



A Brief History of Video Games

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This Brief History provides a unique look at the history and culture of video games, starting with the 1960s classics like Pong to modern favorites such as Grand Theft Auto V and Bioshock. Focusing on creative and scientific advances between 1962 and today, *A Brief History of Video Games* offers a global perspective on gaming's past and its cutting-edge future with the evolution of virtual reality, 3D graphics, and thought-interface technology. It also addresses the design process from concept to packaging, considers the influence of manga and anime, and explores the relationship between video games and movies.

A Brief History of Video Games Details

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From Reader Review A Brief History of Video Games for online ebook

Marcin Zimny says

Great book for everyone who is interested in history of video games!

Simon Davidson says

An entertaining read on the winners, losers, failures and battles of gaming history.

Oscar says

Books like this can be hard to read cover to cover, but the structure, colourful and witty prose, and interesting observations allow this to flow quite easily. There's a good amount of information about pre-games too, before it gets to the video game origin stuff we mostly know backwards by now. Stanton is fairly opinionated, but I found this a valuable asset, as while I don't always agree with him, it allows more insight than a simple dry book would give (which from the title this sounded like it could be). In some places this book already feels a little outdated, particularly in the tragic passing of Iwata, and subsequent revamp of Nintendo, which happened shortly after publication. But that will always be the way with these things.

David says

Pretty in depth tbh

Greg says

As an overview of the origins of video games, the first half of this was a pretty good read. It starts to become a bit more like a catalog in the second half, which isn't as compelling. I was also hoping for more attention to the hallmarks of my video game childhood, but neither Intellivision nor Colecovision were important enough to even make the index. So it's, by necessity, an incomplete history, but it skips things that I didn't realize were skippable.

Rob says

The first half was all right, but towards the end it starts to read like a laundry list of game titles with brief descriptions. The author's biases are increasingly evident in the latter portion as well. The timeline feels really jumbled and jumps around a bit too much for my liking. Reading this history doesn't feel brief, nor

quite complete.

Randy says

I, like many middle schoolers, like video games. They are fun and can keep us entertained for hours on end. Although I love the newer games like Far Cry 4, or Just Cause 3, and games like those, I still gotta love those old arcade games. Like Pac-Man, Donkey Kong, Tetris, Space Invaders, etc... I absolutely love those games. They are so simple and yet they are alluring and entertaining. I definitely like those old arcade games more. But like I said, those are old. There's no new ones like that. Now everyone is so focused on the first person shooters and stuff that they've forgotten where all those games originated from. That's why I decided to read the book "A Brief History Of Video Games" by Richard Stanton. I wanted to know more about the history of them. This book is a good read. I wouldn't say it was my favourite book ever, but it's good. Now, this book is non-fiction. I don't like non-fiction. So me saying this nonfiction book is good... well, that doesn't happen too often. This book has let me learn a lot of information I never knew about video games. I really loved how this book didn't just state generics about video games but instead talked about all the fails and wins in individual games. I really learned a lot from this book and I highly suggest that if you wanna know more about videogames, you read it.

Emma says

A surprisingly good run through of all the history of video games- From Pong to Minecraft. It's engaging throughout, and it was nice to be reminded of so many old favourites from the PS2 era.

John says

Excellent meld of author and topic. Smart, witty, thorough.

Jason says

A good overview of the history of videogames going back to the 70's. Instead of going into great detail with specific points in history, the author tries to cover everything, and does a pretty good job. The book covers consoles, PCs, handhelds, and mobile games. In addition to hardware, the author also talks about specific games that had a significant impact on the industry.

While you can probably find most of the same information on Wikipedia and gaming sites, this book presents all of the information in a concise way that is easy to understand.

Michael Rodriguez says

A comprehensive, witty, beautifully illustrated parade of worthies entertaining enough to persuade even non-

gamers to grab a console.

Vincent says

Frustratingly, it started off strong but then became a disappointing mess. The first quarter of the book gave a concise, yet detailed, look at the conception of video games. After the first few years of games, it started simply becoming a review of every major game to have come out. The second half of this book is just one giant compilation of video game reviews. What is also frustrating is that the author marks his reviews as if they were fact rather than opinion. It also doesn't help that the last quarter of the book is riddled with grammatical errors (the author stated in the introduction that he had to rush to finish the book so it isn't all surprising). I would only recommend reading the first quarter of the book if you know absolutely nothing about video games. Otherwise, don't bother with this one. I'm sure that there are far better books on the history of video games on the market.

Ben Bourrie says

I got this book for Christmas and had been looking for a book on the History of Video Games, this one doesn't disappoint. I loved it from start to finish and actually learned quite a bit stuff about gaming that I never knew before (I've been researching this topic for years on end). Overall it was a great book although I would like a bit more detail in some areas, but overall it was a great book.
