

The History of Gaming



Early video games were single-player games using a **cathode ray tube**. They were only found in research labs and universities. Things changed in the 1970s when games such as Pong were made and got people interested in gaming at home. Gaming has become one of the most popular activities in the world.

1970s

In 1972, the first home games console was released, called the Magnavox Odyssey. It wasn't very good but it was a starting point for consoles such as the Atari 2600, which was released in 1977. This was the first console where users could change game cartridges. It was a huge success and the beginning of how



1980s

During the 1980s, people started to purchase home computers. They became a fun way to play games. This was the time of games such as Pac-Man and Space Invaders, which were simple and fun so that young and old could enjoy playing them.

1990s

Some of the most famous consoles and games were released in the 1990s. Nintendo brought out the Super Nintendo Entertainment System, known as SNES, which was a huge hit. It followed on from the successful Sega consoles. These consoles introduced players to games such as Super Mario World and Sonic the Hedgehog.



In the late 1990s, gaming graphics became 3D with consoles such as the PlayStation and Nintendo 64.



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2000s

In the 2000s, the PlayStation 2, Xbox and Nintendo GameCube came out. They were even more powerful than those that came before. Games began to push what was possible in terms of graphics and sound.



The Future

Present Day

Today, gaming is huge with consoles such as the PlayStation 5, Xbox Series X and Nintendo Switch. Exciting gaming experiences are beginning to become popular with virtual reality, or VR, and motion controls being used.



Glossary

cathode ray tube:

An early display device that made simple images appear on a screen.

We can expect to see more advanced VR technology that could create more realistic virtual worlds. This would transform the gaming experience, allowing players to feel like they are inside the game.

Artificial intelligence, or AI, could allow games to become even more realistic. Imagine a game where the AI learns from the way you play and changes to give an experience that's different for every player!

Questions

1. When did the game 'Pong' become popular? Tick one.

- 2000s
 1990s
 1950s
 1970s

2. Which console was released in 1977? Tick one.

- Xbox
 SNES
 Atari 2600
 PlayStation

3. Underline **one** word in the sentences below that means the same as 'buy'.

During the 1980s, people started to purchase home computers.

4. Draw **four** lines to match the consoles to the decade they came out.

Magnavox Odyssey	2000s
SNES	1970s
Xbox Series X	1990s
PlayStation 2	Present Day

5. What happened to gaming graphics in the late 1990s?

6. What does VR stand for?

7. Do you think artificial intelligence could make gaming even better? Explain your answer.
