

Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

1977-1982

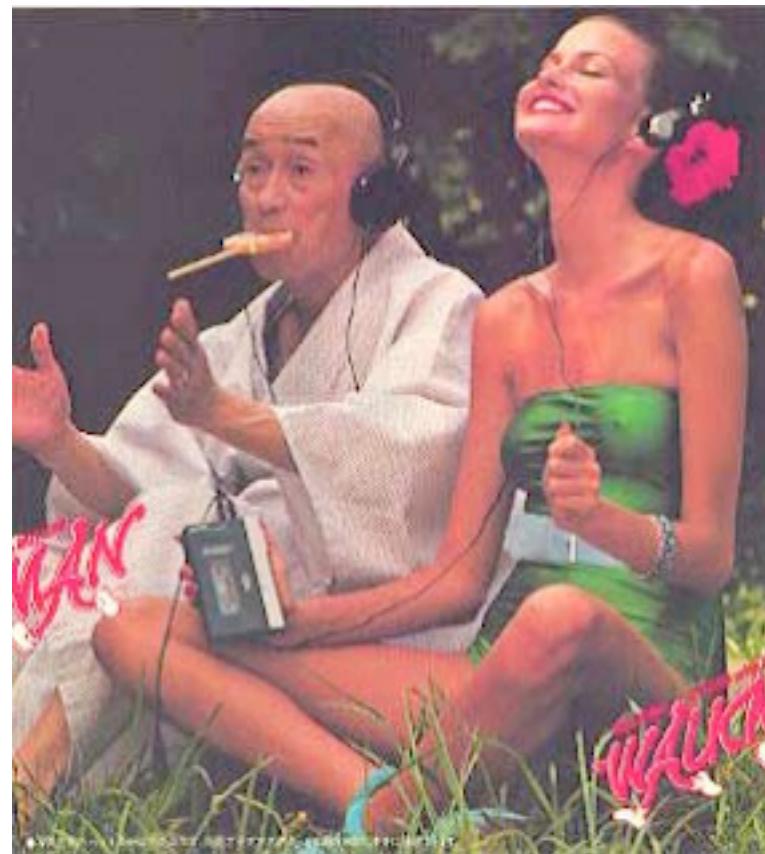
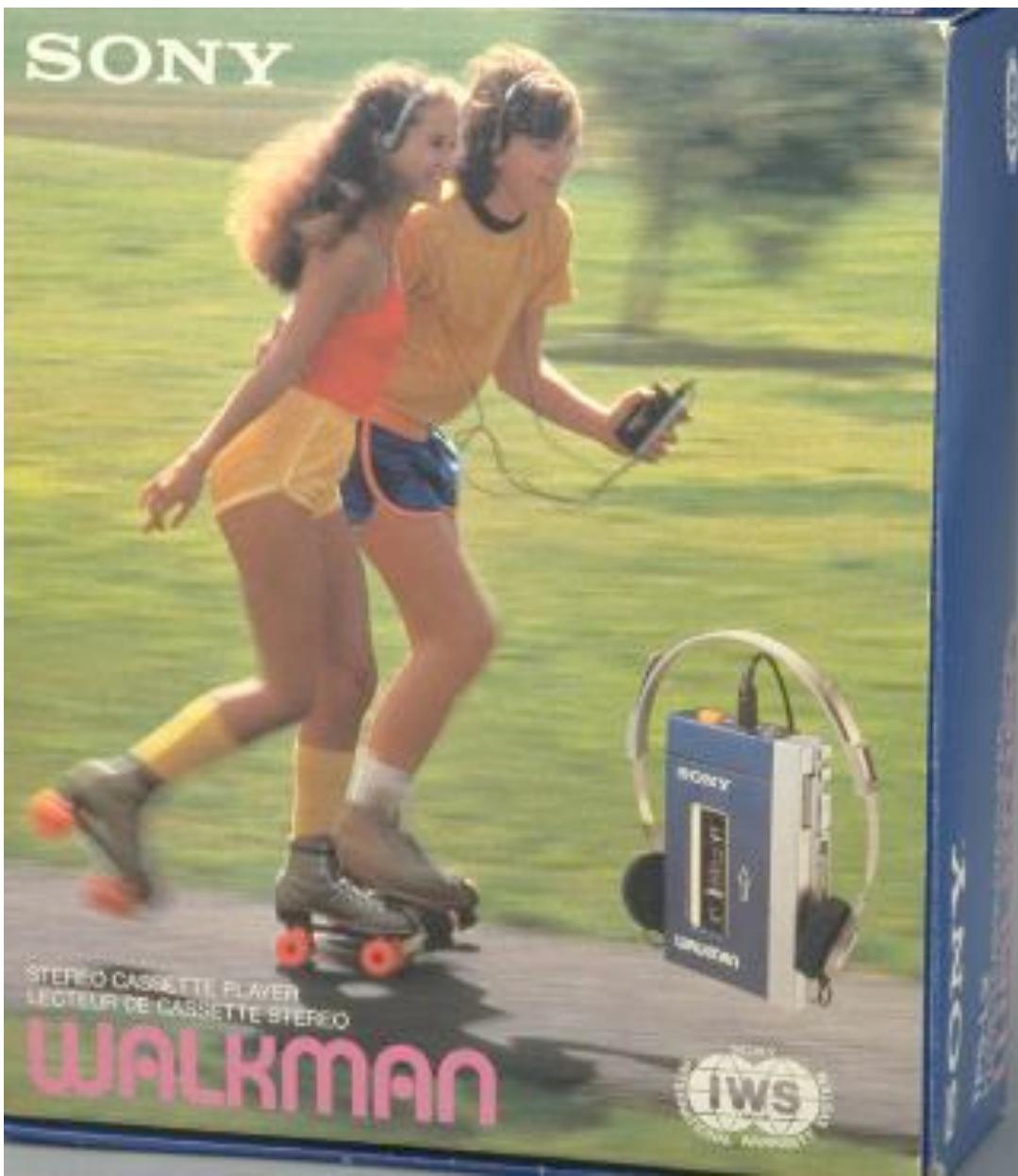
Prof. Dr. Jochen Koubek



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

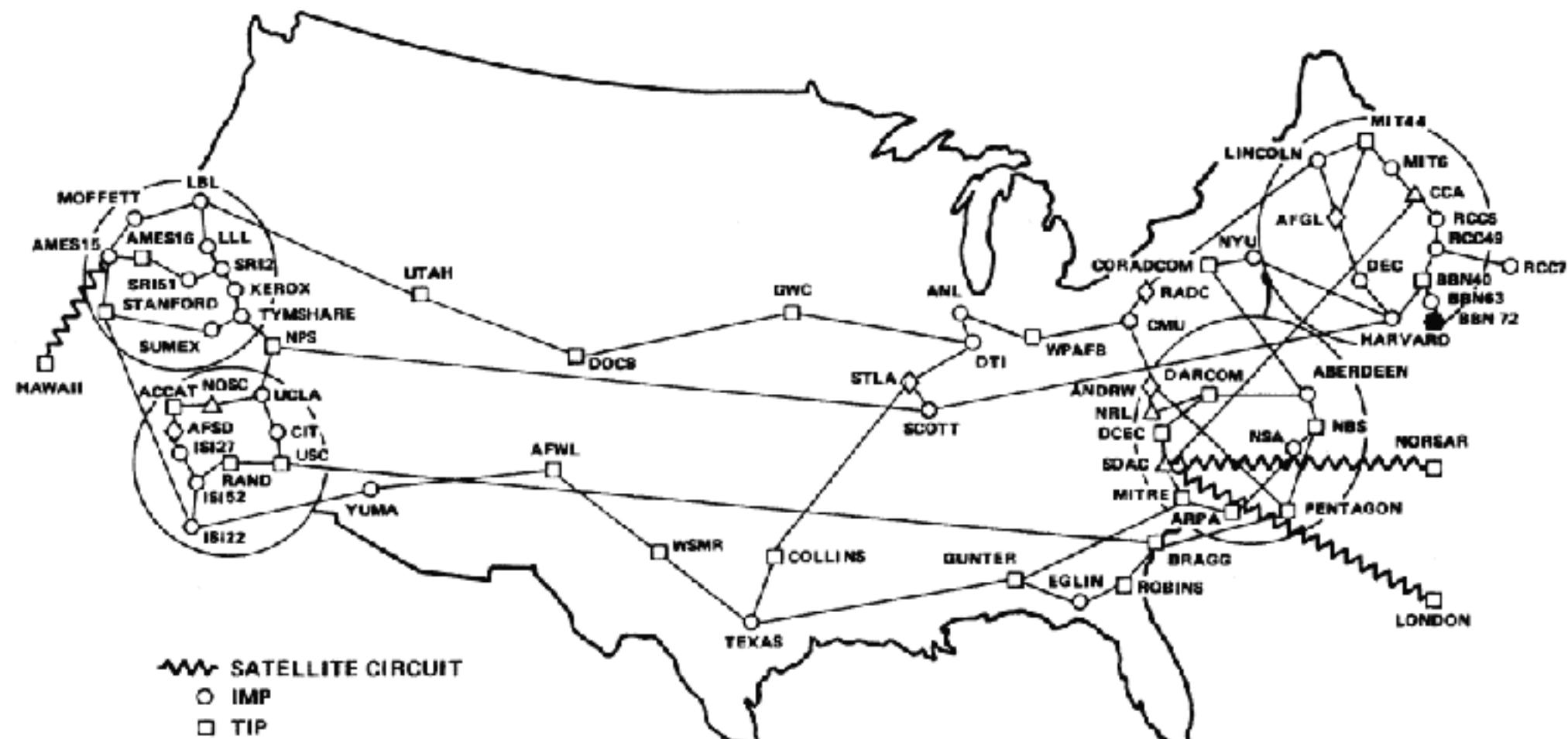
After welcoming several new sites to Usenet, I'm enclosing the current map.
