

LIBRARY



SUSAN ZHONG

THE EVOLUTION OF
TECHNOLOGY AND
ITS INFLUENCE ON
VIDEO GAMES

START





1947

First hardware EVER

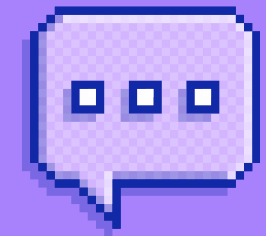
**Cathode Ray Tube
Amusement Device,
using analog circuits
and a CRT display**

TIMELINE

1970

**Arcade Machines &
Home Consoles**

**Start of Arcade Era,
games like Pong,
PacMan, Space Invaders
was created**



1980

Personal Computer

**Personal Computer
becomes popular
gaming platform -
Bloom of the Arcade
(aka 8-bit games)
They are called 8-bit
games cus the consoles
has 8MB of ram**

TIMELINE



1990

3D Graphics & Home consoles

Nintendo introduced affordable 3D gaming with CD-ROM technology, paving the way for high-capacity storage, analog stick controls and fully 3D worlds like Super Mario 64



2000

GPUs and PC gaming

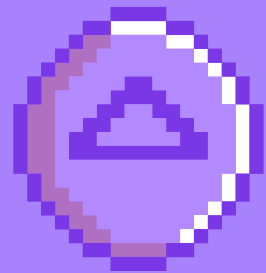
NVIDIA GeForce 256 was the first Graphic card ever made around that time, Xbox and PS3 brought HD graphics, online marketplaces, and powerful multi-core processors.

2010

VR & AR

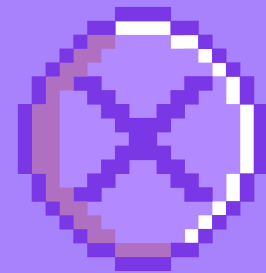
Virtual Reality and Augmented Reality, Oculus quest and Playstation VR
Then onwards, hardware no longer becomes the limitation on the development of visual & audio aspects for video games

IMPACT ON AUDIO



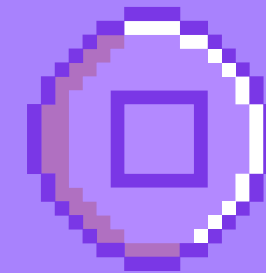
CHIP-TUNE

[LINK TO VIDEO](#)



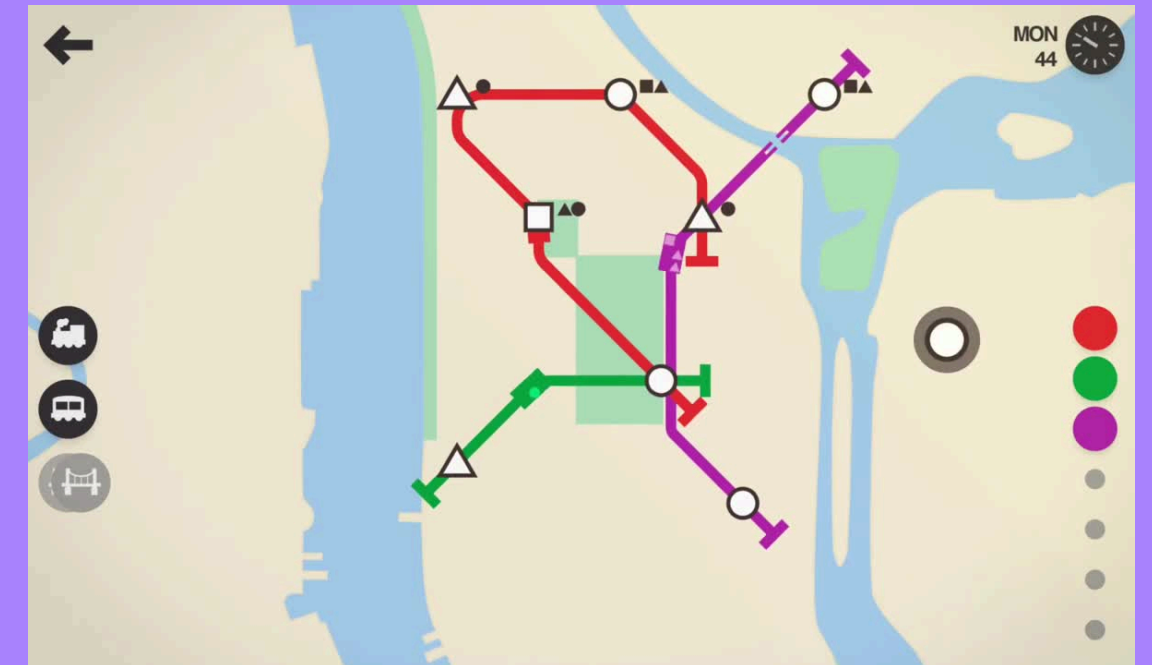
ORCHESTRAL MUSIC
REALISTIC SOUND
EFFECTS

