Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

1977-1982

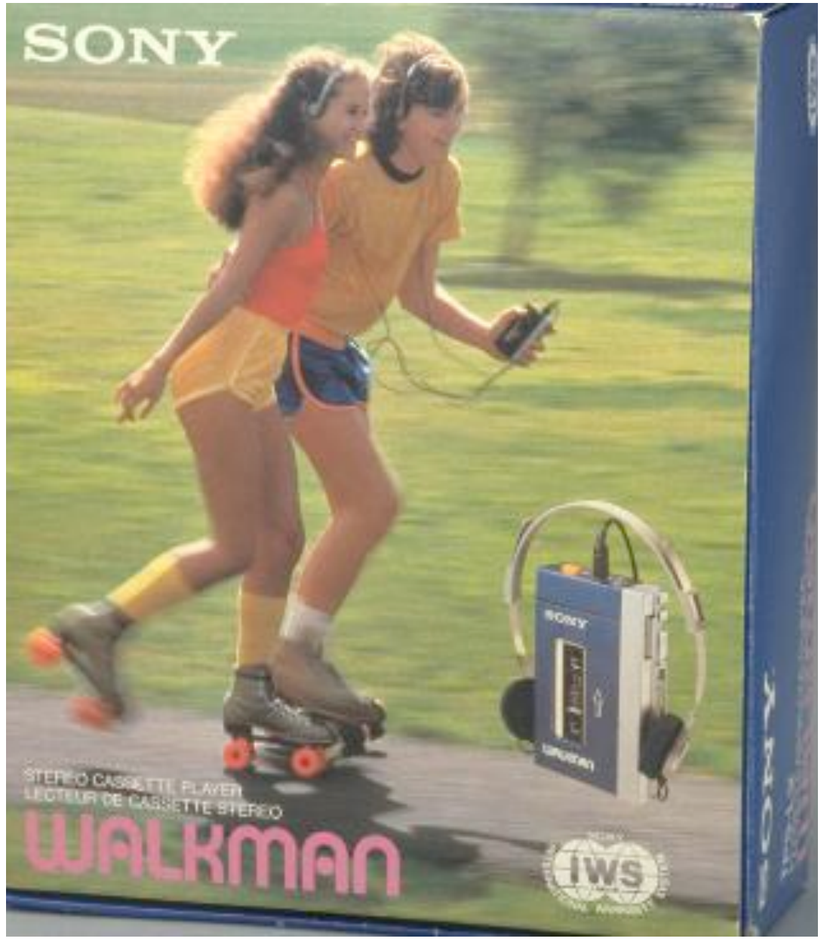
Prof. Dr. Jochen Koubek

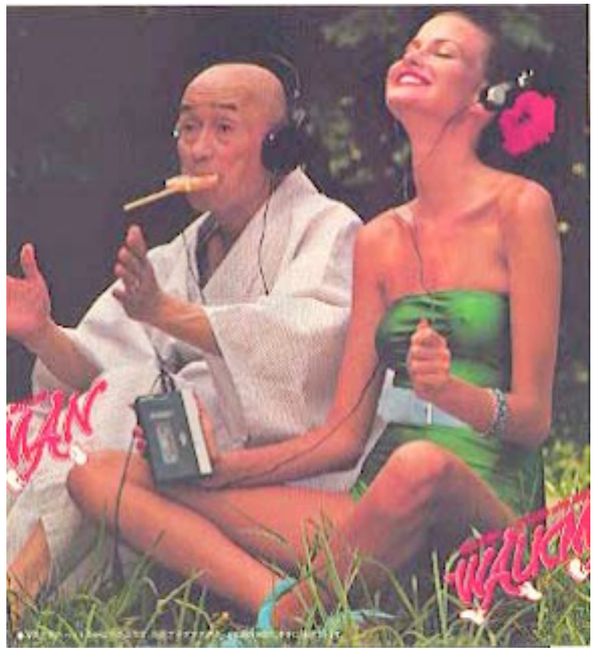


Technikgeschichte

1977-1982

Walkman







Sony, 1979

VHS

Stützt marginalisierte Filmgenres

Direkte Konkurrenz der Computerspiele





ab 1976

Standard ab 1980

Homecomputer



Apple II, 1977



BBC Micro, 1981



Commodore VC-20, 1981



Sinclair ZX 81, 1981



Sinclair ZX Spectrum, 1982



Commodore C64, 1982

Grassroot-Bewegung



T. Truscott,
duke
Usenet,
1979

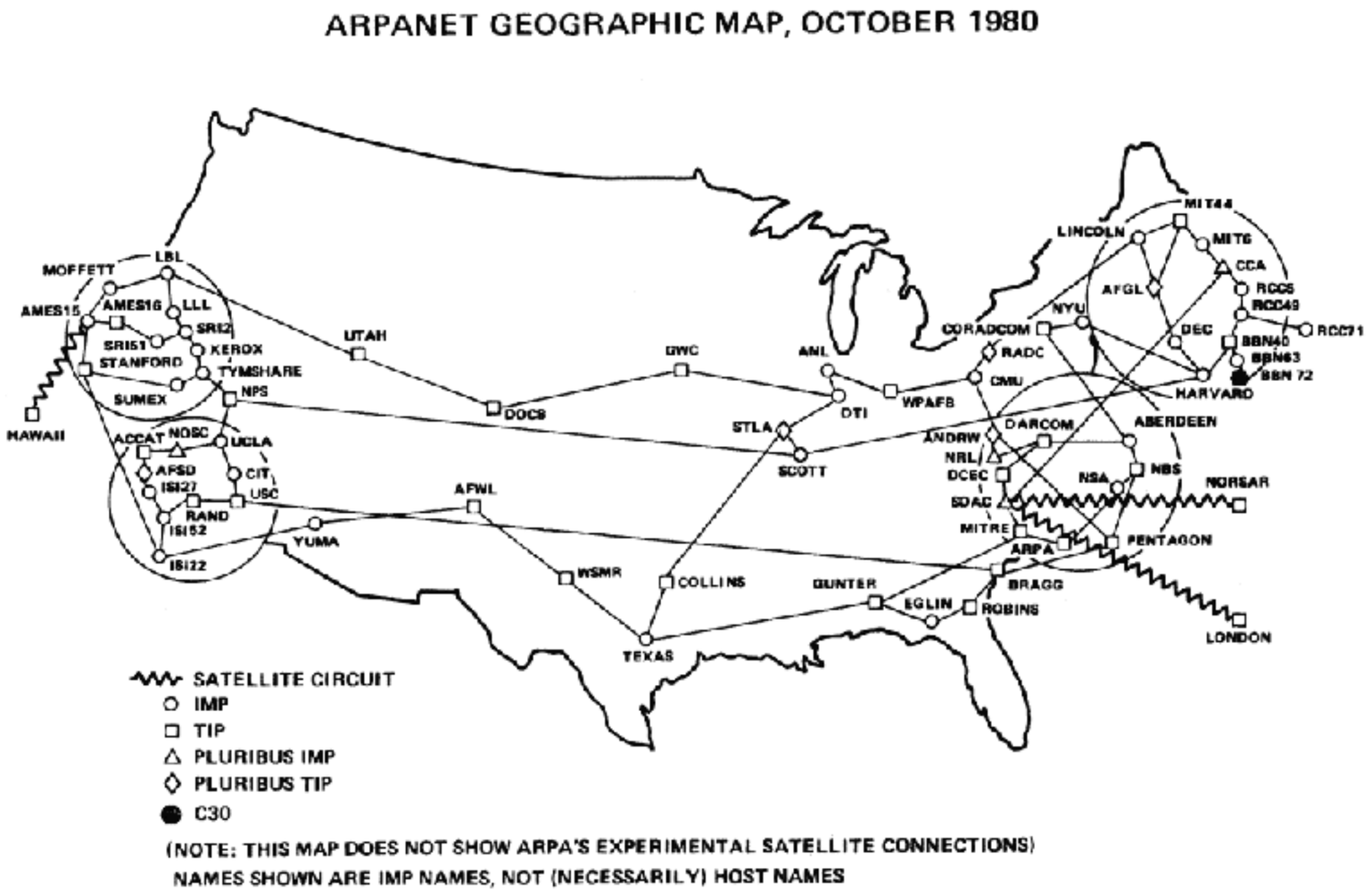
```
Newsgroups: NET.general

After welcoming several new sites to Usenet, I'm enclosing the current map.
Any sites which are missing or wrong please let me know.

                USENET Logical Map
                June 1, 1981
                !-      Uucp links
                :       Berknet links
                @       Arpanet links

                                        pdp
                        (Misc)           ! (NC)        (Misc)
                decvax sii  reed  phs--unc--grumpy  duke34  utzoo  cincy teklabs
                   ! !  !    !     !    !              !       !      !      !
                   ! +--+----+-----+-+--+--------------+-------+------+      !
                   !                  !                                      !
                   !               duke                                      !
                   !                  !                                      !
                   !           +------+---+-----------------------+--------+ !
                   !           !          !                       !        ! !
   ucbopt          !  hocsr--mhtsa----research   allegra        harpo-----chico
      :            !           !  !                  !
   ucbcory         !           ! eagle    ihnss   vax135  (Bell Labs)
(UCB) :            !           !  !        !         !
   ucbvax--++-----------+--+--+-----+--+------+--------+
      :     @                  !        !               ! (Silicon Valley)
   ucbarpa  @       (UCSD) sdcsvax      !             menlo70--hao
      :     @     sdcattb-----+         !              !    !
   ucbonyx  @                 +-----ucsfcgl         sytek sri-unix
            @     phonlab-----+
        cca-unix            sdcarl
```

ARPANET 1980



IBM PC



IBM PC 1981

```
Current date is Tue  1-01-1980
Enter new date:
Current time is  7:48:27.13
Enter new time:


The IBM Personal Computer DOS
Version 1.10 (C)Copyright IBM Corp 1981, 1982

A>dir/w
COMMAND  COM    FORMAT   COM    CHKDSK   COM    SYS      COM    DISKCOPY COM
DISKCOMP COM    COMP     COM    EXE2BIN  EXE    MODE     COM    EDLIN    COM
DEBUG    COM    LINK     EXE    BASIC    COM    BASICA   COM    ART      BAS
SAMPLES  BAS    MORTGAGE BAS    COLORBAR BAS    CALENDAR BAS    MUSIC    BAS
DONKEY   BAS    CIRCLE   BAS    PIECHART BAS    SPACE    BAS    BALL     BAS
COMM     BAS
      26 File(s)
A>dir command.com
COMMAND  COM     4959   5-07-82  12:00p
       1 File(s)
A>
```

MS-DOS 1.0, 1981



IBM PC

8088 Prozessor
8 Bit Datenbus

64 KB Hauptspeicher
max. 256 (640) KB

Monochrom Bildschirm
24 Zeilen à 80 Zeichen
320x200 Pixel

4,77 MHz Prozessortakt

2 x Floppy

Optional 10MB Platte
(Modell XT)



"My own IBM computer.
Imagine that."