Any sites which are missing or wrong please let me know.

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 @ -----ucsfchg1 sytek sri-unix
@ phonlab----+
cca-unix sdcarl

ARPANET 1980

ARPANET GEOGRAPHIC MAP, OCTOBER 1980



- ~~~~ SATELLITE CIRCUIT
- IMP
- TIP
- △ PLURIBUS IMP
- ◊ PLURIBUS TIP
- C30

(NOTE: THIS MAP DOES NOT SHOW ARPA'S EXPERIMENTAL SATELLITE CONNECTIONS)

NAMES SHOWN ARE IMP NAMES, NOT (NECESSARILY) HOST NAMES

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 CDM      FORMAT   COM     CHKDSK  COM     SYS     COM     DISKCOPY COM
DISKCOMP CDM      COMP     COM     EXE2BIN EXE     MODE    COM     EDLIN   COM
DEBUG    CDM      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 CDM      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 \$1,600¹ 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.

IBM PERSONAL COMPUTER SPECIFICATIONS ADVANCED FEATURES FOR PERSONAL COMPUTERS		
User Memory	Display Screen	Color/Graphics
16K, 256K max*	High resolution	80 colors
Permanent Memory (ROM) 4K bytes*	1280 x 960*	256 characters and symbols in ROM*
Micromprocessor	8088 microprocessor	Graphics mode
High speed, 9MHz*	400K or 800K	320 x 200*
Auxiliary Memory	Printer-compatible	Black & white resolution: 640 x 200*