[LINK TO VIDEO](#)



SPATIAL AUDIO
INTERACTIVE
SOUNDSCAPE

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IMPACT ON ART

01

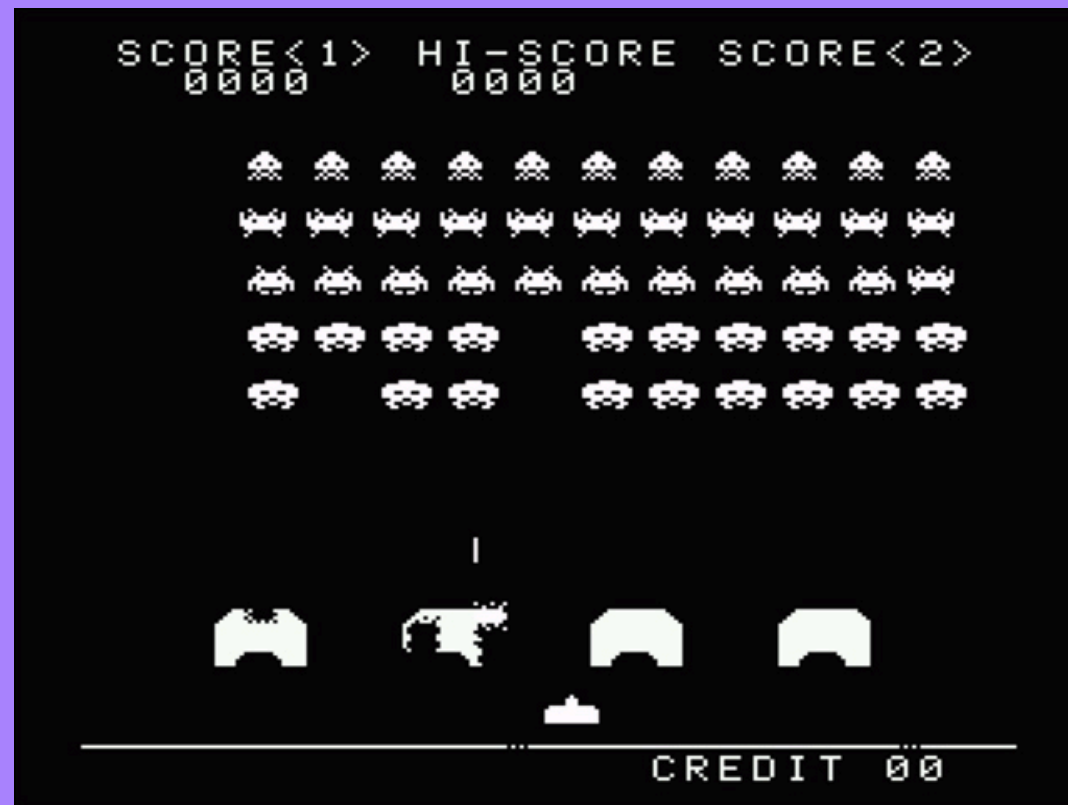
2D Pixel Art

02

3D Models & Photorealistic Textures

03

Hyper-realism & Stylised



Space Invader (1978)