One nice thing about having your own IBM Personal Computer is that it's *yours*. For your business, your project, your department, your class, your family and, indeed, for yourself.

Of course, you might have thought owning a computer was too expensive. But now you can relax.

The IBM Personal Computer starts at less than $1,600* for a system that, with the addition of one simple device, hooks up to your home TV and uses your audio cassette recorder.

You might also have thought running a computer was too difficult. But you can relax again.

Getting started is easier than you might think, because IBM has structured the learning process for you. Our literature is in *your* language, not in "computerese." Our software *involves* you, the *system interacts* with you as if it was made to — and it was.

That's why you can be running programs in just one day. Maybe even writing your *own* programs in a matter of weeks.

For ease of use, flexibility and performance, no other personal computer offers as many advanced capabilities. (See the box.)

But what makes the IBM Personal Computer a truly useful tool are software programs selected by IBM's Personal Computer Software Publishing Department. You can have programs in business, professional, word processing, computer language, personal and entertainment categories.

You can see the system and the software in action at any ComputerLand* store or Sears Business Systems Center. Or try it out at one of our IBM Product Centers. The IBM Data Processing Division will serve those customers who want to purchase in quantity.

Your IBM Personal Computer. Once you start working with it, you'll discover more than the answers and solutions you seek: you'll discover that getting there is half the fun. Imagine that.

IBM PERSONAL COMPUTER SPECIFICATIONS
*ADVANCED FEATURES FOR PERSONAL COMPUTERS

User Memory	**Display Screen**	**Color/Graphics**
Permanent Memory	**Diagnostics**	**Languages**
Microprocessor	**Printer**	**Communications**
Auxiliary Memory		
Keyboard		

IBM.

The IBM Personal Computer and me.

CIRCLE 3

IBM PC 1981

Model 5150

US $3000

Intel 8088, 4.77MHz

RAM: 16K, 640K max

Display: 80 X 24 text

optional 160KB 5.25-inch disk drives

cassette & keyboard only

OS: IBM PC-DOS Version 1.0

Killer applications: VisiCalc, Lotus 1-2-3

Von 1981- 1985

ca. 1,5 Mio. Stück verkauft

Kulturgeschichte

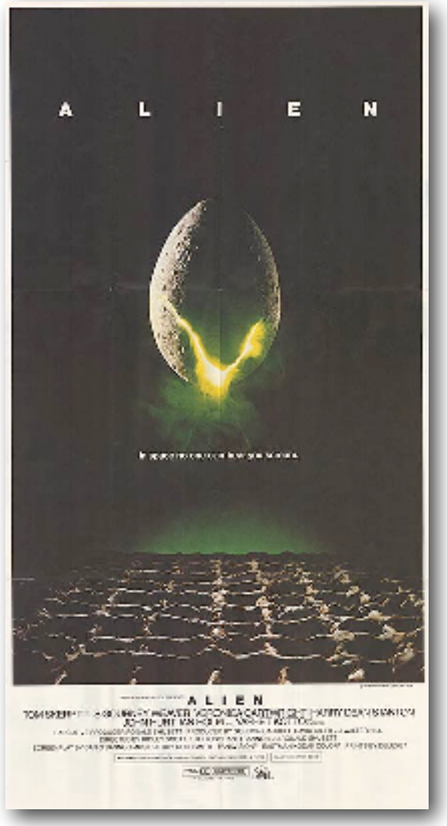
1977-1982

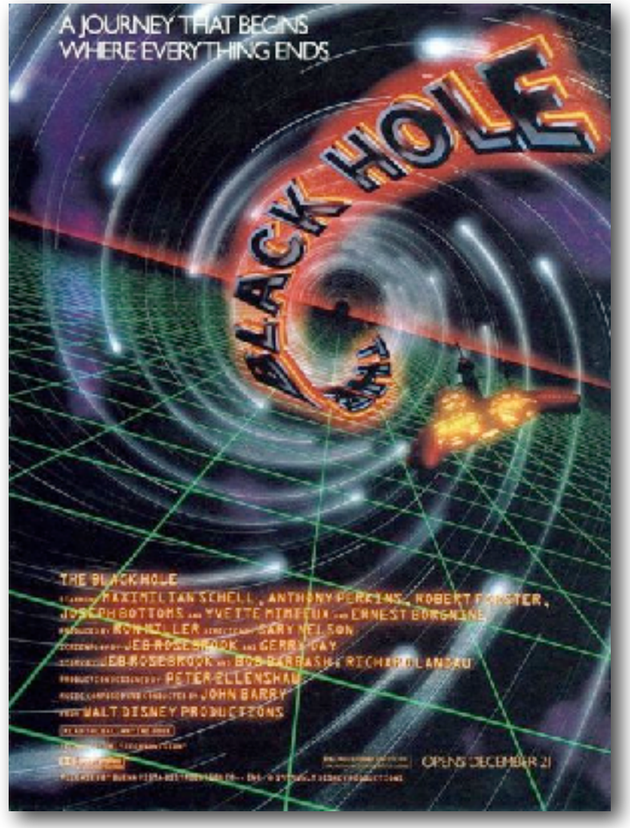
Star Wars

George Lucas, 1977

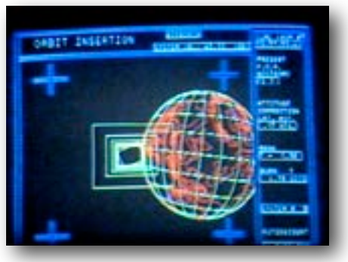


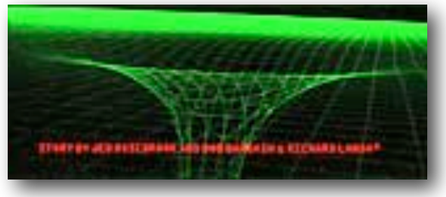








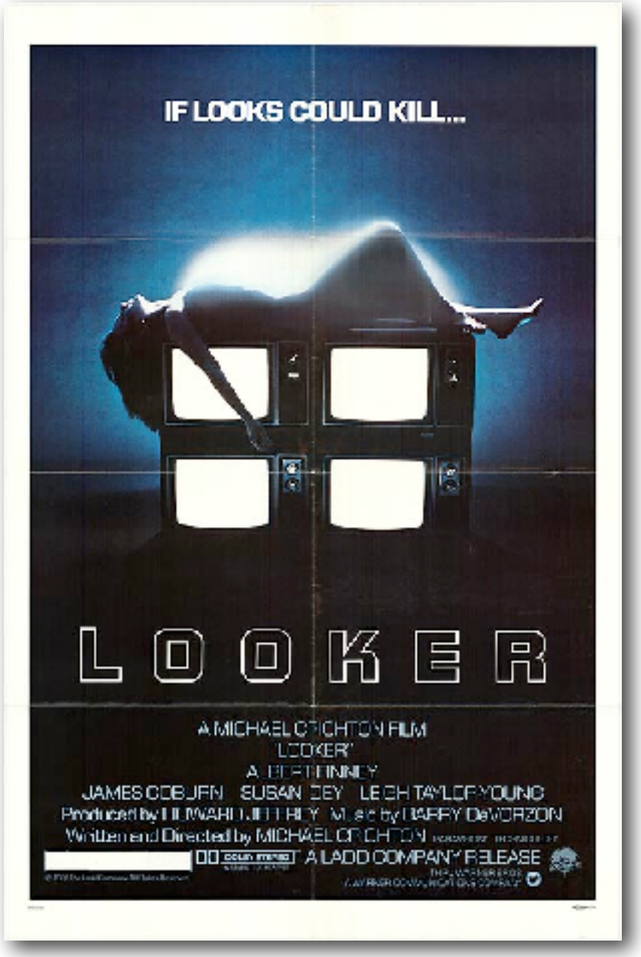




Star Wars Episode IV: A New Hope (1977)
https://www.youtube.com/watch?v=TOgtj00Rp8s

Alien (1979)

The Black Hole (1979)
https://www.youtube.com/watch?v=IJaypC51Dds



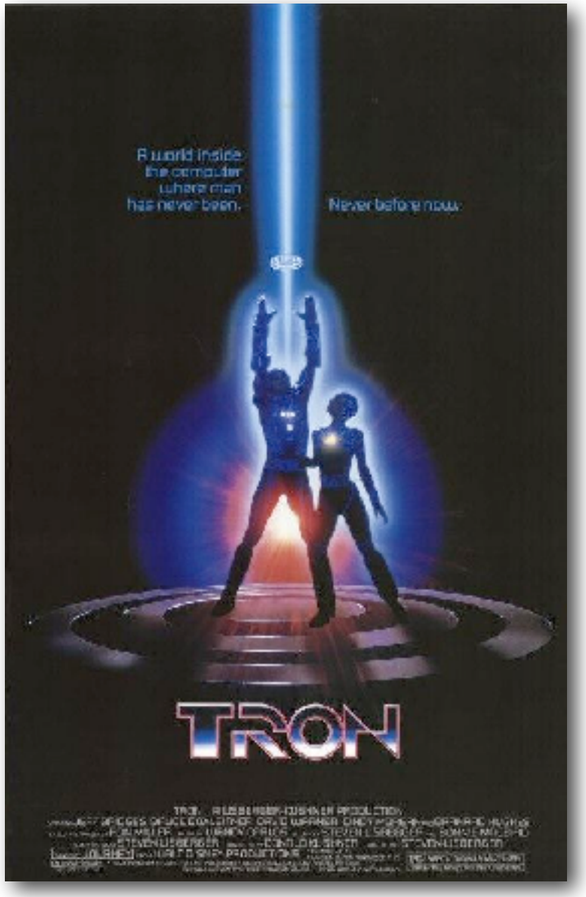


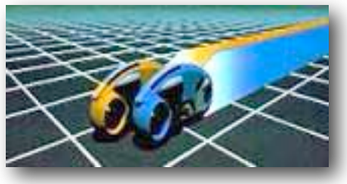
Looker (1981)
https://www.youtube.com/watch?v=q_wK74Ejnqc





Star Trek II: The Wrath of Khan (1982)
https://www.youtube.com/watch?v=Qe9qSLYK5q4





Tron (1982)
https://www.youtube.com/watch?v=-3ODe9mqoDE


SCI-FIMOVIEPOSTERS.co.uk
THE MAXIMUM FORCE
OF THE FUTURE
POLICE
Mad Max
SAMUEL Z ARKOFF Presents "MAD MAX"
Music by BRIAN MAY
Written by JAMES McCAUSLAND and GEORGE MILLER
Produced by BYRON KENNEDY Directed by GEORGE MILLER
with MEL GIBSON Color prints by MOVIELAB
R RESTRICTED
RELEASED BY AMERICAN INTERNATIONAL/A FILMWAYS CO.