2 tape and internal disk drives,	Diagnostics	Simultaneous graphics & text capability
59" 360K bytes per disk	Processor self-testing*	Communications
Keyboard	Printer	RS-232 interface
13 keys, 4 function keys attached to system unit*	Relay control*	Synchronous/Asynch serial
16 function keys*	80 characters/second	Up to 9600 bits per second
16 key numeric pad	12 character styles, up to 192 charactersoline	
Beep sounds*	9 x 9 character matrix	



The IBM Personal Computer
and me.

For the IBM Personal Computer dealer nearest you, call 1-800-441-1700.
In Illinois, 800-922-1400. In Mexico City, 5000-147-0890.

CIRCLE 3

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 *teaches* 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 ComputerLand² 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 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

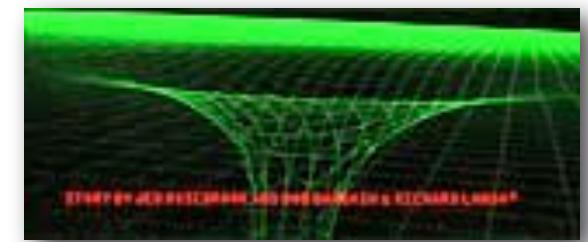
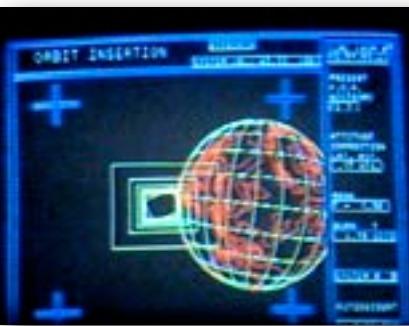
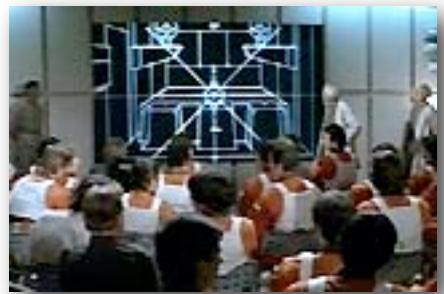
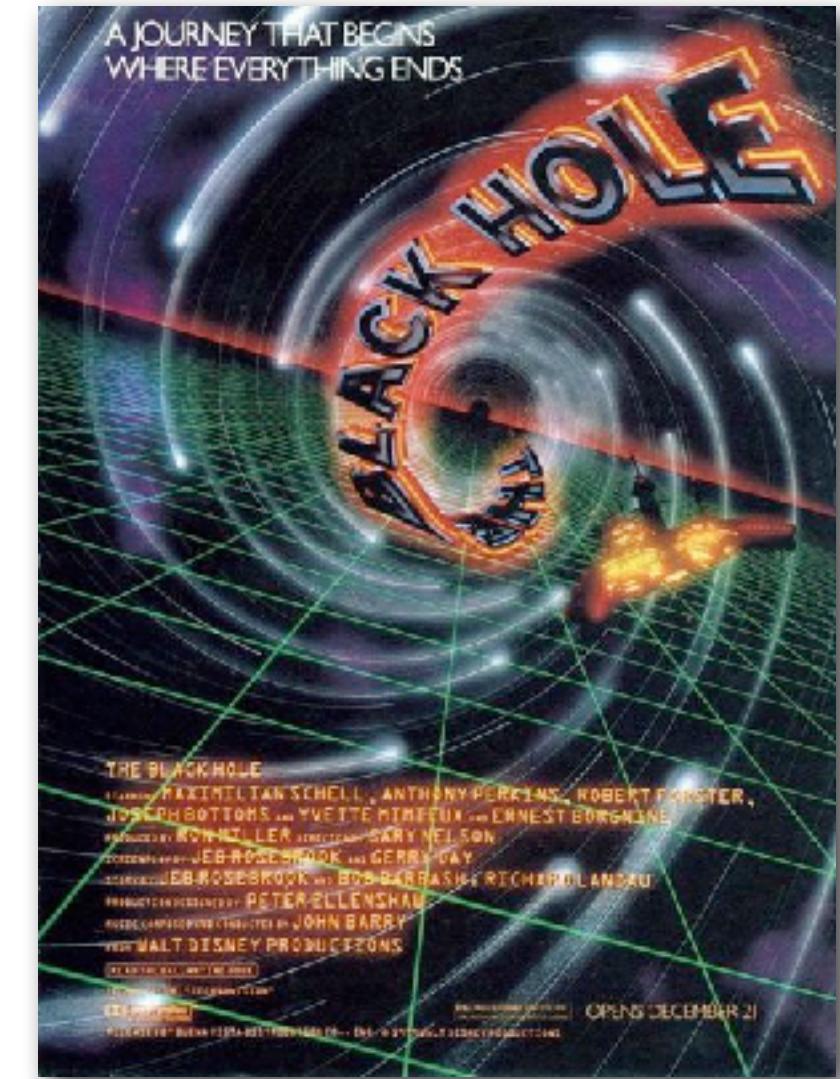
Kulturgeschichte

1977-1982

Star Wars

George Lucas, 1977

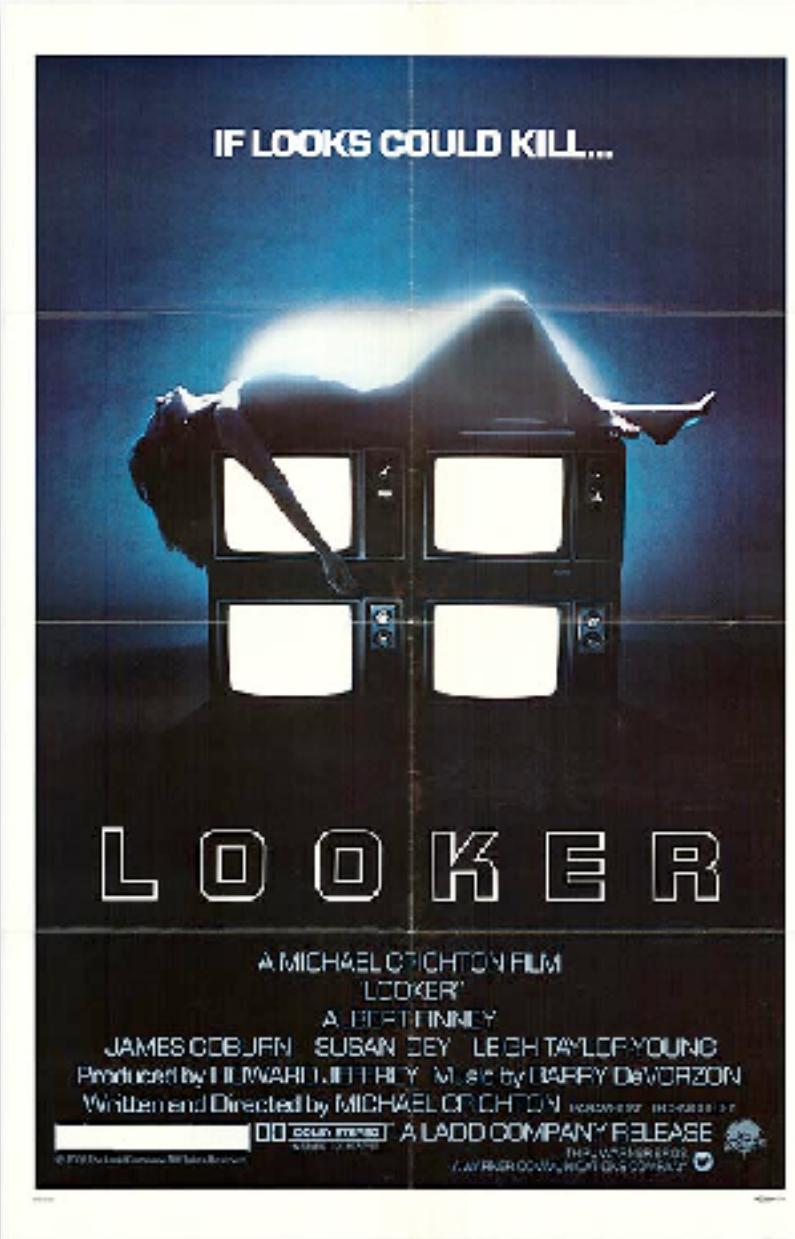




Star Wars Episode IV: A New Hope (1977)
<https://www.youtube.com/watch?v=TOgtj00Rp8s>

Alien (1979)

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

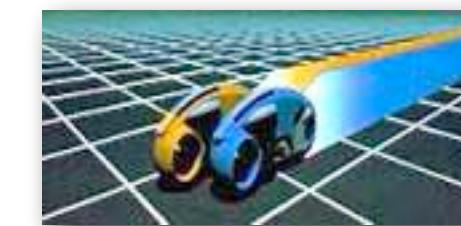