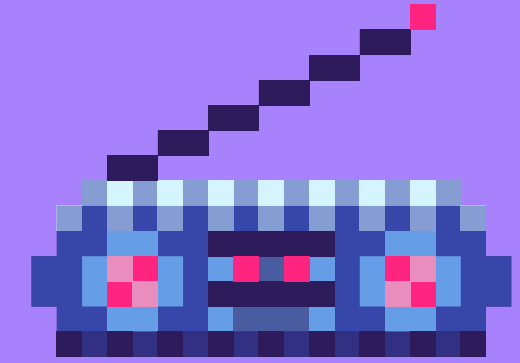
Red Dead Redemption 2 (2018)



Cyberpunk 2077 (2020)



SUPER-MARIO



SUPER MARIO BROS 1985

[LINK TO VIDEO](#)



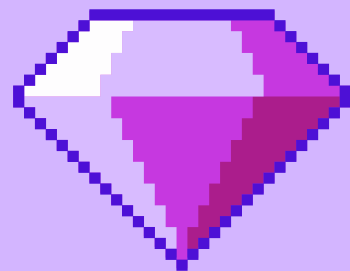
SUPER MARIO BROS WONDER

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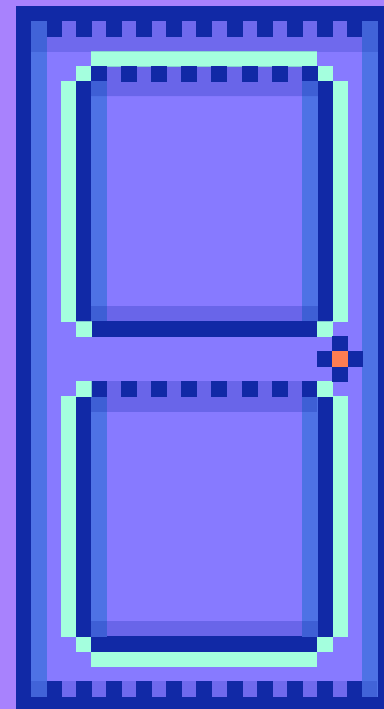
IMPACT ON DESIGN

01

AI



Procedural Generation
Complex Game
Mechanics

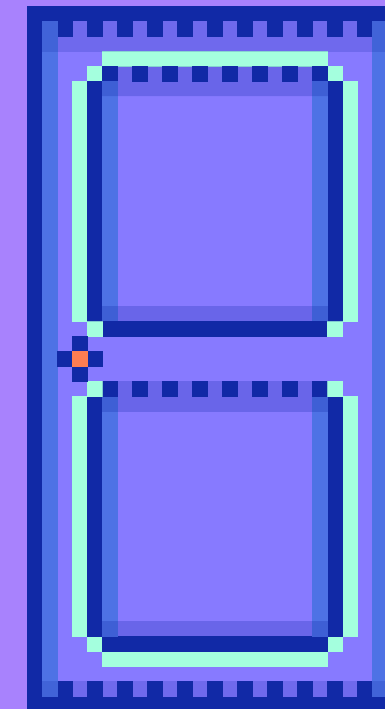


02

ACCESSIBILITY

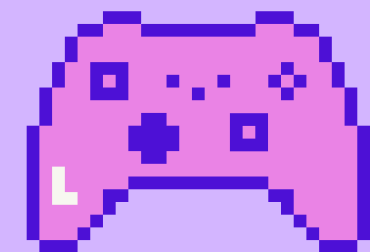


Haptic Feedback
Colorblind Mode



03

NEW WAYS TO
PLAY



VR & AR
Alternative Controller

THANK YOU!