Mad Max



1979



Alien

Ridley Scott, 1979

Slasher



Halloween (1978)



Friday the 13th (1980)



My Bloody Valentine (1981)

Star Wars





Star Wars: The Empire Strikes Back, 1980



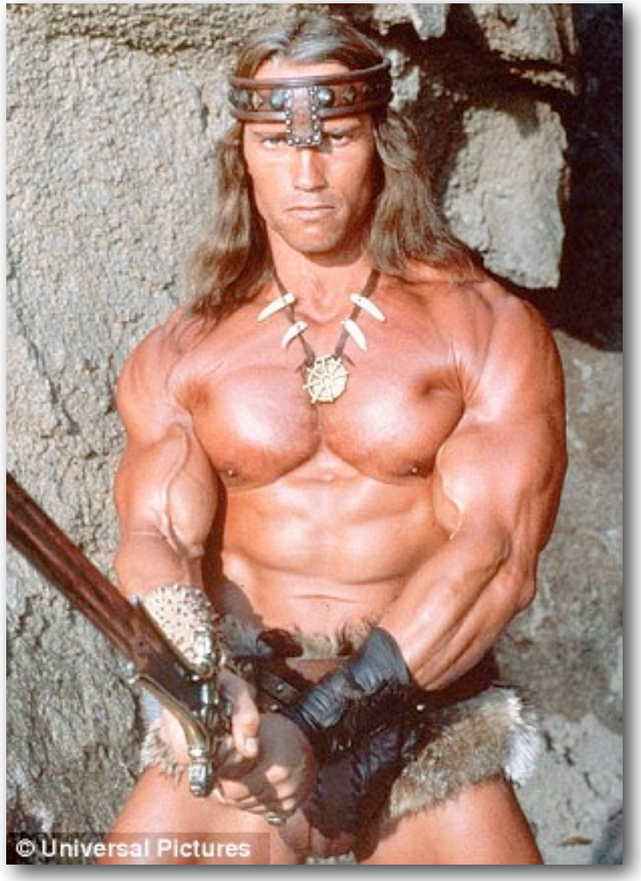


Indiana Jones

1981



Conan der Barbar



1982

Masters of the Universe







Mattell 1982


STALLONE
This time he's fighting for his life.
FIRST BLOOD
SYLVESTER STALLONE FIRST BLOOD RICHARD CRENNA

Rambo

1982




TRAPPED IN A FIGHT
TO THE FINISH
INSIDE THE VIDEO WORLD
HE CREATED
WALT DISNEY PRODUCTIONS'
TRON
A
TRON A LISBERGER-KUSHNER PRODUCTION
JEFF BRIDGES BRUCE BOXLEITNER DAVID WARNER CINDY MORGAN
BARNARD HUGHES
RON MILLER
WENDY CARLOS
STEVEN LISBERGER
BONNIE MACBIRD
STEVEN LISBERGER
DONALD KUSHNER
STEVEN LISBERGER
JOURNEY

Tron

1982



Blade Runner

Ridley Scott, 1982

E.T.



1982

Computer- und Videospiele

1977-1982

Konsolen der 2. Generation

Dispositive Strukturen

Anschluss an Wohnzimmer-TV

Potenziell familientauglich

Lange Spielzeit möglich, aber in Konsolen der 2. Generation noch keine Speichermöglichkeiten

Imitation der Arcade

Marktzersplitterung duch Konsolenvielfalt

Cartridges trennen Hardware- von Software-Industrie

Kaum Qualitätskontrolle bei Software



Spielekonsolen 2. Generation
Atari VCS 2600, 1977

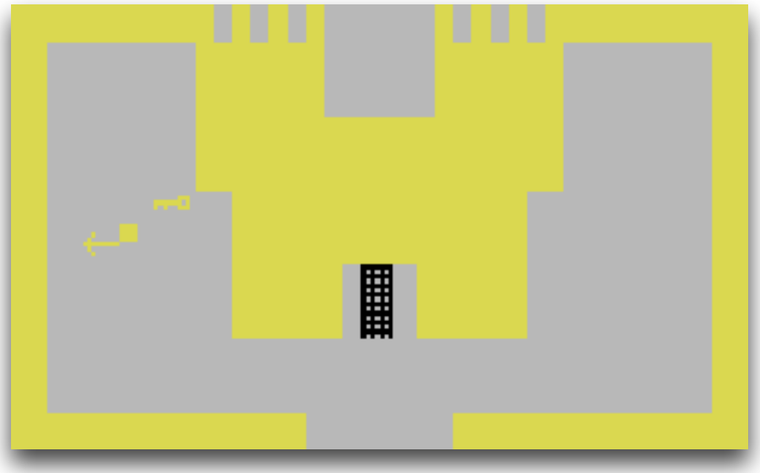


1977
Air-Sea Battle
Basic Math
Blackjack (Atari 2600)
Combat (Atari 2600)
Indy 500 (Atari 2600)
Star Ship (Atari 2600)
Street Racer (Atari 2600)
Surround (Atari 2600)
Video Olympics (mehrere Varianten des Spiels Pong)