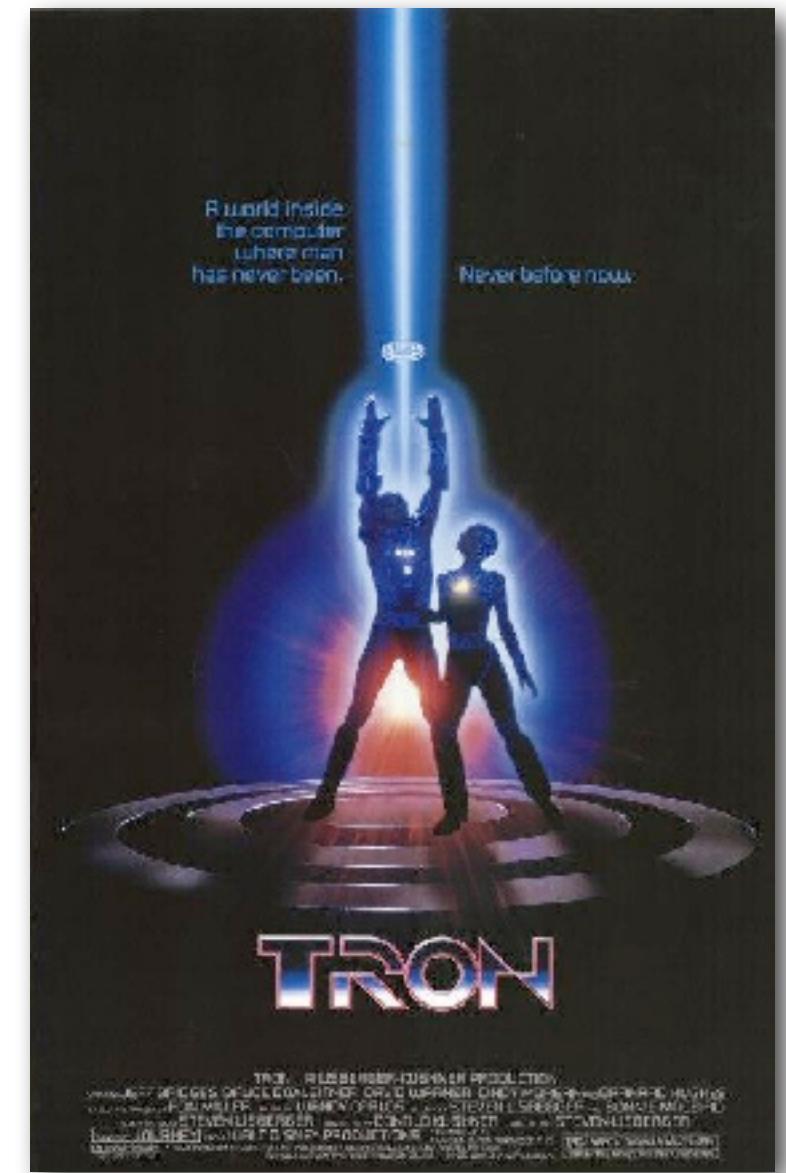


Looker (1981)

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>



Mad Max



1979



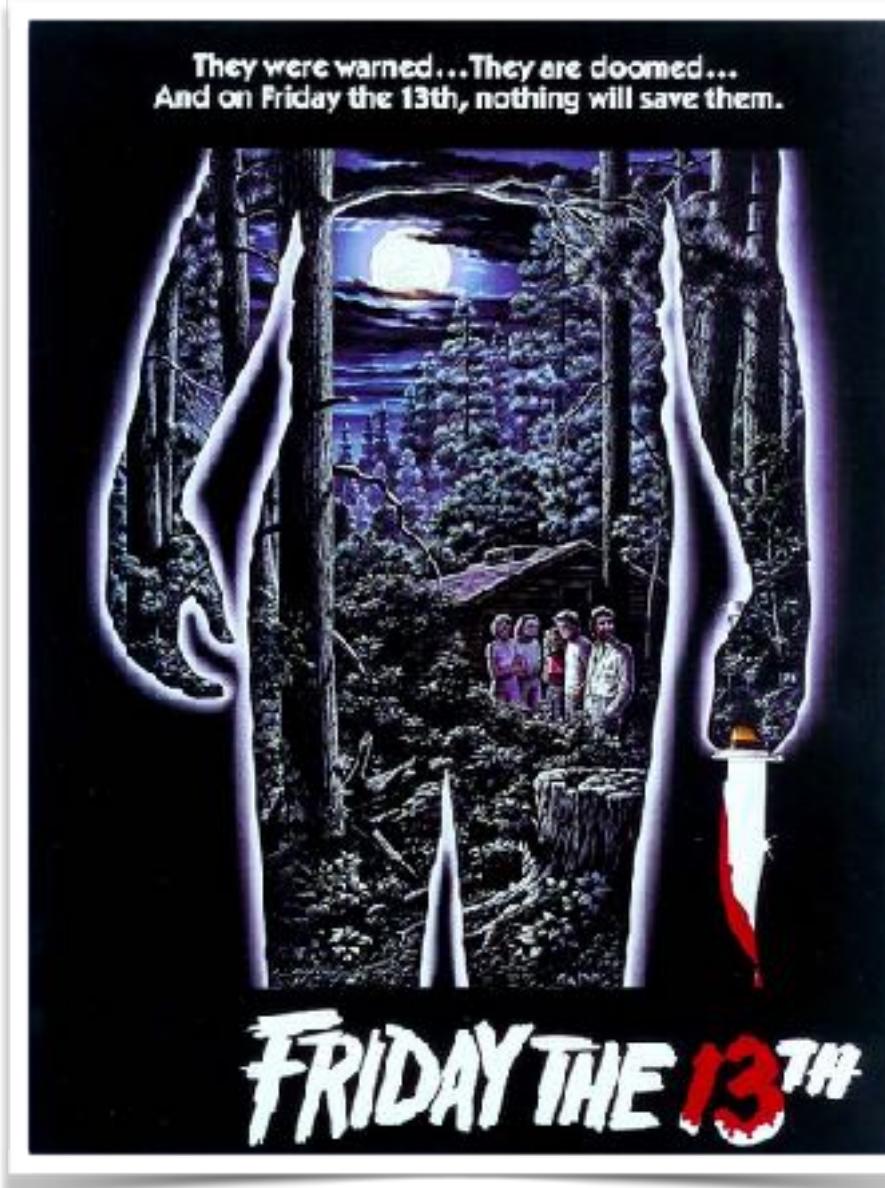
Alien

Ridley Scott, 1979

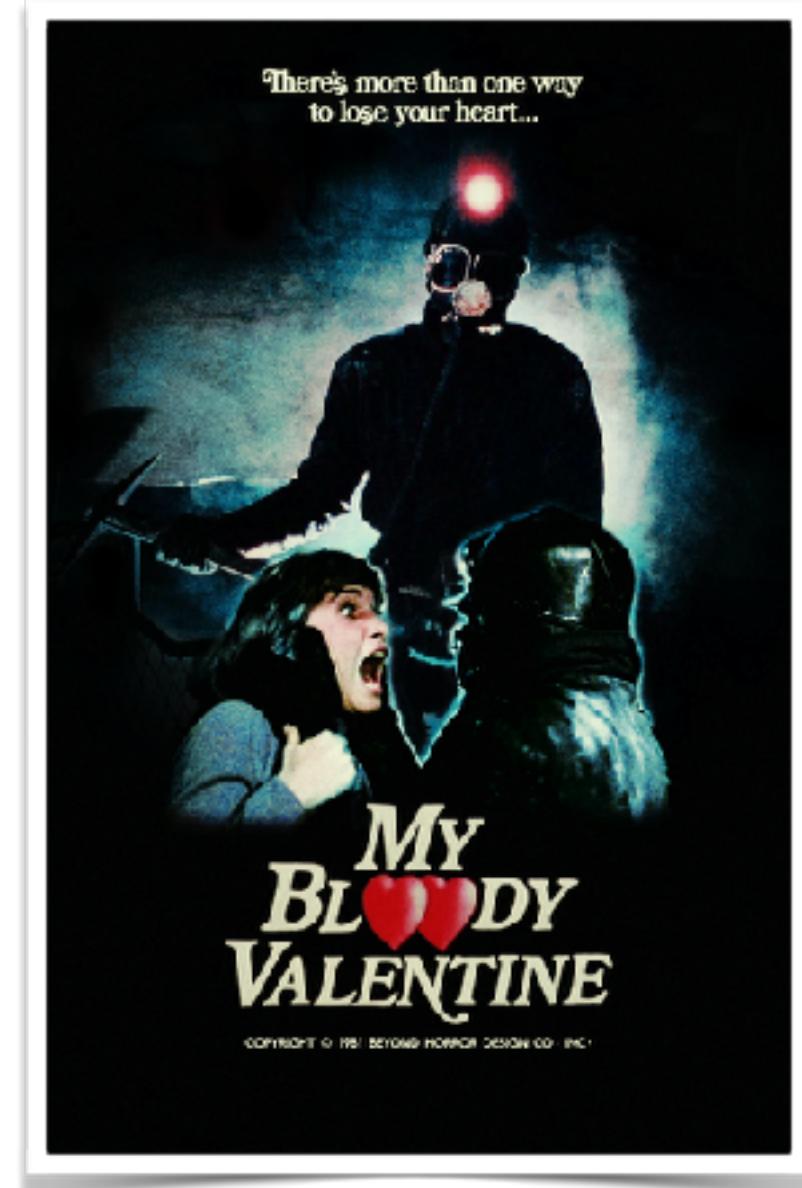
Slasher



Halloween (1978)

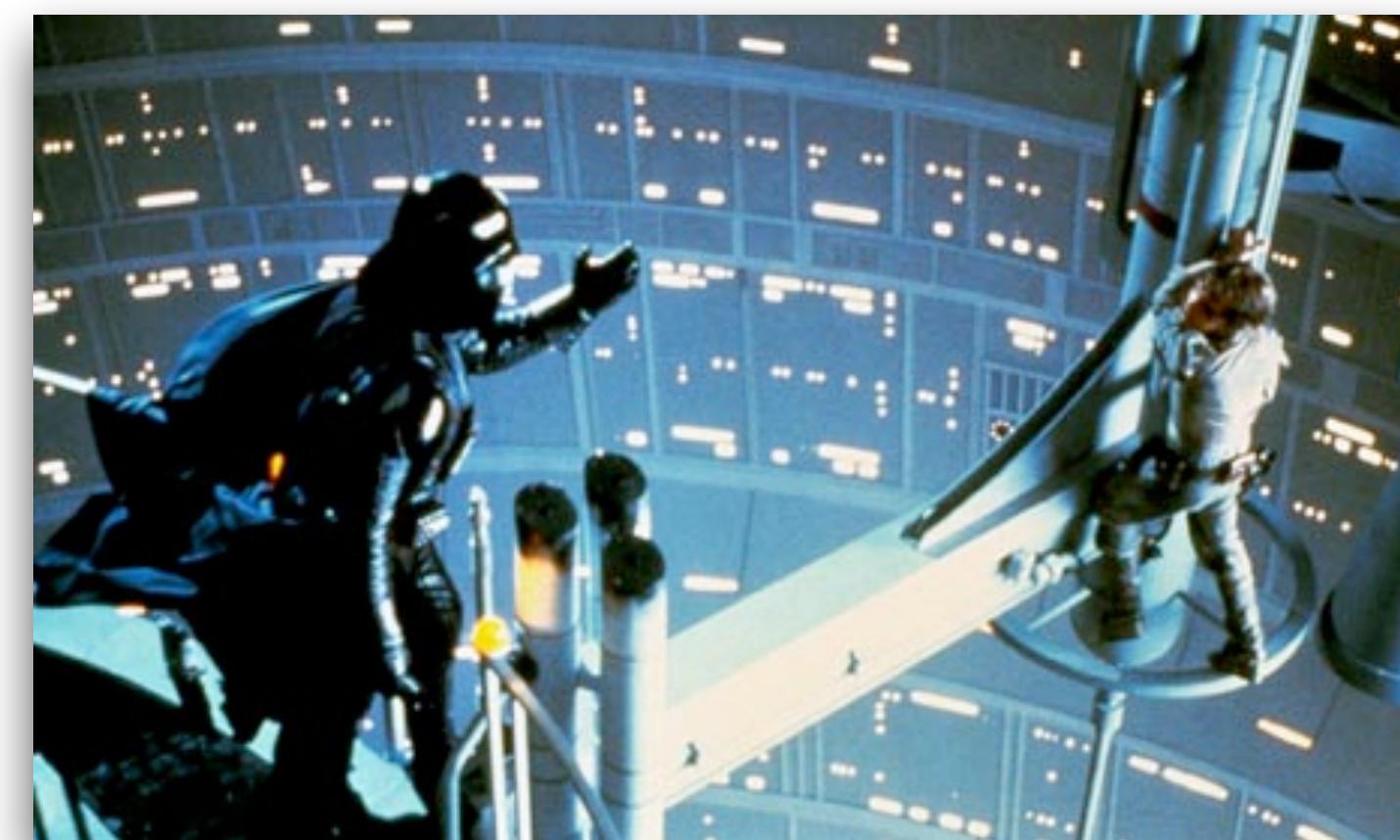


Friday the 13th (1980)



My Bloody Valentine (1981)

Star Wars



Star Wars: The Empire
Strikes Back, 1980



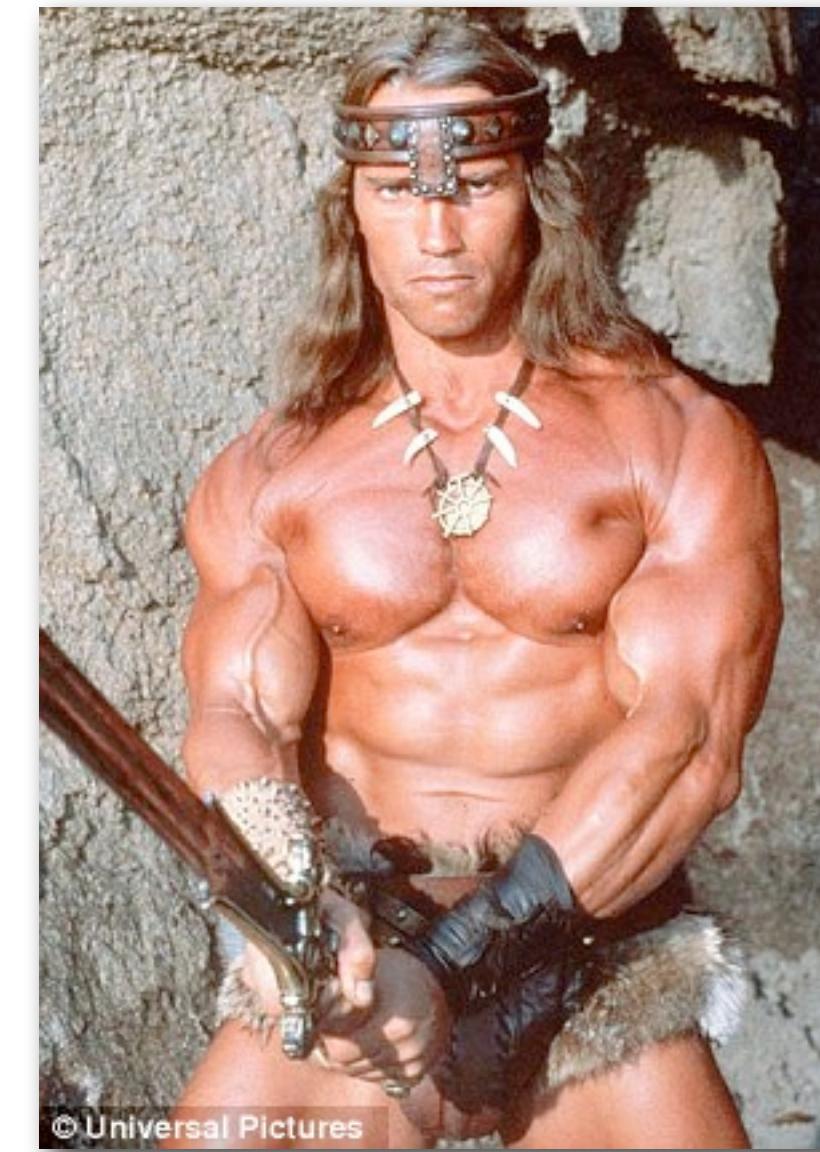
Indiana Jones



1981



Conan der Barbar



1982

© Universal Pictures

Masters of the Universe



Mattel 1982

STALLONE

This time he's fighting for his life.



FIRST BLOOD

MARIO KASSAR and ANDREW VAJNA Present

A TED KUTCHER Film

SYLVESTER STALLONE FIRST BLOOD RICHARD CRENNA

Starring BRIAN DENNY Music by JERRY GOLDSMITH Director of Photography ANDREW LIPSCOMB Executive Producers MARIO KASSAR and ANDREW VAJNA
Co-Executive Producer HEIDI MINES Produced by BOZZ FEITCHARS Screenplay by MICHAEL KOZOLL & WILLIAM SACKHEIM and SYLVESTER STALLONE

Based on the novel by DAVID MORRELL Directed by TED KUTCHER DOLBY STEREO An ORION PICTURES Release
R RESTRICTED PARENTAL ACCOMPANYMENT
NOT SUITABLE FOR CHILDREN UNDER 17 YEARS OF AGE
Rated R - 1982 - 108 min. - \$19.98 - © 1982 ORION PICTURES CORPORATION. ALL RIGHTS RESERVED.

