for the first time. Here are fables of the birds and animals of the West Indies: jaguar, snake, crested curassow, wild pig, parrot, wise owl, and of Anansi--the spider who can assume human form. These twenty-one stories are a wonderful mixture of early tales from the Arawak and the Carib people, the original inhabitants of the Caribbean, and from the Ashanti people of West Africa. Read together they help to provide a background to the history of the West Indies. The stories are retold here in a warm, rich style--some tales gentle and philosophical, some humorous and full of action. An educational collection of videos focused on key areas of U.S. History. The definitive behind-the-scenes history of the dawn of video games and their rise into a multibillion-dollar business "For industry insiders and game players alike, this book is a must-have."—Mark Turmell, designer for Midway Games and creator of NBA Jam, NFL Blitz, and WrestleMania With all the whiz, bang, pop, and shimmer of a glowing arcade, volume 1 of *The Ultimate History of Video Games* reveals everything you ever wanted to know and more about the unforgettable games that changed the world, the visionaries who made them, and the fanatics who played them. Starting in arcades then moving to televisions and handheld devices, the video game invasion has entranced kids and the young

at heart for nearly fifty years. And gaming historian Steven L. Kent has been there to record the craze from the very beginning. The Ultimate History: Volume 1 tells the incredible tale of how this backroom novelty transformed into a cultural phenomenon. Through meticulous research and personal interviews with hundreds of industry luminaries, Kent chronicles firsthand accounts of how yesterday's games like Space Invaders, Centipede, and Pac-Man helped create an arcade culture that defined a generation, and how today's empires like Sony, Nintendo, and Electronic Arts have galvanized a multibillion-dollar industry and a new generation of games. Inside, you'll discover • the video game that saved Nintendo from bankruptcy • the serendipitous story of Pac-Man's design • the misstep that helped topple Atari's \$2-billion-a-year empire • the coin shortage caused by Space Invaders • the fascinating reasons behind the rise, fall, and rebirth of Sega • and much more! Entertaining, addictive, and as mesmerizing as the games it chronicles, this book is a must-have for anyone who's ever touched a joystick.

A History of Video Art is a revised and expanded edition of the 2006 original, which extends the scope of the first edition, incorporating a wider range of artists and works from across the globe and explores and examines developments in the genre of artists' video from the mid 1990s up to the present day. In addition, the new edition expands and updates the discussion of theoretical concepts and ideas which underpin contemporary artists' video. Tracking the changing forms of video art in relation to the revolution in electronic and digital imaging that has taken place during the last 50 years, A History of Video Art orients video art in the wider art historical context, with particular reference to the shift from the structuralism of the late 1960s and early 1970s to the post-modernist concerns of the 1980s and early 1990s. The new edition also explores the implications of the internationalisation of artists' video in the period leading up to the new millennium and its concerns and preoccupations including post-colonialism, the post-medium condition and the impact and influence of the internet. Advances in video game technology have fueled a growing appetite for video games of all sorts. Gaming at its core is a form of entertainment but for some it has also become an obsession. Video Games and Society explores the highs and lows of this most ubiquitous technology-how video games have influenced people and daily life. Sidebars, direct quotes, and a list of organizations to contact add depth and information to the books in this series. Book jacket. More than any other entertainment medium, videogames offer the chance for us to participate in a world beyond the ordinary. Whether you are playing as a supersonic hedgehog, an athletic archeologist, or a mustachioed Italian plumber, video games allow their players to inhabit spaces where the usual parameters of existence do not apply. The medium's history is chronicled through the individual stories of 151 of the most iconic video games. Beginning in the early 1970s, the book charts five decades of the pixel revolution. The story of each game is accompanied by trivia and quotations, and illustrated with photographs, screenshots and artwork. This celebratory reference, and up-to-date history, will enthral any video games aficionado. - Chronicles the history of gaming through an analysis of 151 of the world's most-iconic and best-loved games - Expert analysis of the story of each game, accompanied by fascinating trivia, memorable quotes, and information on the year of publication and where the game can be played today - Includes titles across all platforms, including arcade, console, PC, online and handheld games - Charts five decades of video game evolution, from Computer Space to Fez - Compulsively illustrated with over 1000 action screenshots, game