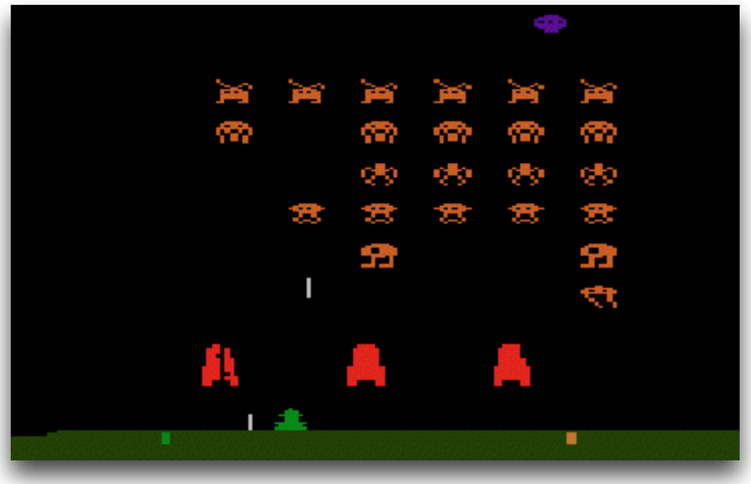
1978
Breakout
Sky Diver

1979
Adventure
Atari 2600 Basic Programming
Video Chess

Atari VCS 2600 Adaption



1979 Adventure

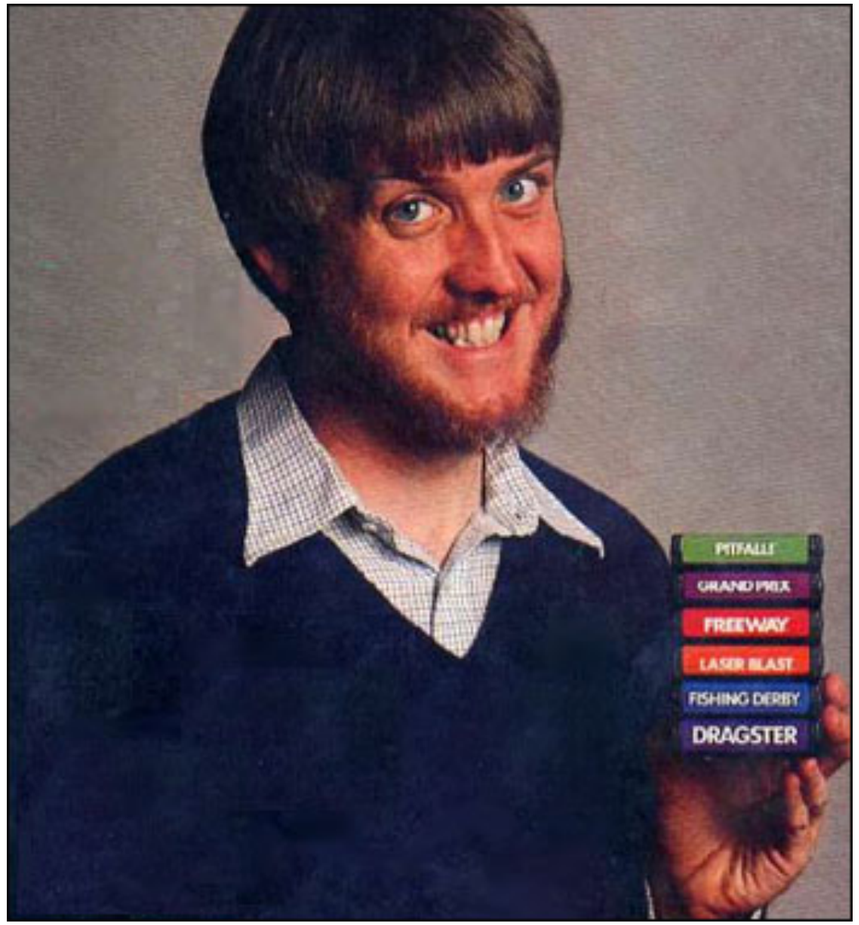


1980 Space Invaders



1981 PacMan

Activision



David Crane



Jump ‚n' Run: Pitfall, 1981



Magnavox Odyssey 2
Philips G7000

1978

Interton VC4000



1978



Intellivision

Mattel 1979

Handhelds



Milton Bradley: Simon (Senso), 1978



Parker: Merlin, 1978



Microvision

https://www.youtube.com/watch?v=CA5L3ppGcNQ

1979

Handhelds

Nintendo Game & Watch



Ball, 1980



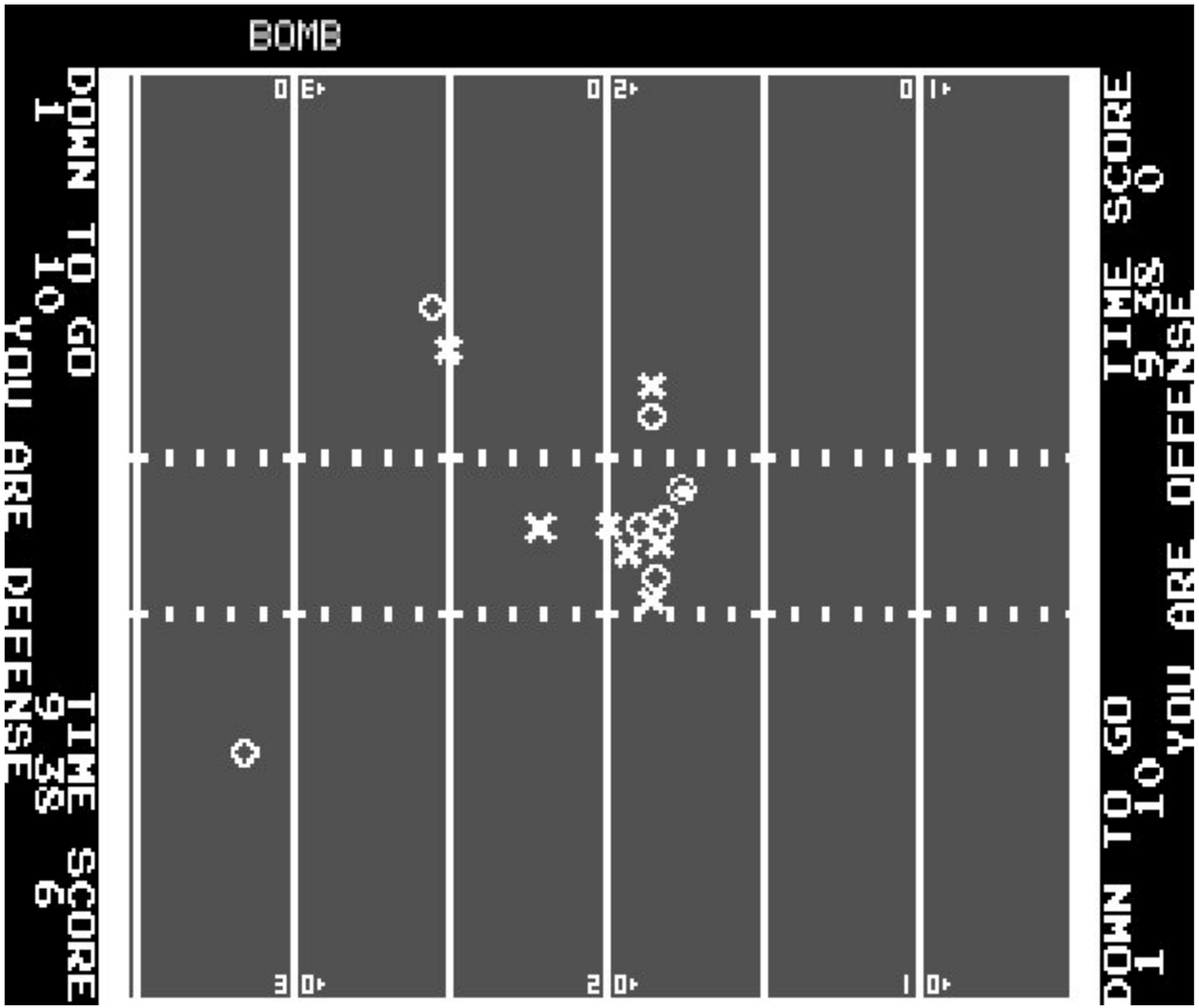
Octopus, 1981



Dispositive Strukturen
Geld pro Spiel
Endlose Spiele mit wachsender Schwierigkeit
Rasches Ende
Blame the Player
Hardcore Gamer mit wachsendem Anspruch
Highscore
Soziales Spielen
Technischer Impulsgeber
Zwielichtige Aufstellorte
Cabinetgebunden
Sättigung bei Spielern