Rambo

1982



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 durch 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)

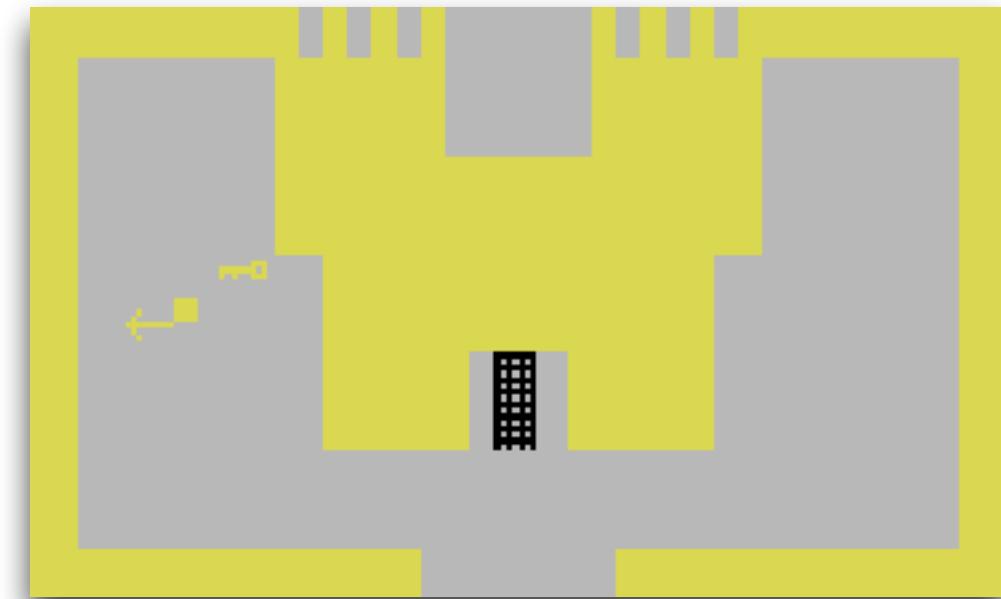
1978

Breakout
Sky Diver

1979

Adventure
Atari 2600 Basic Programming
Video Chess

Atari VCS 2600 Adaption



1979 Adventure

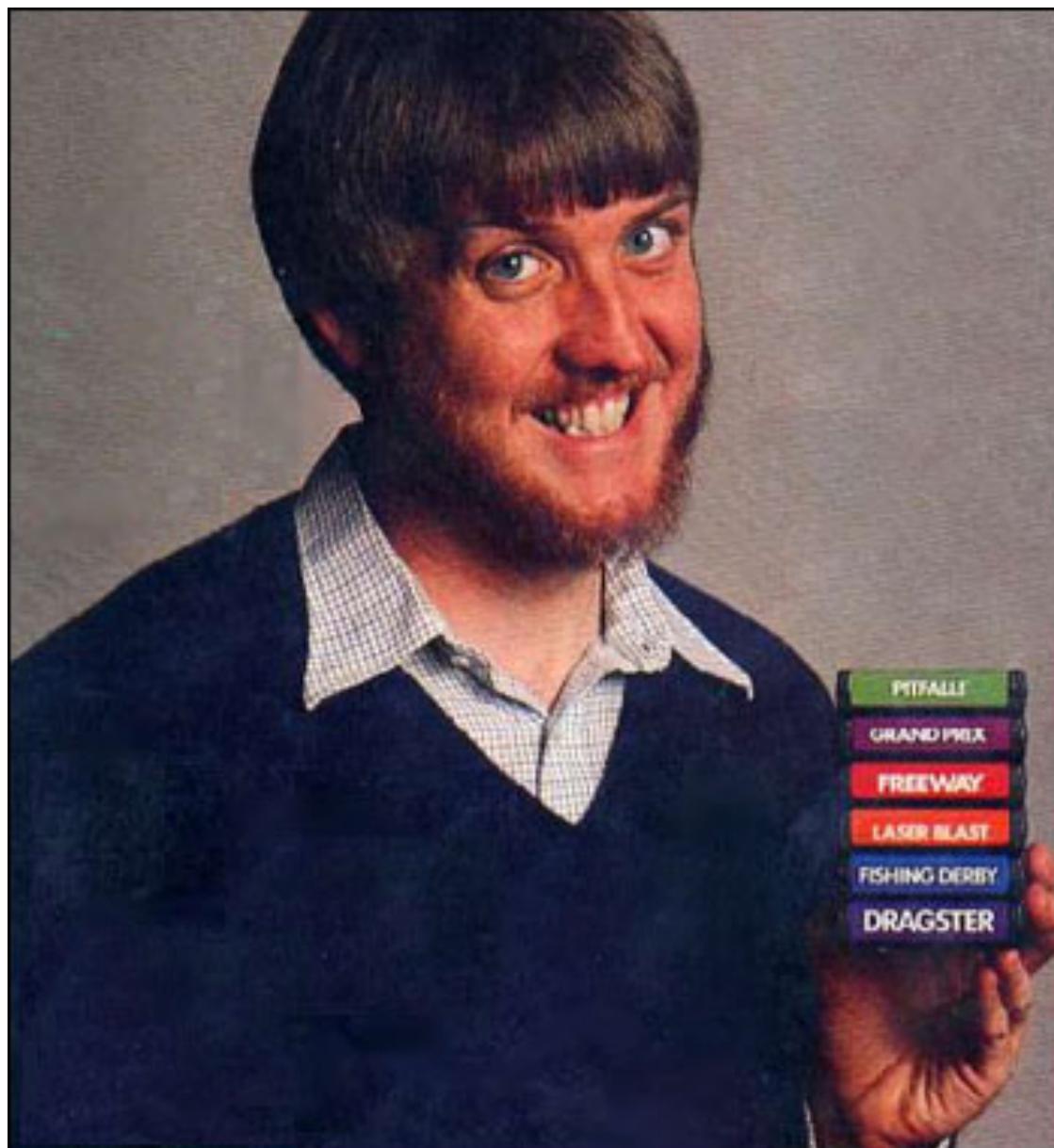


