

History of Computer Games

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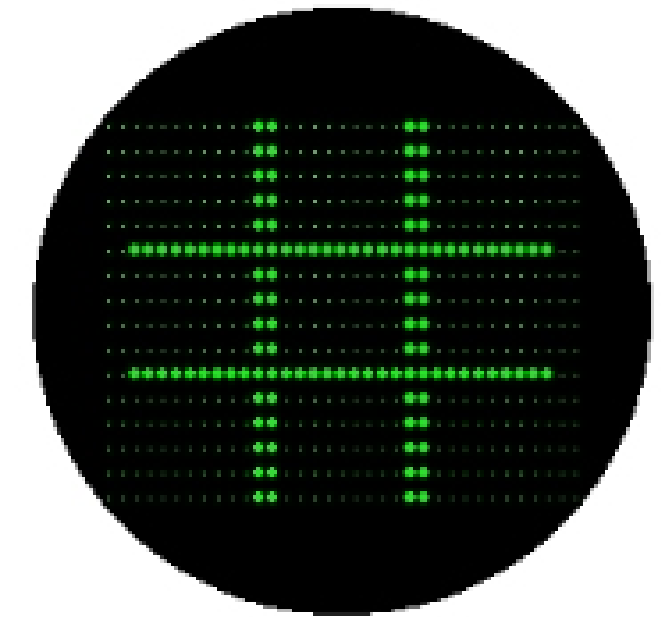
EECS Department

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Derived from The Ultimate Game Developer's Sourcebook
The First Quarter: A 25 year history of video games, S.Kent
and sources on the WWW

Pre-historic

First “games”



- 1952
 - TicTacToe:
 - A.S.Douglas on a EDSAC vacuum-tube computer
- 1958
 - Tennis for Two:
 - Willy Higginbotham on an oscilloscope connected to analog Donner computer

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T56K
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PFGKIFAFRDLFUFOFE@A6FG@E8FEZPF
@&#9!8!7!!!!!!*NOUGHTS!AND!CROSSES
@&#6!5!4!!!!!!*!!!!!!BY
@&#3!2!1!!!!!!*A!S!DOUGLAS#N!*C#M1952
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T50KP512F [X-parm]
T46KP352F [N-parm]

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