artworks and photographs This book is a potted history of video games, telling all the rollercoaster stories of this fascinating young industry that's now twice as big globally than the film and music industries combined. Each chapter explores the history of video games through a different lens, giving a uniquely well-rounded overview. Packed with pictures and stats, this book is for video gamers nostalgic for the good old days of gaming, and young gamers curious about how it all began. If you've ever enjoyed a video game, or you just want to see what all the fuss is about, this book is for you. There are stories about the experimental games of the 1950s and 1960s; the advent of home gaming in the 1970s; the explosion – and implosion – of arcade gaming in the 1980s; the console wars of the 1990s; the growth of online and mobile games in the 2000s; and we get right up to date with the 2010s, including such cultural phenomena as twitch.tv, the Gamergate scandal, and Fortnite. But rather than telling the whole story from beginning to end, each chapter covers the history of video games from a different angle: platforms and technology, people and personalities, companies and capitalism, gender and representation, culture, community, and finally the games themselves. A History of Video Art is a revised and expanded edition of the 2006 original, which extends the scope of the first edition, incorporating a wider range of artists and works from across the globe and explores and examines developments in the genre of artists' video from the mid 1990s up to the present day. In addition, the new edition expands and updates the discussion of theoretical concepts and ideas which underpin contemporary artists' video. Tracking the changing forms of video art in relation to the revolution in electronic and digital imaging that has taken place during the last 50 years, A History of Video Art orients video art in the wider art historical context, with particular reference to the shift from the structuralism of the late 1960s and early 1970s to the post-modernist concerns of the 1980s and early 1990s. The new edition also explores the implications of the internationalisation of artists' video in the period leading up to the new millennium and its concerns and preoccupations including post-colonialism, the post-medium condition and the impact and influence of the internet. *A Short History of Video Games* will take you from the beginning of Nintendo all the way to 2015 in the video game industry. This is a great book that keeps history short and sweet, unlike your history classes. A great gift for any gamer you know that loves games beyond mobile games. The definitive behind-the-scenes history of video games' explosion into the twenty-first century and the war for industry power “A zippy read through a truly deep research job. You won't want to put this one down.”—Eddie Adlum, publisher, RePlay Magazine As video games evolve, only the fittest companies survive. Making a blockbuster once cost millions of dollars; now it can cost hundreds of millions, but with a \$160 billion market worldwide, the biggest players are willing to bet the bank. Steven L. Kent has been playing video games since Pong and writing about the industry since the Nintendo Entertainment System. In volume 1 of *The Ultimate History of Video Games*, he chronicled the industry's first thirty years. In volume 2, he narrates gaming's entrance into the twenty-first century, as Nintendo, Sega, Sony, and Microsoft battle to capture the global market. The home console boom of the '90s turned hobby companies like Nintendo and Sega into Hollywood-studio-sized business titans. But by the end of the decade, they would face new, more powerful competitors. In boardrooms on both sides of the Pacific, engineers and executives began, with enormous budgets and total secrecy, to plan the next evolution of home consoles. The PlayStation 2, Nintendo GameCube, and Sega

Dreamcast all made radically different bets on what gamers would want. And then, to the shock of the world, Bill Gates announced the development of the one console to beat them all—even if Microsoft had to burn a few billion dollars to do it. In this book, you will learn about • the cutthroat environment at Microsoft as rival teams created console systems • the day the head of Sega of America told the creator of Sonic the Hedgehog to “f**k off” • how “lateral thinking with withered technology” put Nintendo back on top • and much more! Gripping and comprehensive, *The Ultimate History of Video Games: Volume 2* explores the origins of modern consoles and of the franchises—from Grand Theft Auto and Halo to Call of Duty and Guitar Hero—that would define gaming in the new millennium. This book discusses the growth of digital television technology and the revolution in image and video compression (such as JPEG2000, broadcast TV, video phone), highlighting the need for standardisation in processing static and moving images and their exchange between computer systems. 'Stanton writes with terrific verve and precision . . . his understanding of the seductive pleasures of gaming takes us right to its heart.' Maria Bustillos, *Times Literary Supplement* 'The best overview book of the industry that I've read.' Andrew Liptak, io9

