

ULTIMATE HISTORY VIDEO GAMES PDF, EPUB, EBOOK



Steven Kent | 1 pages | 07 Nov 2011 | Random House USA Inc | 9780761536437 | English | New York, United States

The Ultimate History of Video Games by Steven Kent | Audiobook |

It used to be that to diagnose an illness, interpret legal documents, analyze foreign policy, or write a newspaper article you needed a human being with specific skills - and maybe an advanced degree or two. These days, high-level tasks are increasingly being handled by algorithms that can do precise work not only with speed but also with nuance. These "bots" started with human programming and logic, but now their reach extends beyond what their creators ever expected. By: Christopher Steiner. Tom Bissell is a prizewinning writer who published three widely acclaimed books before the age of He is also an obsessive gamer who has spent untold hours in front of his various video game consoles, playing titles such as Far Cry 2 , Left 4 Dead , BioShock , and Oblivion for, literally, days. If you are reading this copy, the same thing can probably be said of you,

or of someone you know.

By: Tom Bissell. By: Richard J. Mild-mannered sheep farmer Albert Stark is fed up with the harsh life of the American frontier, where it seems everything and anything can kill you: Duels at high noon. Barroom brawls. Poisonous snakes. Cholera-infected drinking water. Tumbleweed abrasion. Yes, there are a million ways to die in the wild, wild West, and Albert plans to avoid them all. Some people think that makes him a coward.

Albert calls it common sense. By: Seth MacFarlane. How did the US become so divided? Fault Lines offers a richly told, wide-angle history view toward an answer. By: Kevin M. Kruse, and others. In, Alexis de Tocqueville, a young French aristocrat and civil servant, made a nine-month journey through the eastern United States. His insightful work has become one of the most influential political texts ever written on America.

By: Alexis de Tocqueville. 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. From the arcade to television and from the PC to the handheld device, video games have entranced kids at heart for nearly 30 years. And author and gaming historian Steven L. Kent has been there to record the craze from the very beginning. This engrossing audiobook 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, you'll read 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 coin shortage caused by "Space Invaders. And much more! Entertaining, addictive, and as mesmerizing as the games it chronicles, this audiobook is a must-have for anyone who's ever touched a joystick. I knew this was going to be a good experience, but it far exceeded my expectations. I'm 26 years old, so most of the events covered in this book were before I was born, but it somehow still made me nostalgic for a generation I didn't get to experience first hand.

I was sucked into this book and listened to it fairly quickly, so it didn't disappoint at all. But it's important for game fans to go in knowing that this is really a book about the game companies and their battles for the market. It does offer many neat tidbits about individual games and their creators, but most of the time is devoted to why each game or console succeeded or failed. It does a good job of explaining why one format or another may have done poorly due to supply issues, game quality, release times, pricing, etc. So it helps give you a sense of why the history turned out the way it did. Considering the generous 22 hour total length of the book, this Atari section could have been a book in itself. I live in Sunnyvale where the company was located, so this was fascinating local history for me. Much of this later section gets a bit bogged down by discussions of legal battles between the companies.

Also worth noting is that the book was published in so it barely covers the release of the Ps2, Xbox, and Gamecube. At times the author has a tendency to make a statement followed by a quote that repeats almost the same statement, which made it seem occasionally redundant. He relies heavily on quotes, so this habit rears its head often. His writing style doesn't add a whole lot of color to the story, so it can be a bit dry. I wasn't really left feeling like I was hearing a nostalgic story about a past era, but rather a chronicle of industry history. However, it's an interesting history and a fun topic, so it was still a very enjoyable read. This is a well researched book but it could be half as long if he didn't repeat himself so often. He presents many nuggets of video game lore.

Often he has found the original sources for stories that have become myths. This allows him to tell the myth and the real events that generated the story. This is not the repetition I am complaining about. When presenting details of a story his style is like this: They started having problems with their chips around this time. Each iteration of the information adds nothing to the story and it becomes very frustrating to listen to. This appears to be the definitive work on video game history, but the writing makes it difficult to get through. It also goes through the "Golden Age Era" about to pretty heavily, and while focuses on many different companies, the author likes to focus mainly on Atari and Nintendo. It also begins before the first electronic video game, focusing on the pinball and jukebox era of the s in "The World Before Pong" chapter.

With that said, this book does not hold controversial details back. Audiobook: Dan Woren does a good job narrating. Nothing spectacular, but then this is non-fiction so I don't really want spectacular. He speaks clearly and with good pacing making audio a good option in my opinion. Full Review I've been a gamer for almost as long as I can remember. My first gaming platform was an Apple IIgs in the late 80s. That was replaced by a Nintendo in the early 90's and that was my platform of choice until I got my first PC in the mid 90s. I'd visit an arcade on occasion, but I never really had the money to play a lot of video games, so home gaming has made up most of my experience. I never played Atari. All of the early days of Atari was brand new and pretty interesting to me. I really liked the stuff about arcade games as well. That said, I felt like the early part of the book focused entirely too much on Atari.

