

# History of Computer Games

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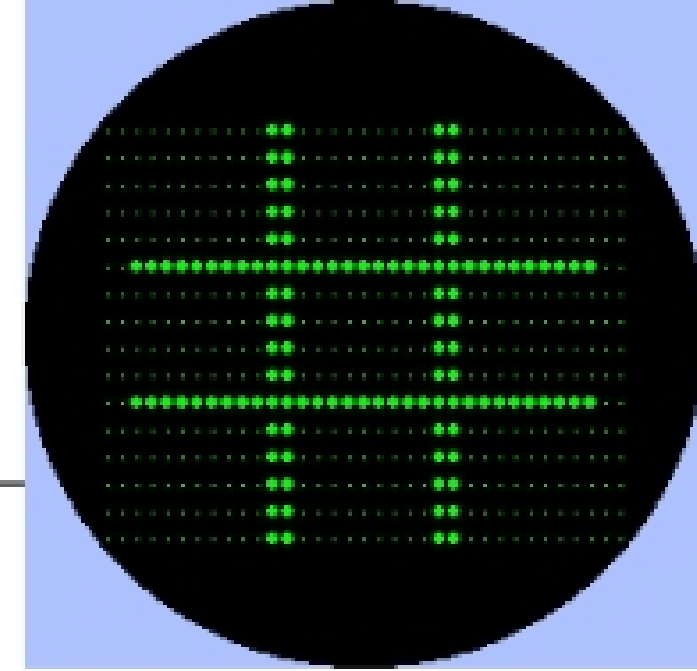
EECS Department

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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 ([wikipedia](#))

**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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[OXO]
T56K
[M3]
PFGKIFAFRDLFUFOFE@A6FG@E8FEZPF
@&#9!8!7!!!!!!*NOUGHTS!AND!CROSSES
@&#6!5!4!!!!!!*!!!!!!BY
@&#3!2!1!!!!!!*A!S!DOUGLAS#N!*C#M1952
@&&*&*LOADING!PLEASE!WAIT#MMM
..PK
T45KP192F [H-parm]
T50KP512F [X-parm]
T46KP352F [N-parm]

T64K
GKT48KP@TZ
[&-sequence]
P4FPFP1FP2FP3FP4FP8FP10FP12FP16F
P300FP32FAHOFU1FU2FK4098FM1FA2DPF
```