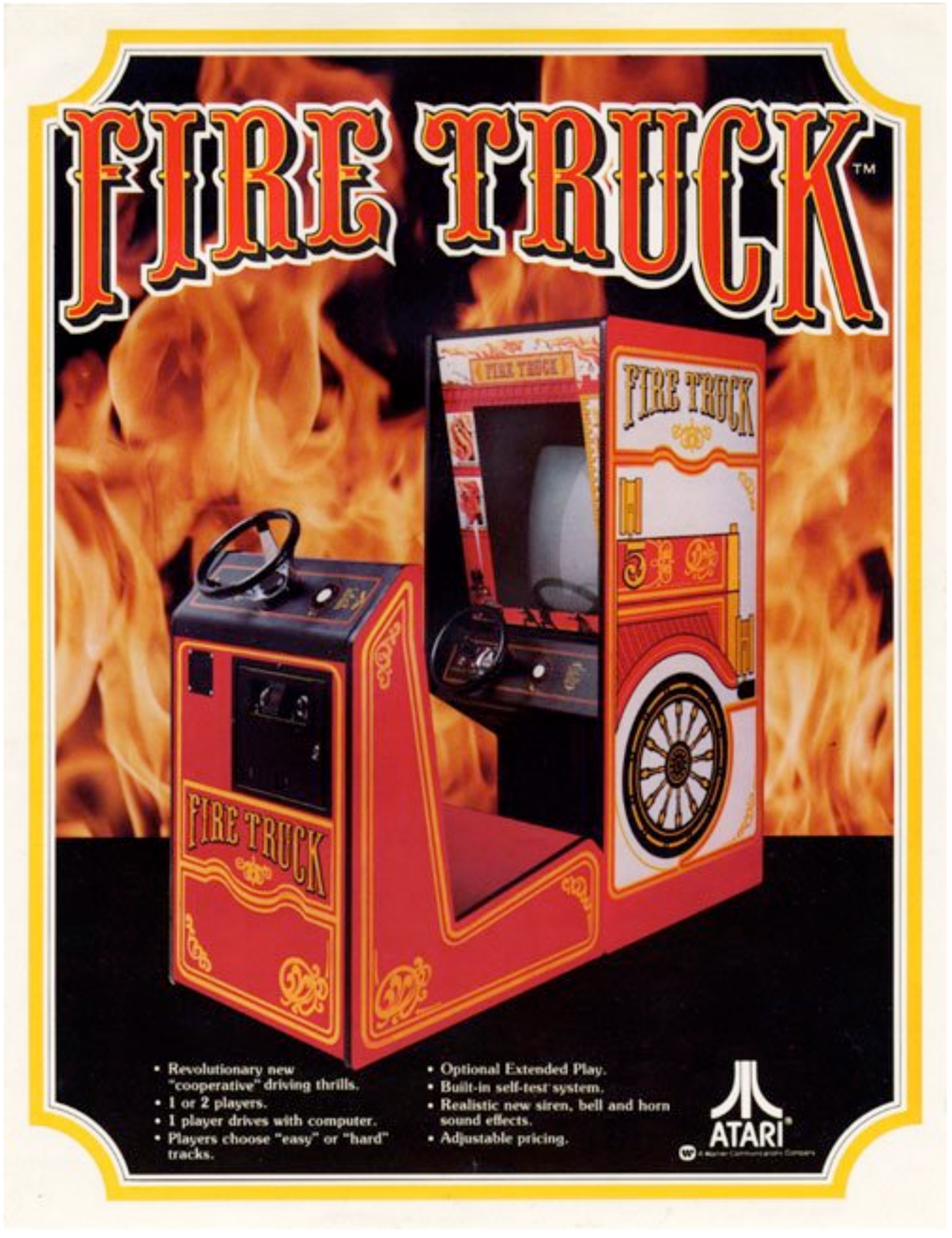
Arcade

Football

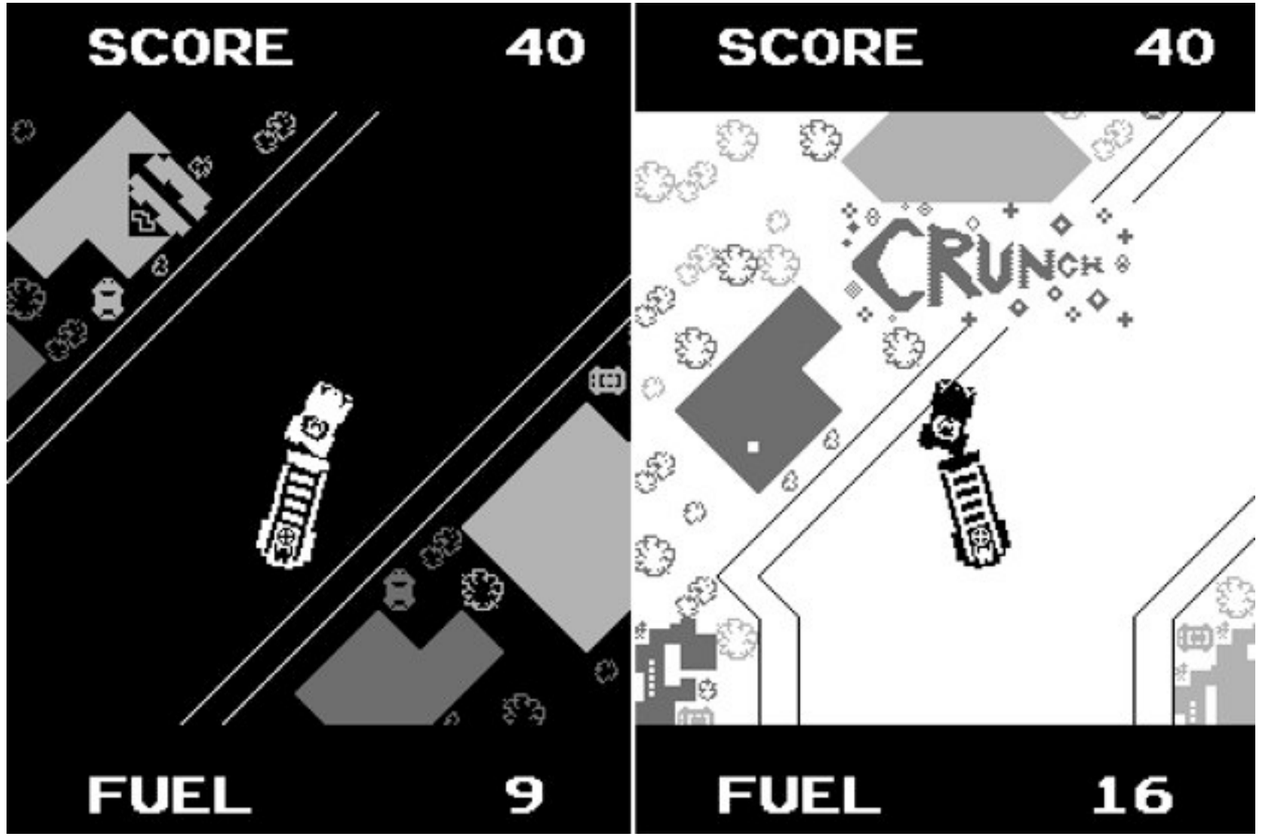


Scrolling:
Atari Football 1978

https://www.youtube.com/watch?v=sRrgZRFtdbc

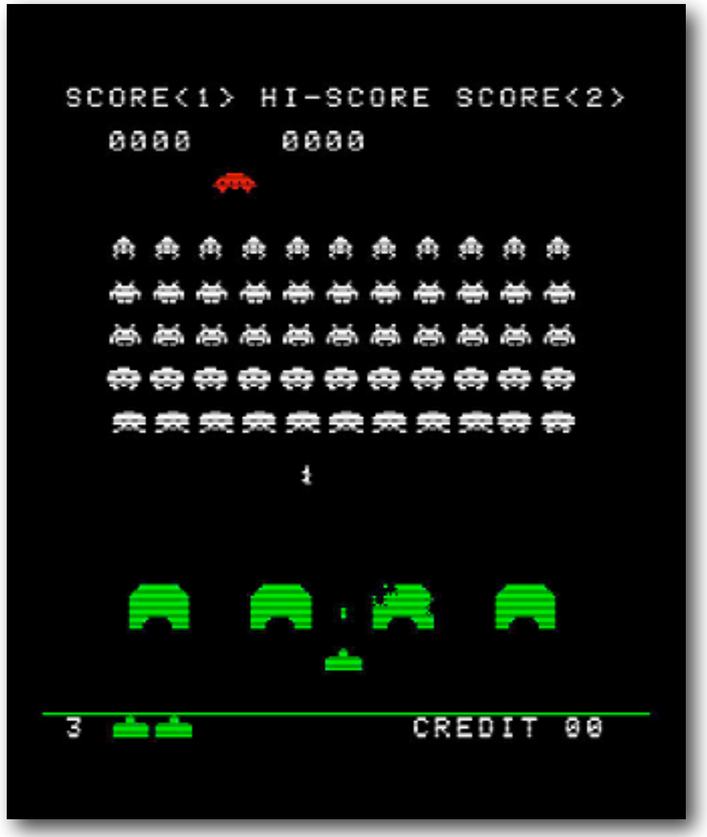


Fire Truck



Kooperation:
Fire Truck 1978

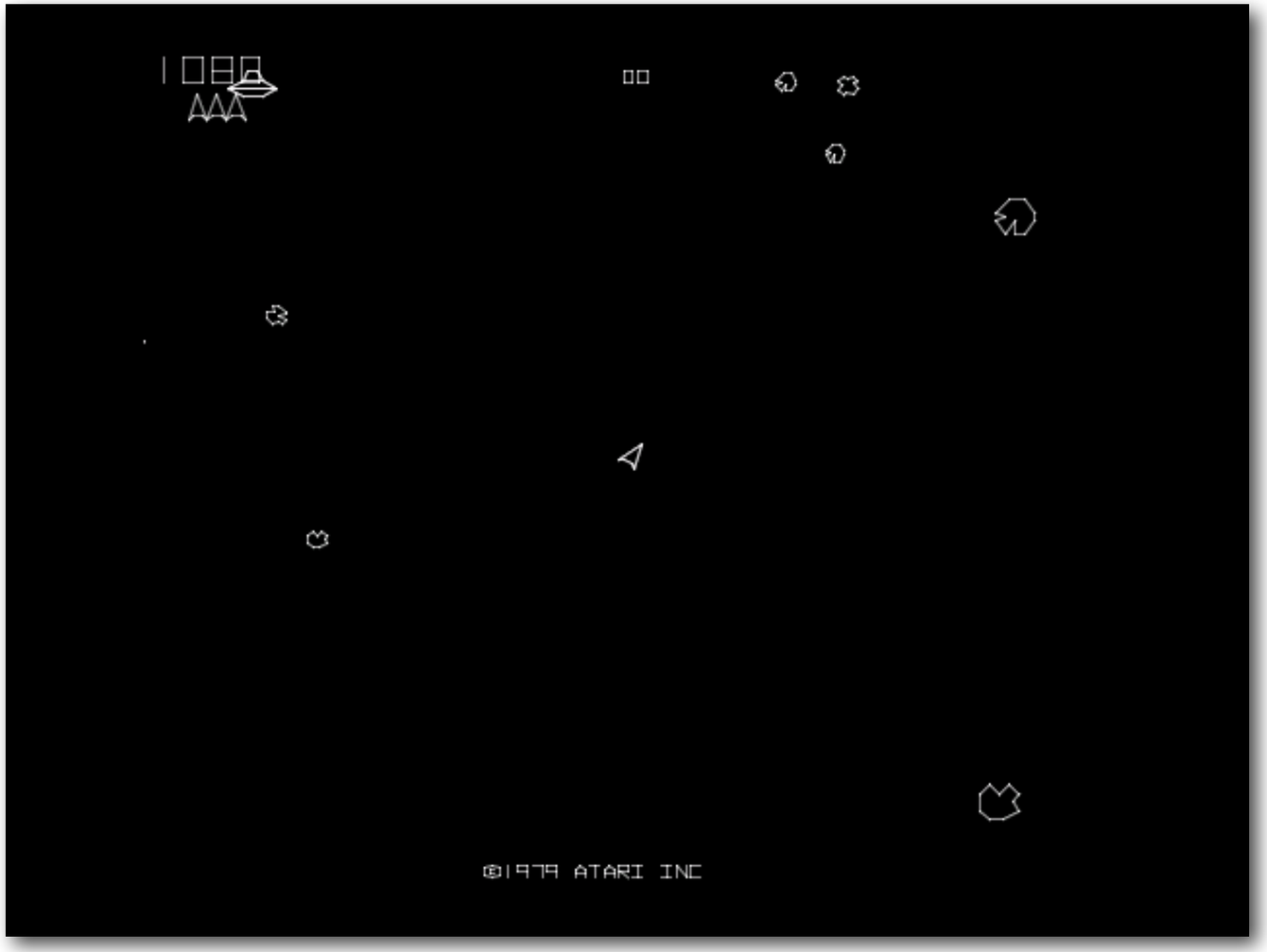
Space Invaders





Science Fiction
Taito: Space Invaders, 1978

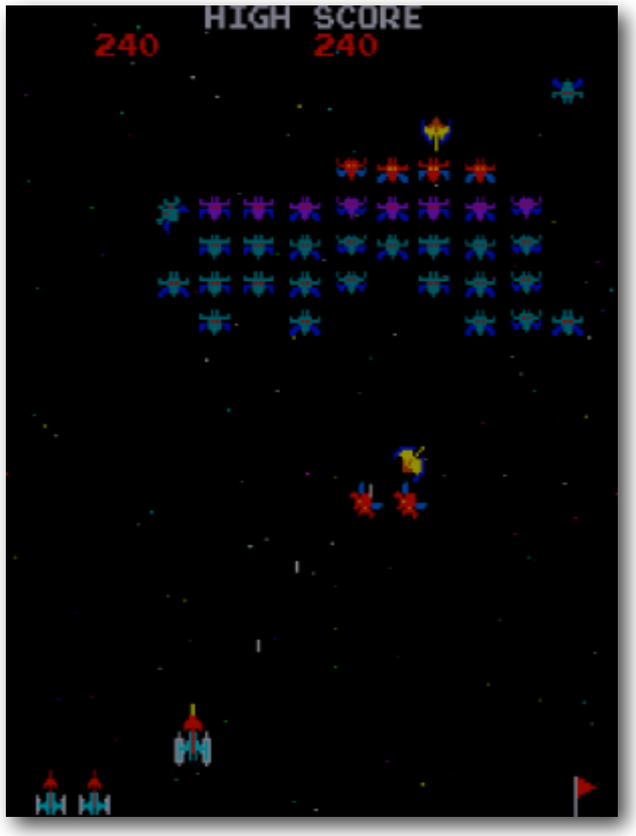
Asteroids