1980 Space Invaders



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

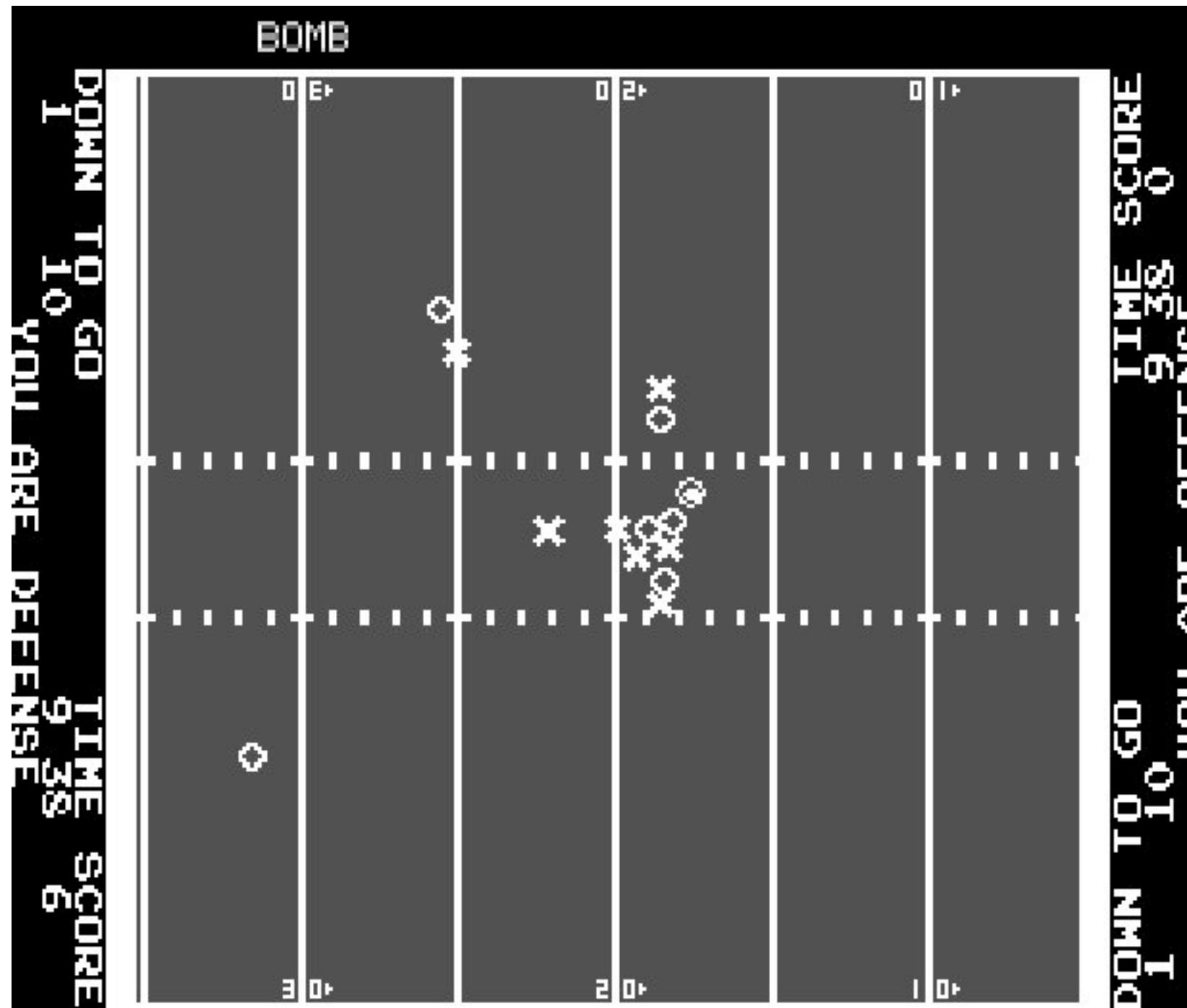


Dispositive Strukturen

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

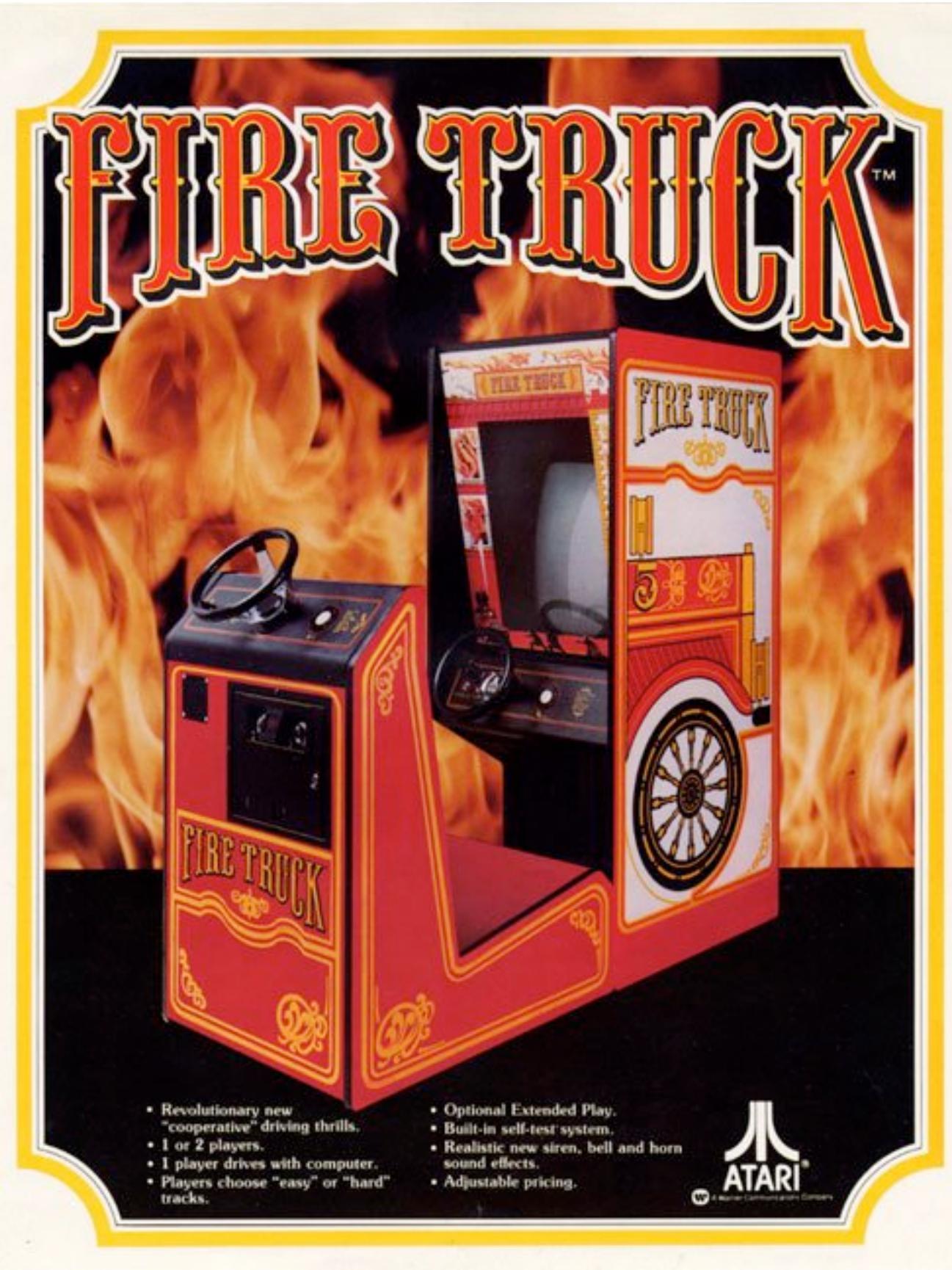
Arcade

Football

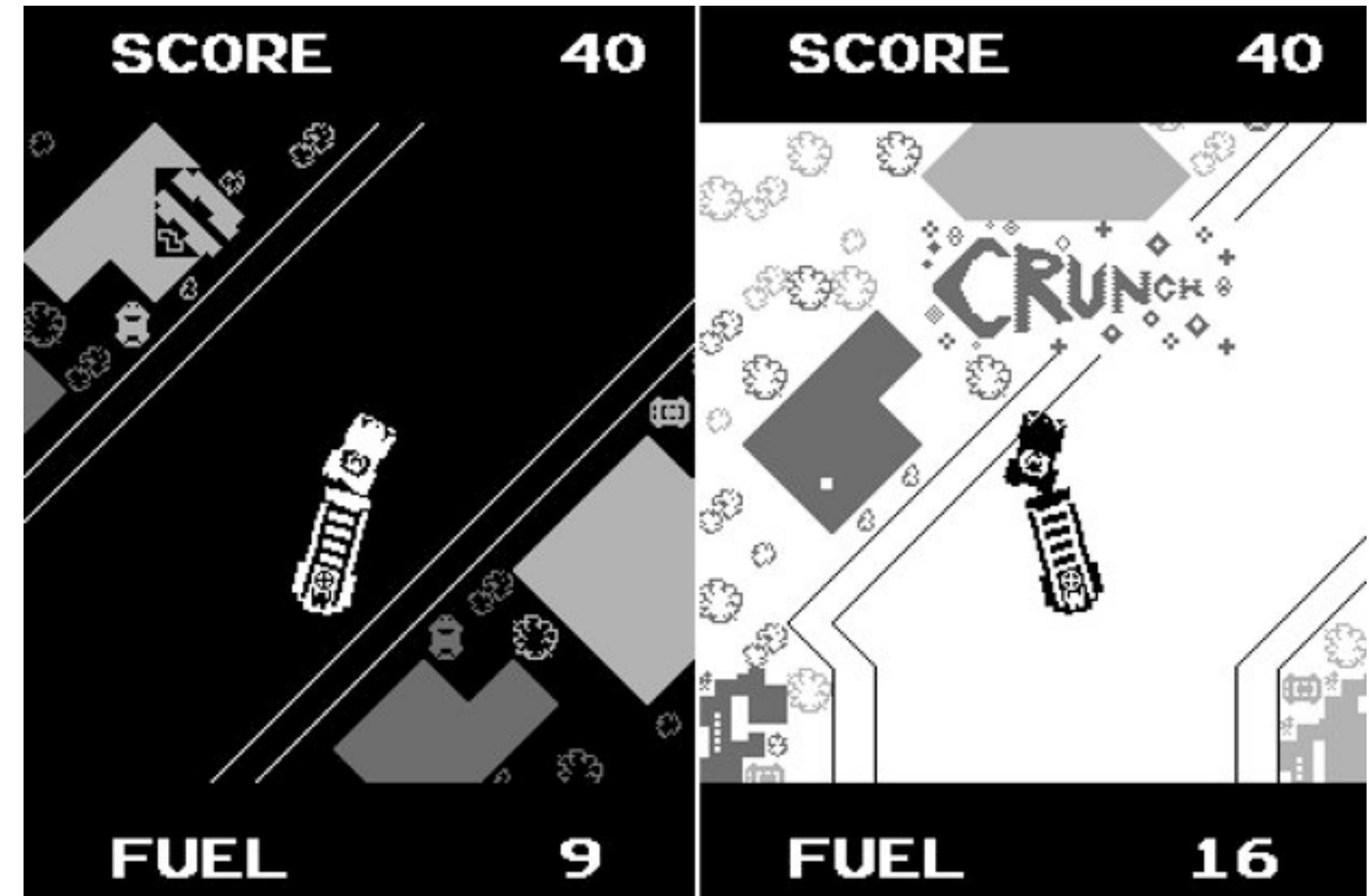


Scrolling:
Atari Football 1978