This book as a whole is told from an American perspective, so any involvement of Japan mostly is covering the impact of Japanese companies on the US gaming market. I'd have liked more history of Japanese companies than we got. I'd also have liked more detail on the other companies involved in the early days of video games. My biggest complaint was how little Computer Gaming was covered. Sure the Apple II and Commodore 64 were mentioned. So was Doom. He made brief mention of how some third party publishers were focusing on Computer Games, but mostly as part of the story of how they were lured to make console games. Blizzard wasn't mentioned at all.

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I need the author to interview and research and present a narrative to me. The occasional quote to drive a point is fine. All that said, I enjoyed this book. I've read a lot of books on early computers and a few things on video games in particular and this book covers a good range of detail from

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Kent ha planificado muy bien su labor y afronta su relato como divulgador consciente de su labor. An oddly compelling book that really does set out to be the ultimate history of video games, covering their rise from time-wasters on the most basic college computers to the industry we know today. Kent presents the events in the book from a removed perspective, not judging any one company and simply laying out the events as they are known to have happened.

The reason this is important is because this is one of the few books I've read on the industry that isn't afraid to tell some of the darker sides of the industry. There is nothing terribly bad but in our modern culture of press control, some of these stories would never see the light of day. It makes for an surprisingly gripping tale when you realize a billion-dollar industry was built on amazing tosses of the dice with completely unknown tech and new people emerging to keep pushing the boundaries. All in all, I loved the book and it remains my go-to-guide for events in video game history.

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Furthermore, the entire world of video games on home computers which, at least in Europe, was a way bigger phenomenon than consoles for the better part of the 80s and 90s was glossed over with a few mentions barely the size of a footnote. The book even went to some length in presenting the dawn of IBM PC compatible gaming as some special leap in home computer gaming history, as if the prior generations never even happened. Add to this some minor but annoying factual errors popping up here and there, and I definitely can't provide an unconditional recommendation. I hope someone will still come along and provide a more balanced and unbiased "ultimate history of video games" for us one day. Eric Mesa. This is a very comprehensive look at the history of video games going way, way back. I'm familiar with a lot of the main points from having read lots of industry histories. Where this one excels is in going to the smallest of details and talks about a lot of the personalities and more obscure companies involved.

So even if you already know a lot about video games history, if you're interested, you'll end up learning things you most likely didn't know. Most importantly it is stuffed with first-hand quotes from interviews and other published material. If I had to give this book one fault, it's that the details get slimmer as it gets closer to modern times. Red Hood and the Outlaws Vol. Scott Lobdell. Superman: Action Comics Vol. Brian Michael Bendis. Marv Wolfman. John Zuur Platten and Flint Dille. Superman: The Man of Steel Vol. Green Lanterns Vol. Sam Humphries. Treacherous Play. Marcus Carter.

Your Lie in April Naoshi Arakawa. New Teen Titans Vol. Beyond the Valley. Ramesh Srinivasan. Titans Vol. Titans: Burning Rage. Superman Vol. Batman by Grant Morrison Omnibus Vol. Grant Morrison. Adventures of the Super Sons Vol. Peter J. Batman Vol. Archie Vol. Batman Beyond Vol.

The Ultimate History of Video Games - Wikipedia

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The book goes very deep Account Options Anmelden. Meine Mediathek Hilfe Erweiterte Buchsuche. E-Book anzeigen. Steve L. 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. Im Buch. Was andere dazu sagen - Rezension schreiben Bewertungen von Nutzern 5 Sterne.

Nothing spectacular, but then this is non-fiction so I don't really want spectacular. He speaks clearly and with good pacing making audio a good option in my opinion. Full Review I've been a gamer for almost as long as I can remember. My first gaming platform was an Apple IIgs in the late 80s. That was replaced by a Nintendo in the early 90's and that was my platform of choice until I got my first PC in the mid 90s. I'd visit an arcade on occasion, but I never really had the money to play a lot of video games, so home gaming has made up most of my experience.

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There is nothing terribly bad but in our modern culture of press control, some of these stories would never see the light of day. It makes for an surprisingly gripping tale when you realize a billion-dollar industry was built on amazing tosses of the dice with completely unknown tech and new people emerging to keep pushing the boundries. All in all, I loved the book and it remains my go-to-guide for events in video game history. Mikko Nieminen. Good for some interesting quotes and anecdotes from industry veterans, and maybe as a historical reference on the business side of certain early US arcade and console game companies. As an "ultimate history of video games", I found this book to be severely lacking.

While the book does painstakingly detail the business practices of certain industry pioneers down to each sales figure, advertising campaign and exact amounts of consoles manufactured per each holiday season, content on games themselves, the game development process and the emerging of the entire culture surrounding video games was light, to say the least. Furthermore, the entire world of video games on home computers which, at least in Europe, was a way bigger phenomenon than consoles for the better part of the 80s and 90s was glossed over with a few mentions barely the size of a footnote. The book even went to some length in presenting the dawn of IBM PC compatible gaming as some special leap in home computer gaming history, as if the prior generations never even happened.

Add to this some minor but annoying factual errors popping up here and there, and I definitely can't provide an unconditional recommendation. I hope someone will still come along and provide a more balanced and unbiased "ultimate history of video games" for us one day. Eric Mesa. This is a very comprehensive look at the history of video games going way, way back. I'm familiar with a lot of the main points from having read lots of industry histories.