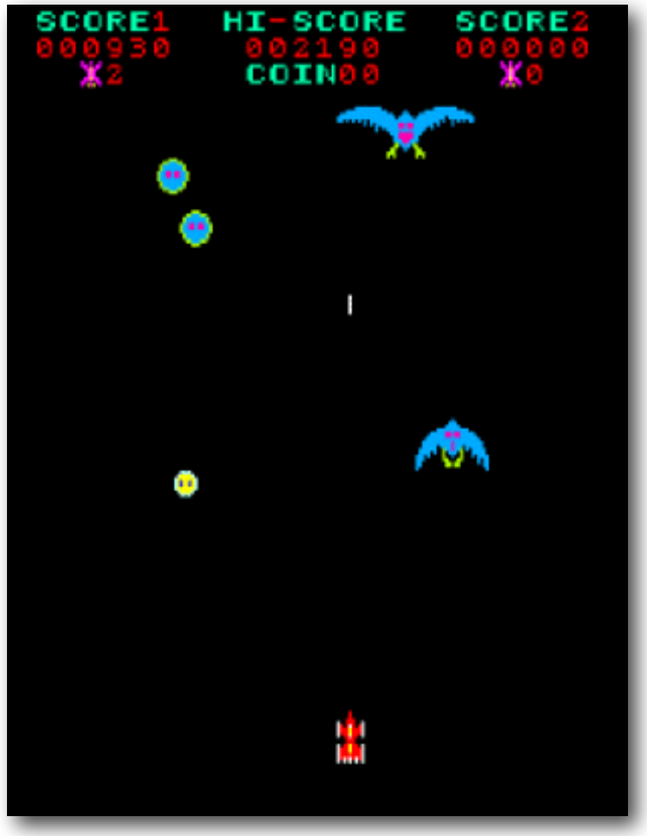


High Scores
Atari: Asteroids, 1979

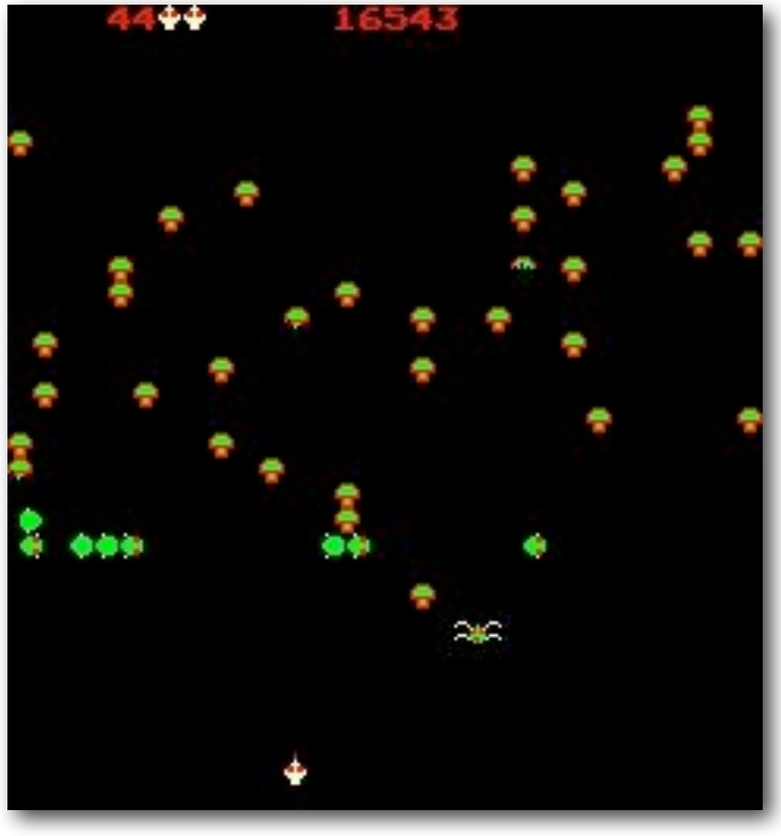
Shmup – Shoot ‘em Up



Namco: Galaxians, 1979

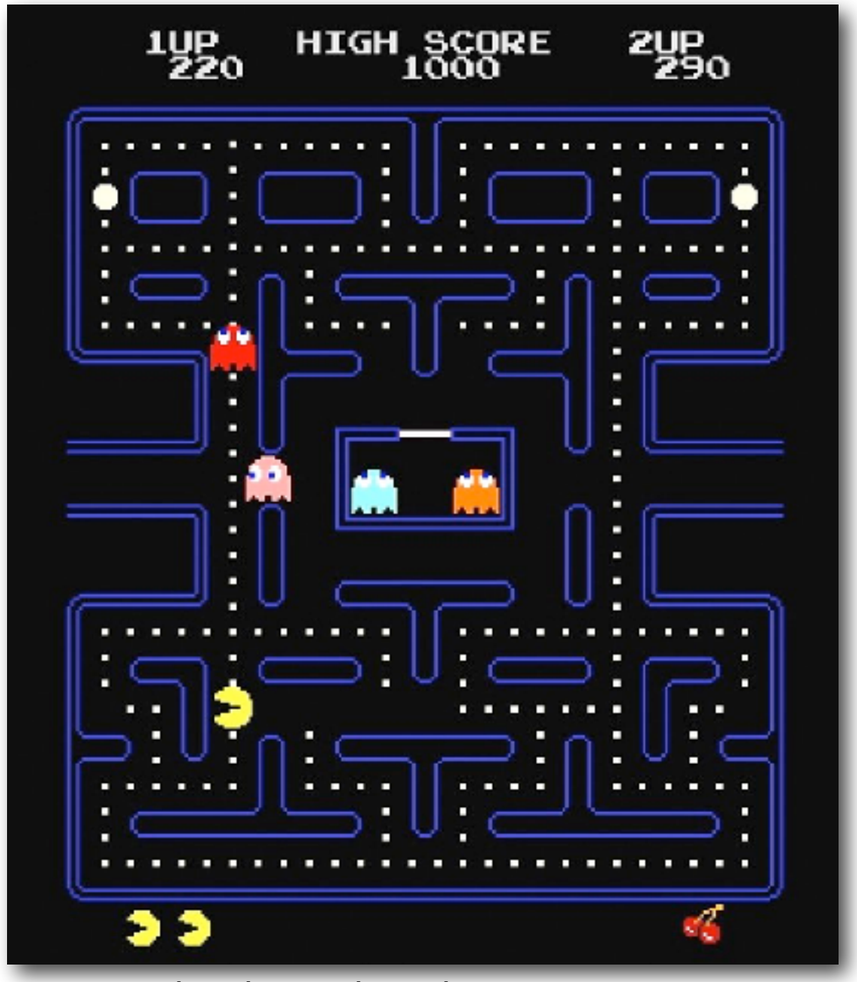


Taito: Phoenix, 1980



Atari: Centipede, 1980

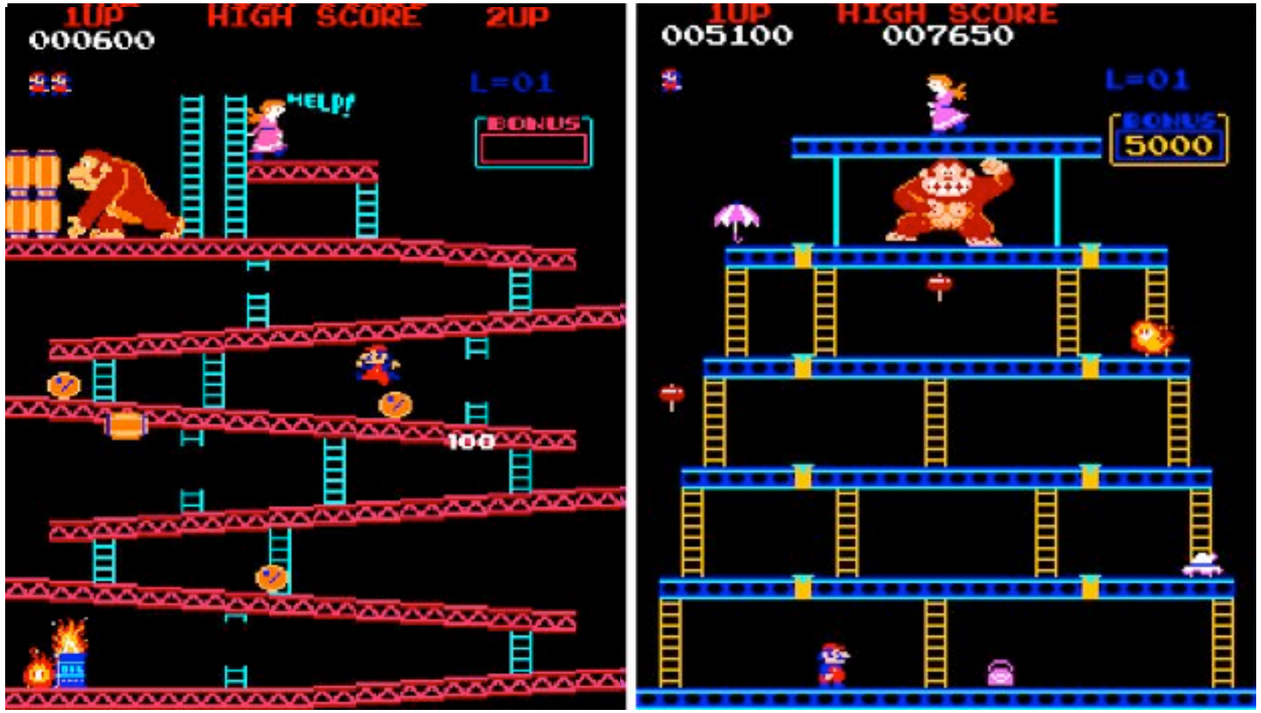
Pac Man

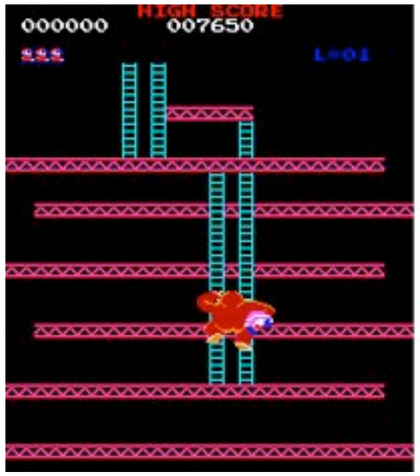


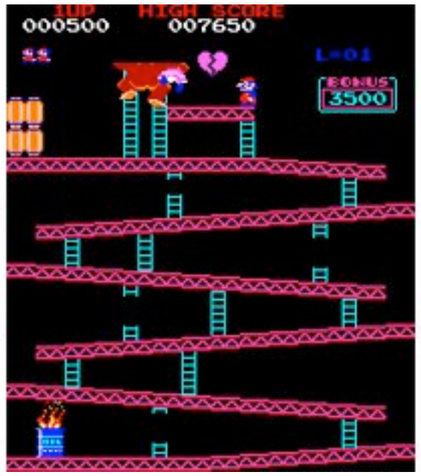
Maskottchen, Labyrinth, Power Up, Cutscene
Namco: Pac Man, 1980