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



Fire Truck



Kooperation:
Fire Truck 1978

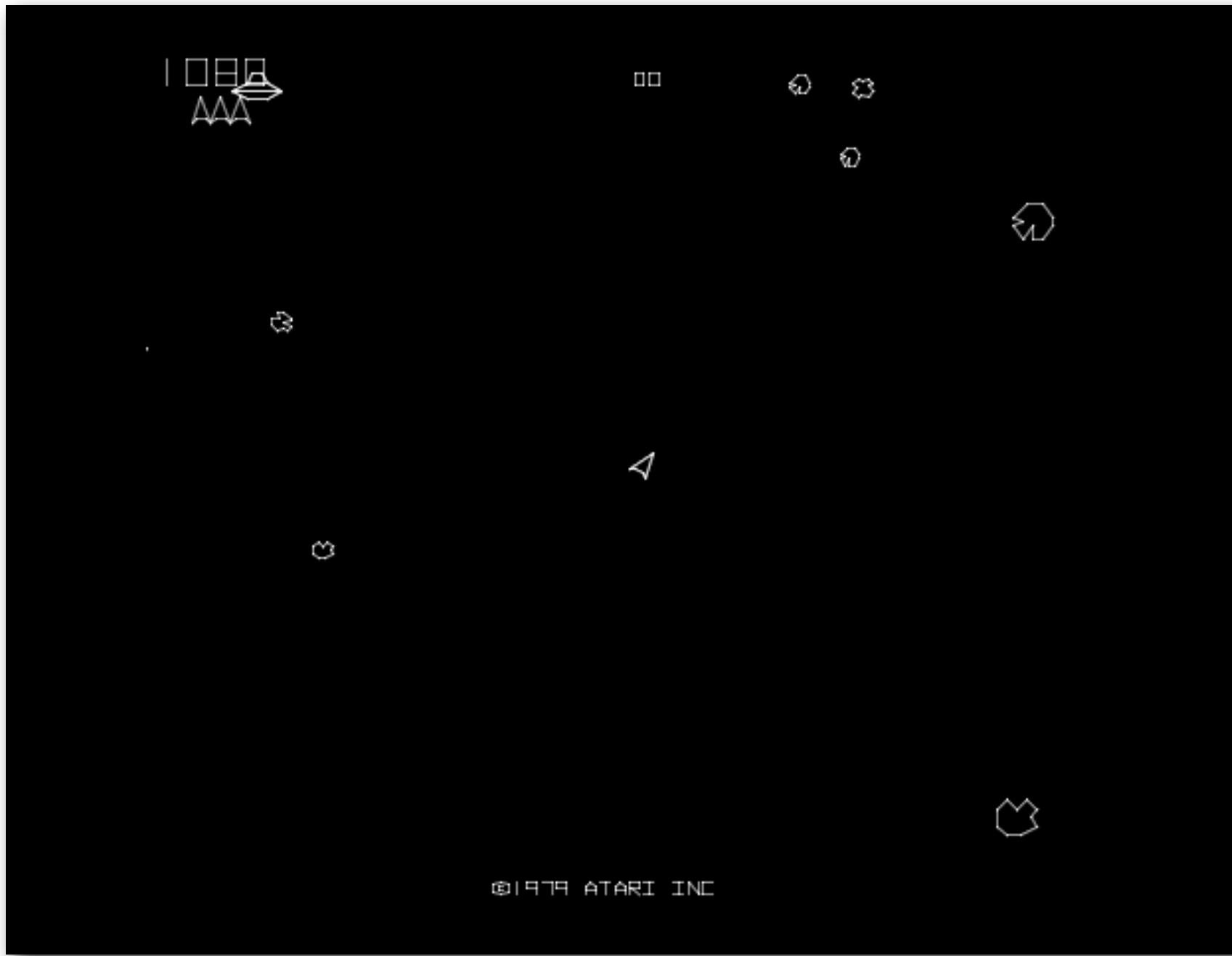
Space Invaders



Science Fiction
Taito: Space Invaders, 1978

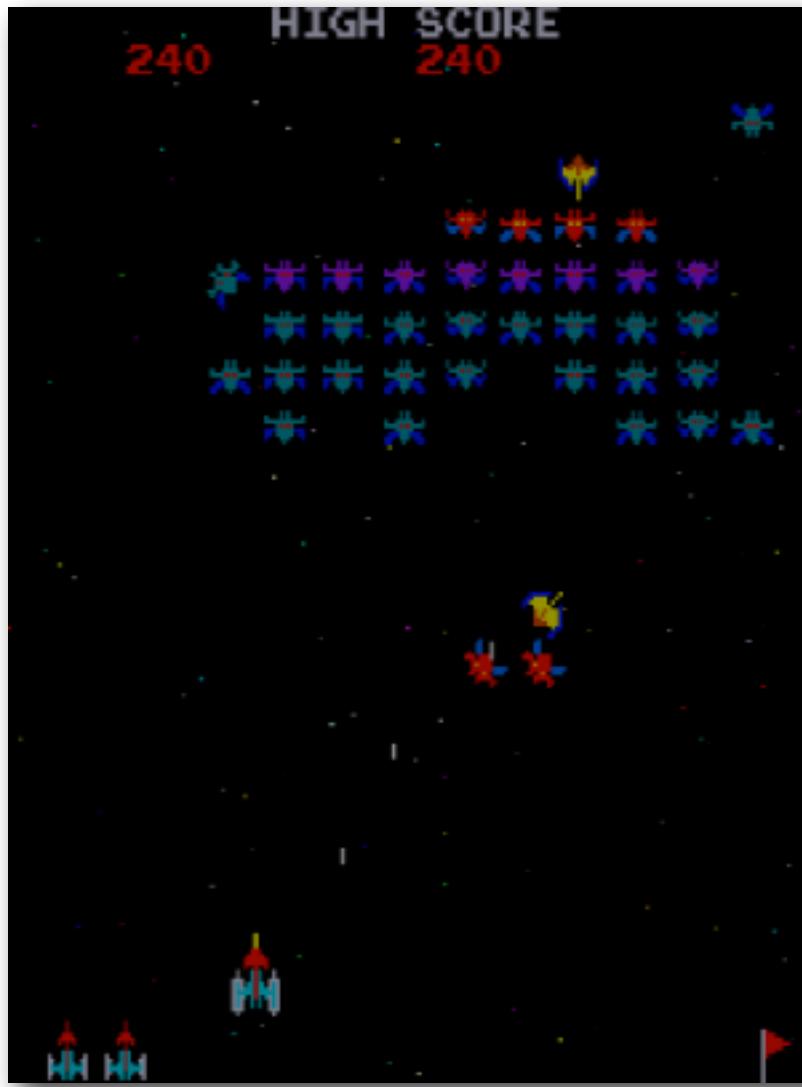


Asteroids

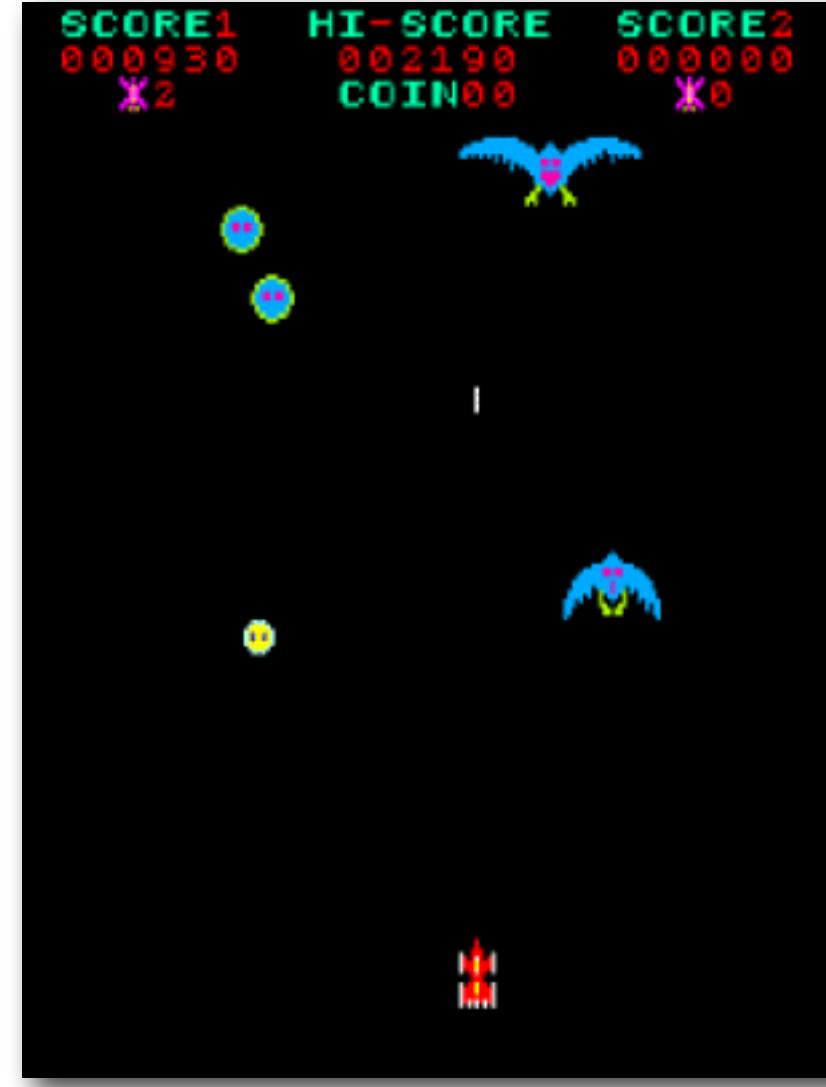


High Scores
Atari: Asteroids, 1979

