Chapter 1 – Historical Elements: How Did We Get Here?

Before the Arcades

The Arcade Phenomenon
- *Computer Space*
- *Pong*
- *Asteroids*
- *Galaxian*
- *Pac-Man*
- *Donkey Kong*

The Birth of Console Games
- Atari VCS/2600
- Mattel Intellivision
- ColecoVision

The U.S. Industry "Slump" & A New Golden Age
- Nintendo Changes the Game
- Sega & Sony Enter the Fray
- Handhelds Come of Age

The Personal Computer Revolution
- Mainframes & Text Adventures
- Apple II
- Commodore 64

Multiplayer Meets the Online Elite
- PLATO
- MUDs
- CompuServe
- Quantum Link
- GEnie

Nomadic Culture

The "Big Three" Console Wars

Into the Future