Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

1945-1960

Prof. Dr. Jochen Koubek
A Machine for Playing the Game NIM

http://www.youtube.com/watch?v=2NWnvMOq5S0

Raymond Redheffer, 1942 MIT
Cathode Ray Tube Amusement Device

»The object of the game is for the player to adjust the controls within a specified predetermined interval of time so that one of the parabolic traces of the beam will start from the gunner’s position and hit a selected target or airplane and explode on the selected target.«

T. T. Goldsmith Jr.; Estle Ray Mann, 1947
EDVAC

John v. Neumann
Whirlwind
1945-1952

Adams; Gilmore: Bouncing Ball 1949
SAGE
Semi-Automatic Ground Environment, ab 1952
http://www.wardshelley.com/paintings/pages/HistoryofScienceFiction.html
Golden Age of Science Fiction

- 1950: The Puppet Masters by Robert A. Heinlein
- 1951: I, Robot by Isaac Asimov
- 1953: Fahrenheit 451 by Ray Bradbury
Science Fiction in der McCarthy-Ära
1951 Das Ding aus einer anderen Welt
1952 Der jüngste Tag
1952 Invasion gegen USA
1953 Invasion vom Mars
1954 Der Schrecken vom Amazonas
1954 Godzilla
1955 Tarantula
1956 Fliegende Untertassen greifen an
1956 Die Dämonischen
1956 Alarm im Weltall
1956 Metaluna IV antwortet nicht
1957 Die unglaubliche Geschichte des Mr. C.

Science Fiction Filme in den 50ern
Nimrod

Ferrati, 1951
Noughts and Crosses (OXO)

Alexander Sandy Douglas,
1952 EDSAC
Manga

Osamu Tezuka: Astro Boy
ab 1952
C. S. Lewis: Chronicles of Narnia, 1949-54
Checkers (Dame)

On February 24, 1956, Arthur Samuel’s Checkers program, which was developed for play on the IBM 701, was demonstrated to the public on television. In 1962, self-proclaimed checkers master Robert Nealey played the game on an IBM 7094 computer. The computer won. Other games resulted in losses for the Samuel Checkers program, but it is still considered a milestone for artificial intelligence, and offered the public in the early 1960s an example of the capabilities of an electronic computer.

Schachprogramme

Los Alamos Chess, 1956
http://chessprogramming.wikispaces.com/MANIAC+I

Bernstein Chess Program, 1957
http://chessprogramming.wikispaces.com/The+Bernstein+Chess+Program
Der Sputnik-Schock, 1957
Tennis for Two :: 1958

William A. Higinbotham & Robert V. Dvorak, 1958