Where this one excels is in going to the smallest of details and talks about a lot of the personalities and more obscure companies involved. So even if you already know a lot about video games history, if you're interested, you'll end up learning things you most likely didn't know. Most importantly it is stuffed with first-hand quotes from interviews and other published material. If I had to give this book one fault, it's that the details get slimmer as it gets closer to modern times. On the one hand, this makes sense - there are still people under NDA and who don't want to burn bridges.

On the other hand it makes less sense - in our current information-rich world a lot of the details are out there. Best way to drive this home is to mention what happened as I neared the edge of this book. I listen to a podcast on the Wondery network called Business Wars. They're currently doing a series called Nintendo vs Sony which started off with the fated CD-ROM system they were supposed to make together. I've known the most general outlines of that story for years now. But Business Wars has revealed lots of new information about the conflict.

A few episodes in, the focus shifted to the Sega Saturn vs the Sony Playstation. They mentioned the Sony team breaking open the Saturn to see that they could compete against Sega on price because Sega was achieving their specs via throwing lots and lots of chips at the problem. None of this was mentioned in the book. It could be because the details weren't available when the book came out? The book ends with the Xbox about to come out. But after all the details that the book had up to the 8-bit era, it feels a bit thin at the end. Oh, and one more thing I remembered as I wrote the next paragraph - it merely glosses over computer gaming. That makes sense in that the computer industry had a LOT more companies and so it's a harder story to tell narratively. Perhaps a companion book by Mr.

Other than that criticism it was a neat examination of how we got to where we did via the four phases: research at universities, pinball and arcade, pres crash consoles, and posts crash consoles. I've always been fascinated with video gaming history. Although I was born in the mid 80's, consoles such as the Atari have always captured my interest even though they were "outdated" by the time I got into video games. The neat thing about gaming history is that you can tell the story from so many different angles - different companies, different time periods, etc. Although I've read many books and articles on video games prior to this one, there is still plenty to learn - and there was certainly information in here new to me. There were many things to enjoy in this book, but there were a few shortcomings. I loved how the book went in-depth on the history of the classic gaming era, but it seemed to go a bit soft when it came to the 8-bit and bit systems.

Arcade games are discussed thoroughly in the beginning of the book, but are ignored near the end. The book also tended to waste too much time discussing court cases. Now, although many of those cases were turning-points for the gaming industry, a few seemed irrelevant e. King Kong and were confusing and hard to follow for someone like me without a background in law.

Executive Summary: Ultimate history this is not. It left me rather disappointed in some regards. That said, there is a lot of great stuff here, and I enjoyed it overall. Audiobook: Dan Woren does a good job narrating. Nothing spectacular, but then this is non-fiction so I don't really want spectacular. He speaks clearly and with good pacing making audio a good option in my opinion. Full Review I've been a gamer for almost as long as I can remember. My first gaming platform was an Apple IIgs in the late 80s. That was replaced by a Nintendo in the early 90's and that was my platform of choice until I got my first PC in the mid 90s.

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I felt comfortable with it right away and I just was pulled through the entire timeline. Just like the earliest computer pioneers, the lives of these video game inventors make a really compelling story. There is some repetition between chapters, but that is required to make each story able to stand alone. This is just the kind of book that I'm usually looking for and I sure found it with this one. I will certainly read it again. I listened to this book from start to finish. Well written and narrated. Really interesting read on business and entrepreneurs as well.

This was a wonderful book it brought back so many memories of my childhood. It answered so many of my questions when i was a kid and i learned alot of new things i never knew. This is awesome. If you have any live or interest in video games, then this book is a must read. This book was recommended to my by a gaming channel that I watch on YouTube. I'm so glad that I took their advice and bought this book. From accidental genius to copyright infringement to many other legal battles.

I highly recommend this book. It was apparently very informative to then understand what was happening in the corporate worlds that led my journey from NES to Gameboy to Genesis to PlayStation and so forth. In perfect honesty, it is immensely difficult for any single author or creator to compose a truly "ultimate" guide to the complex history of video games. Given that thought, Steven Kent has composed one of the most impressive pieces of historical documentation, interview data, and overall story of how the video game industry immersed.

At least up until the release of the Playstation 2. Kent does quite the opposite in his assessment of how this craze changed the world and touched lives. He sees the entrepreneur's stories and presents them individually. Honestly, I genuinely felt the drive that these creators felt for their industry and how they had to develop a completely new form of business, or hustle for lack of better terms, to bring video games to the home and eventually to the world's stage.

Each company has a story, and behind each of these companies are incredible gaming systems and game titles. Behind each of those systems and games, under the company brand, are brilliant men and women that worked to change technology forever. Kent documents that through various interviews, storytelling, and does not short himself on the smallest of details of history. Taking the smallest understanding of the beginnings of pinball, to the failure of Virtual Boy - the details seem to be his muse. If you love video games, this may not be the perfect piece for you. However, if you love how far these games have come - this book will help you understand what it takes to find inspiration and admire an incredible industry that many foster with love.

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