Tori Iwatani









Jump ‚n' Run; Story; Damsel in Distress

Donkey Kong, 1981

Arcade



Tube Shooter
Atari: Tempest, 1980

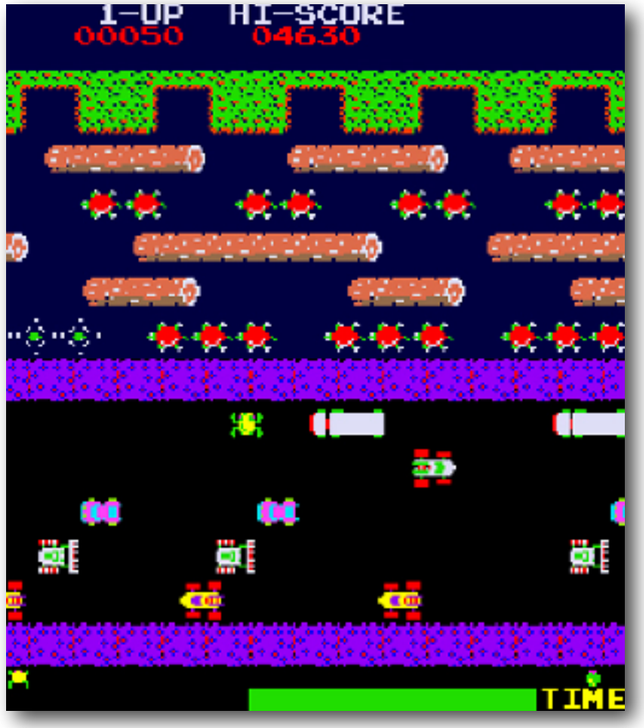


Vertical Scroller
Namco: Xevious, 1982

Arcade



Multi-Level Shmup; Refuel
Konami: Scramble, 1981



Ikone
Konami: Frogger, 1981



Parallax Scrolling
Irem: Moon Patrol, 1982

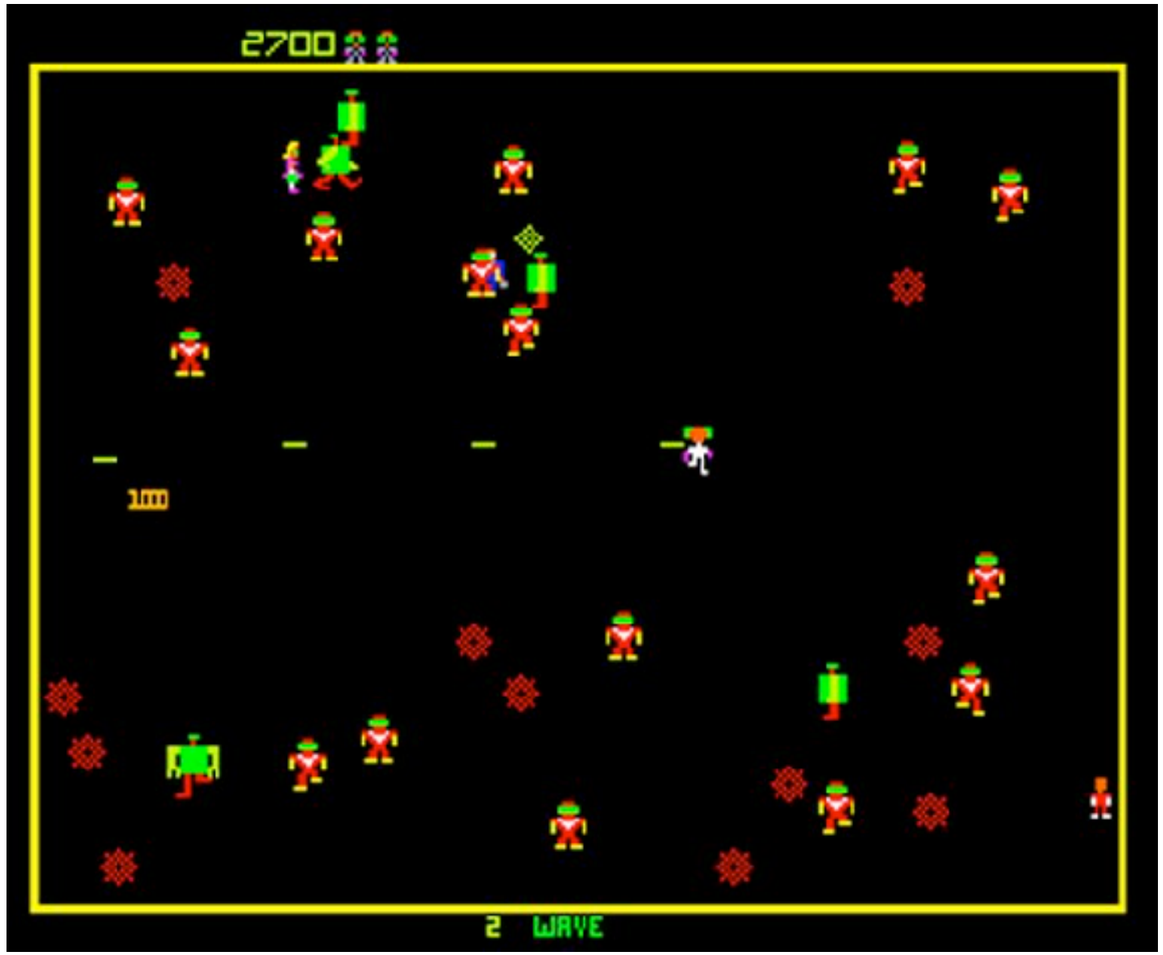
Arcade





Simulation, Product Placement
Namco: Pole Position, 1982

Robotron 2084



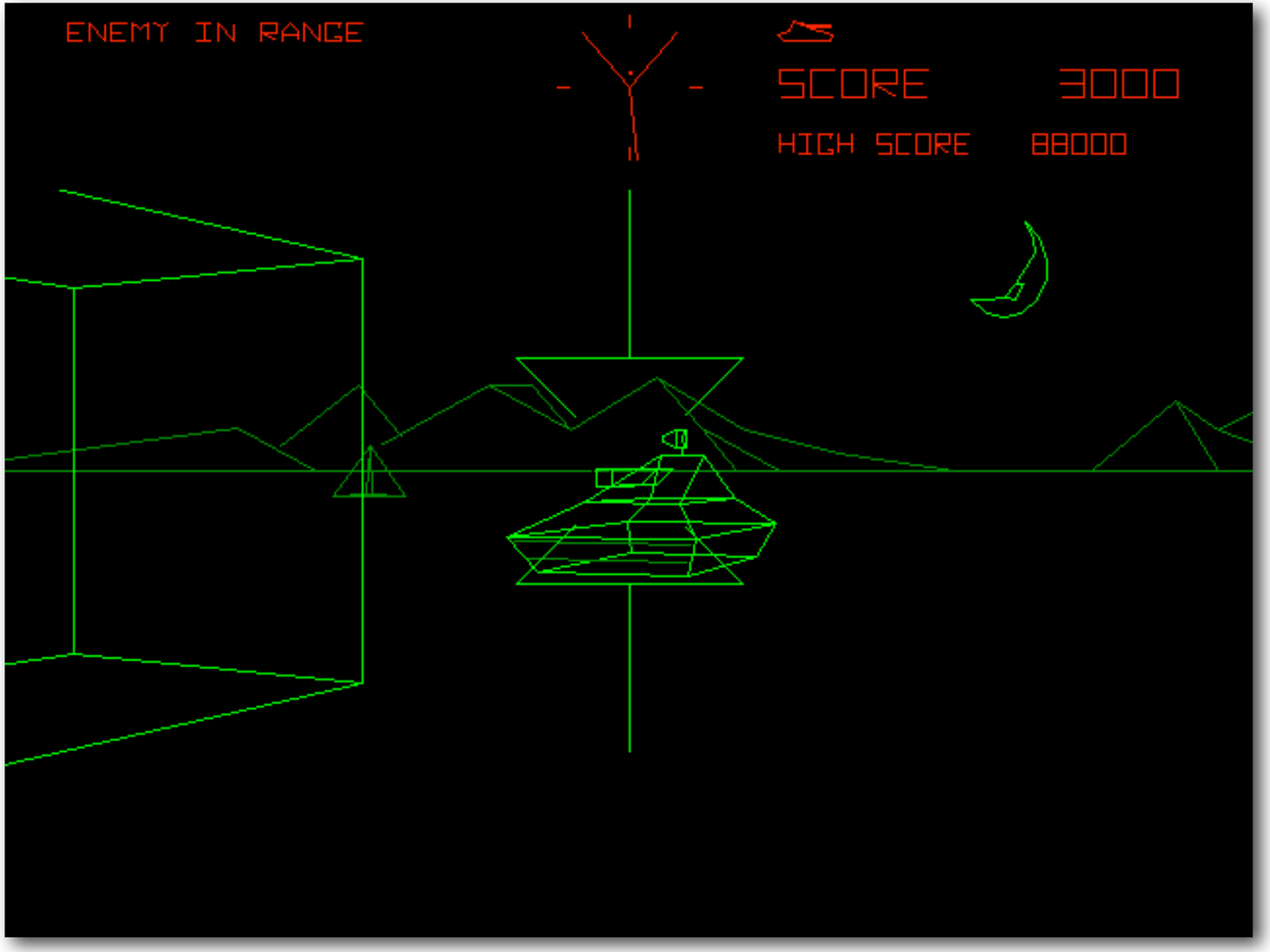
Twin Stick Shooter
Robotron 2084, 1982

Defender



Sidescrolling
Williams: Defender, 1980

Battlezone



3D Wireframe
Atari: Battle Zone, 1980

Rally-X



Hintergrundmusik
Rally-X, 1980

Mainframes

Die Bedeutung der Mainframes für die Computerspielgeschichte endet mit den Homecomputern