From the first wood-panelled Pong machines in California to the masterpieces of engineering that now sit in countless homes all over the world, *A Brief History of Video Games* reveals the vibrant history and culture of interactive entertainment. Above all, this is a book about the games - how the experience of playing has developed from simple, repetitive beginnings into a cornucopia of genres and styles, at once utterly immersive and socially engaging. With full-colour illustrations throughout, it shows how technological advances have transformed the first dots and dashes of bored engineers into sophisticated, responsive worlds that are endlessly captivating. As thrilling and surprising as the games it describes, this is an indispensable read for anyone serious about the business of having fun. "Video games and computer games have become popular forms of entertainment in our society. The newest technology makes it possible to render millions of polygons a second, creating very realistic graphics and impressive games. Not long ago, however, the primitive dots and circular-shaped characters of the first video games were all that was needed to fascinate gamers. The classic arcade games as well as early computer games earned their place in history by using graphical techniques and styles of game play that would be copied for years to come. As computing power increased and costs fell, many new games improved upon their ancestors by featuring the latest in graphics and speed. There were some games, though, that in addition to being unique, also defined entire genres and made such an impact on the industry and on gamers that they would never be forgotten. This history of video and computer games is an attempt to trace from the very beginning the story of various games and home consoles and why they were significant."--Author's abstract. A complete, illustrated history of video games--highlighting the machines, games, and people who have made gaming a worldwide, billion-dollar industry/artform--told in a graphic novel format. Author Jonathan Hennessey and illustrator Jack McGowan present the first full-color, chronological origin story for this hugely successful, omnipresent artform and business. Hennessey provides readers with everything they need to know about video games--from their early beginnings during World War II to the emergence of arcade games in the 1970s to the rise of Nintendo to today's app-based games like Angry Birds and Pokemon Go. Hennessey and McGowan also analyze the evolution of gaming as an artform and its impact on society. Each

chapter features spotlights on major players in the development of games and gaming that contains everything that gamers and non-gamers alike need to understand and appreciate this incredible phenomenon. A comprehensive overview of the evolution of video games covering topics such as, "Atari revolution;" "rise of cartridge-based consoles;" American video game industry; international video game industry; "Apple Mac;" "Nintendo Entertainment System;" Sega video games; PlayStation video games; and "girl gaming." Inspired by the groundbreaking *A History of the World in 100 Objects*, this book draws on the unique collections of The Strong museum in Rochester, New York, to chronicle the evolution of video games, from Pong to first-person shooters, told through the stories of dozens of objects essential to the field's creation and development. Drawing on the World Video Game Hall of Fame's unmatched collection of video game artifacts, this fascinating history offers an expansive look at the development of one of the most popular and influential activities of the modern world: video gaming. Sixty-four unique objects tell the story of the video game from inception to today. Pithy, in-depth essays and photographs examine each object's significance to video game play—what it has contributed to the history of gaming—as well as the greater culture. *A History of Video Games in 64 Objects* explains how the video game has transformed over time. Inside, you'll find a wide range of intriguing topics, including: The first edition of *Dungeons & Dragons*—the ancestor of computer role-playing games *The Oregon Trail* and the development of educational gaming *The Atari 2600* and the beginning of the console revolution *A World of Warcraft* server blade and massively multiplayer online games *Minecraft*—the backlash against the studio system The rise of women in gaming represented by pioneering American video game designers Carol Shaw and Roberta Williams' game development materials The prototype *Skylanders Portal of Power* that spawned the Toys-to-Life video game phenomenon and shook up the marketplace And so much more! A visual panorama of unforgettable anecdotes and factoids, *A History of Video Games in 64 Objects* is a treasure trove for gamers and pop culture fans. Let the gaming begin!

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