DEC PDP-10

Dispositive Strukturen

Hohe Rechenleistung

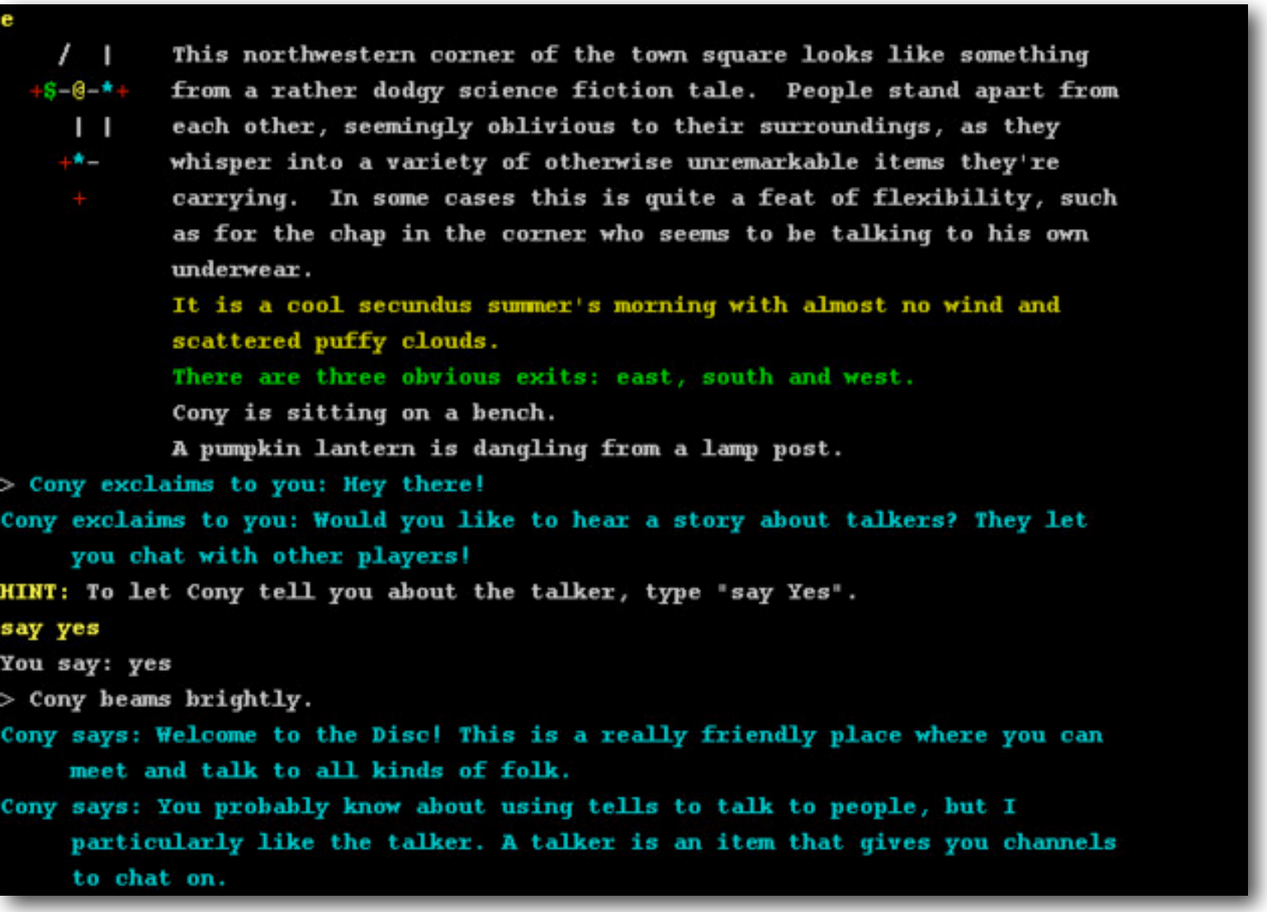
Geringe Multimedia-Leistung

Vernetzung

Exklusive Nutzungsrechte

Spielfeindliche Umgebung

MUD – Multi User Dungeon





MUD1, aka British Legends, is still alive at british-legends.com

ab 1978

Homecomputer / PC

Dispositive Strukturen

Anschluss an Wohnzimmer-TV

Tastatur für Texteingaben

Lange Spielzeit möglich

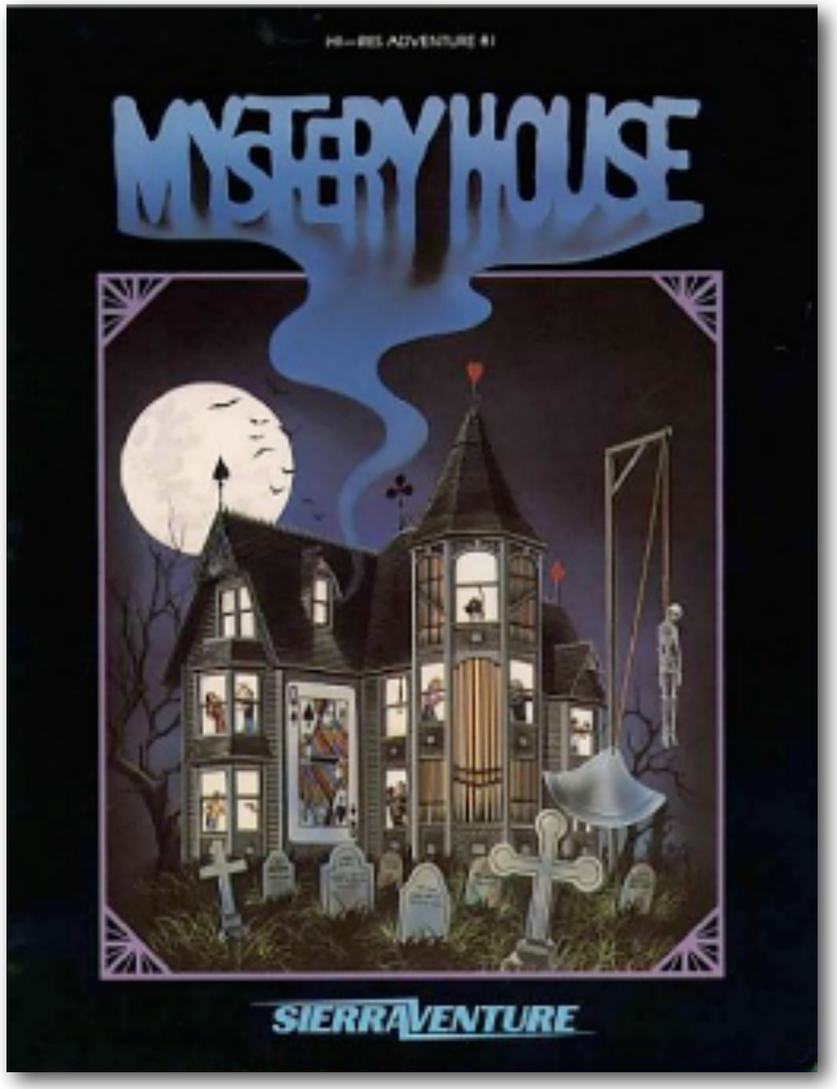
Neue Genres

Marktzersplitterung duch Gerätevielfalt

Trennung Hardware- von Software-Industrie

Kaum Qualitätskontrolle bei Software

Raubkopien als Standard-Distribution



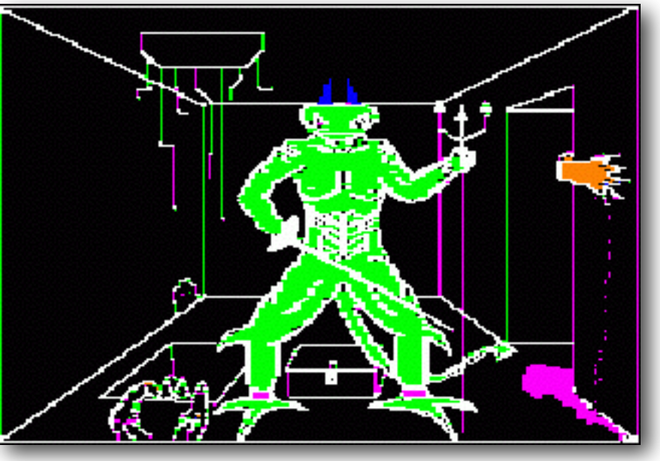
Mystery House



Text-/Grafik-Adventure für Apple II

Sierra On-Line, Ken & Roberta Williams:
Mystery House, 1980

http://turbulence.org/Works/mystery/games.php
http://www.gamefaqs.com/appleii/564081-mystery-house/faqs/51470



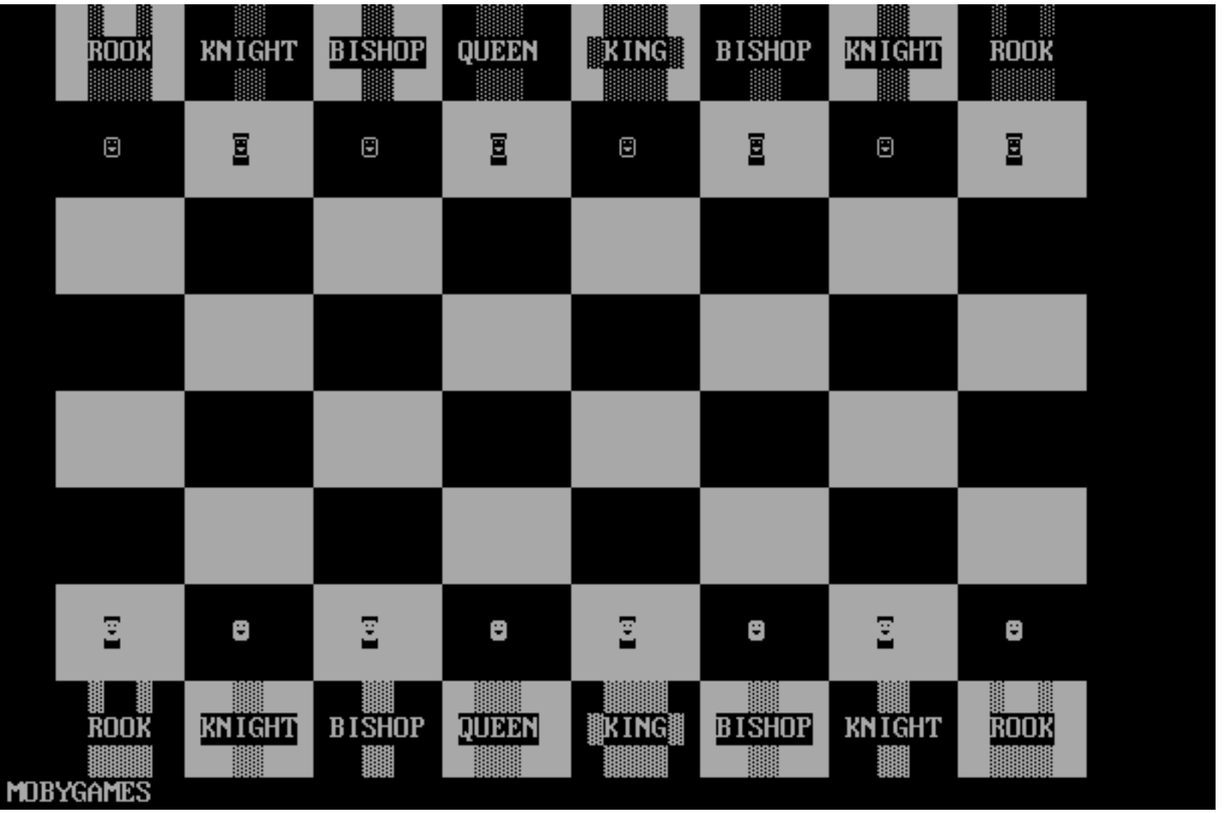




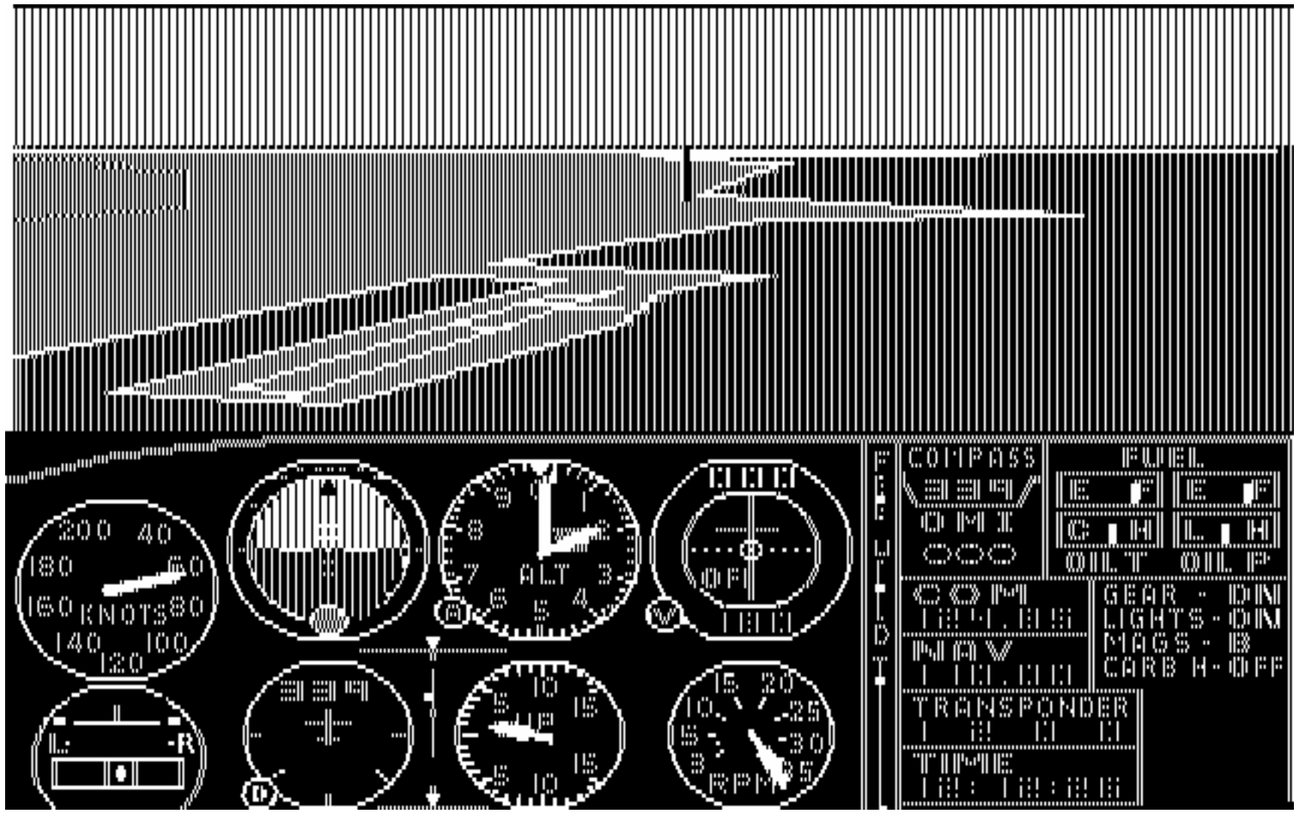
Rollenspiele

Richard Garriot: Akalabeth für Apple II, 1980

Personal Computer



Chess, 1981



Microsoft FS 1 for the IBM PC (1982)