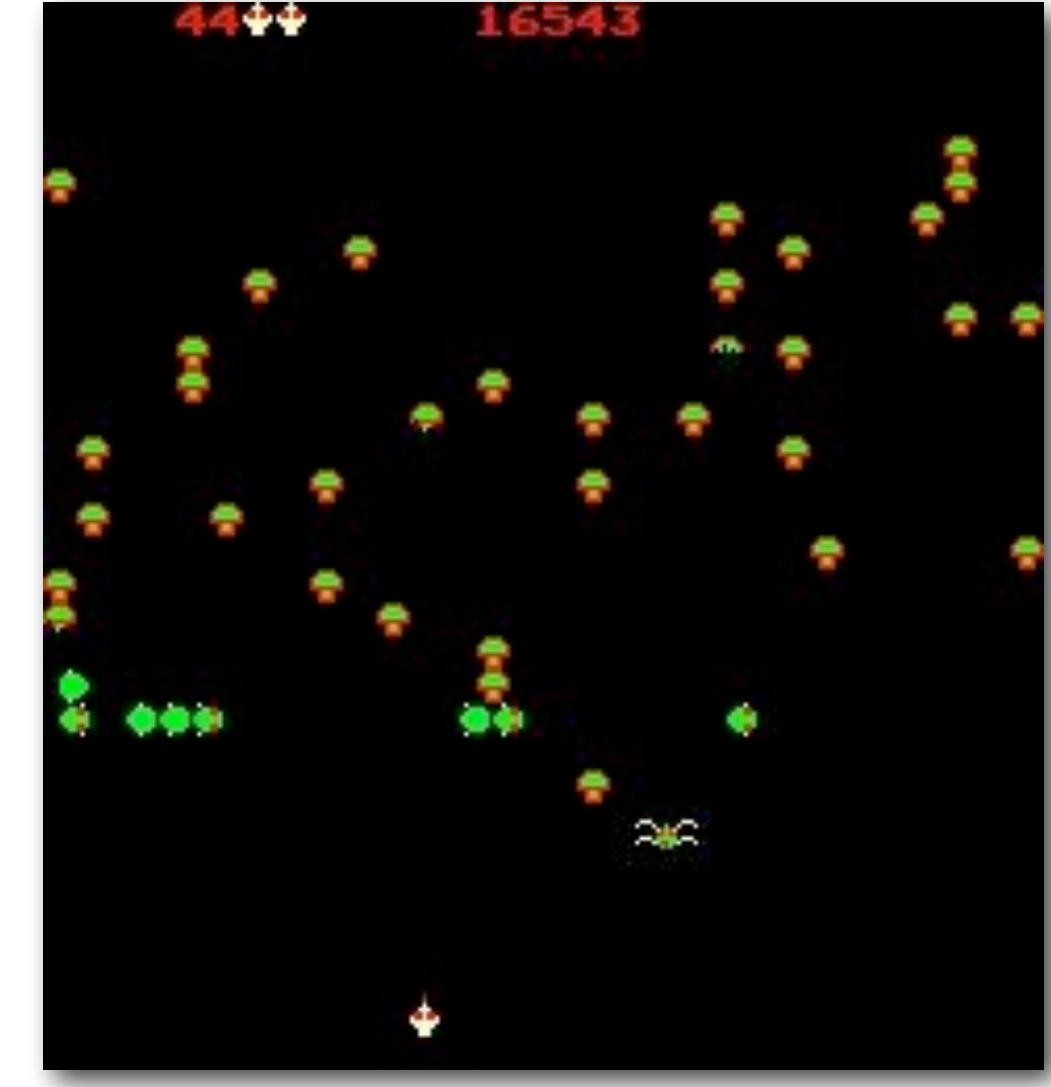
Shmup – Shoot 'em Up



Namco: Galaxians, 1979

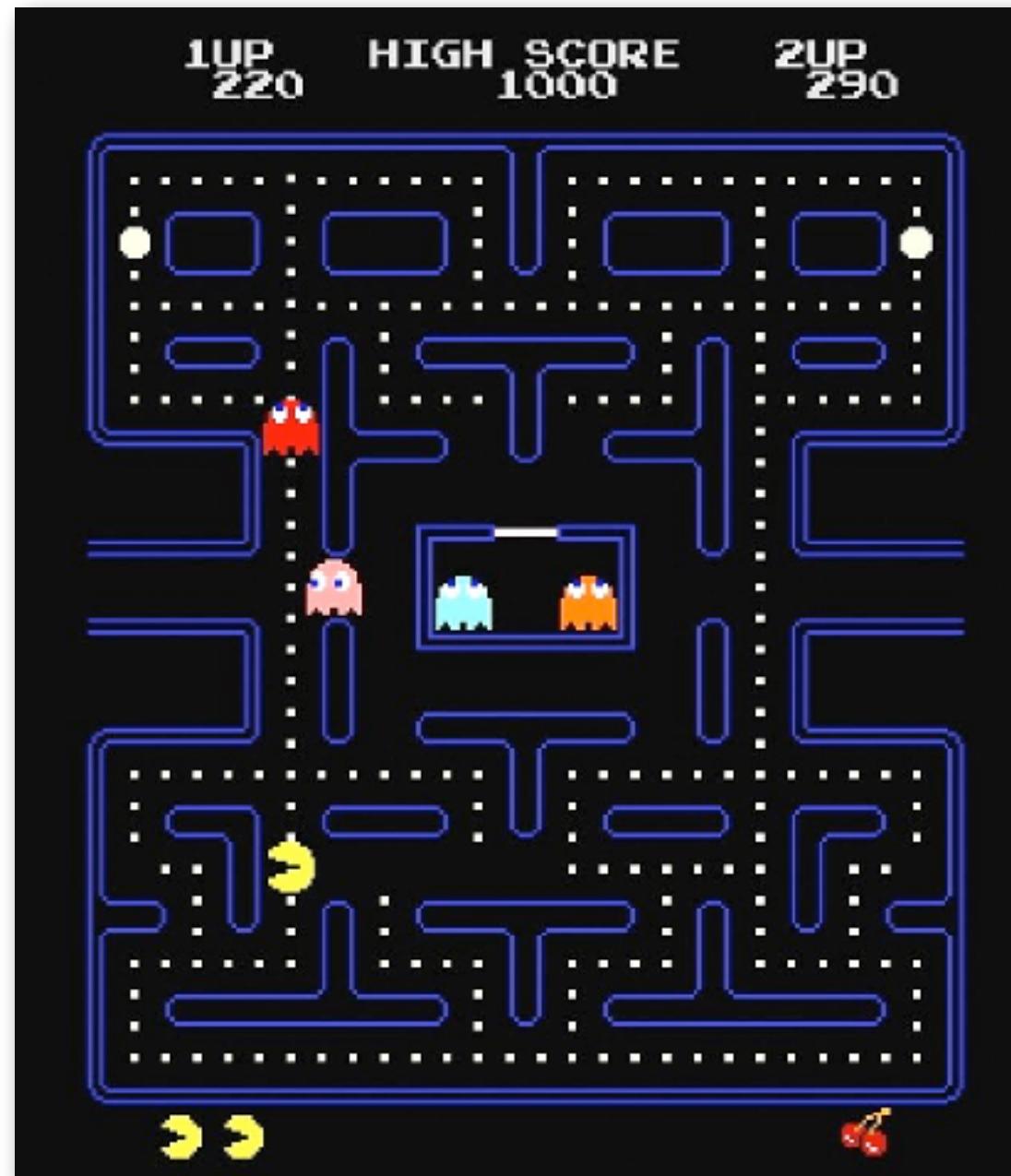


Taito: Phoenix, 1980



Atari: Centipede, 1980

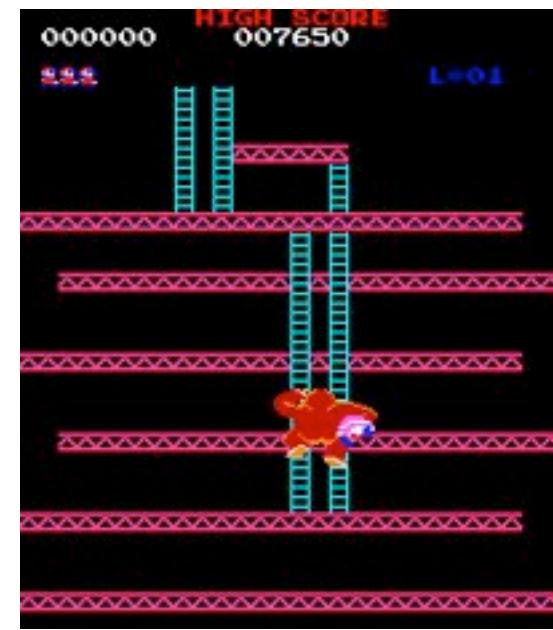
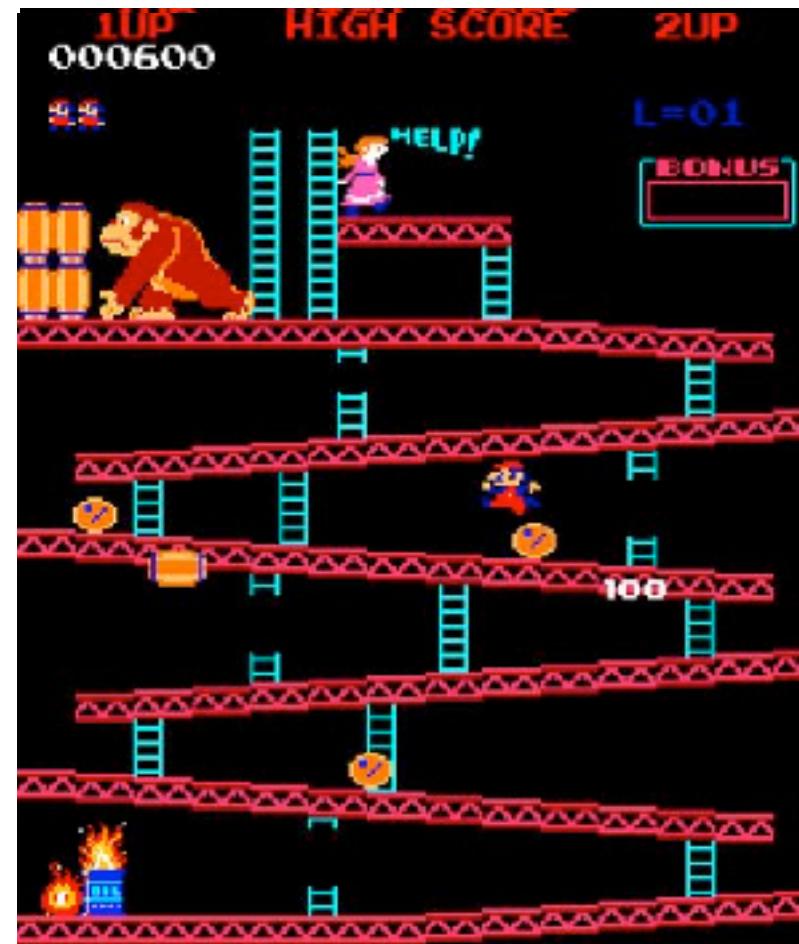
Pac Man



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



Tori Iwatani

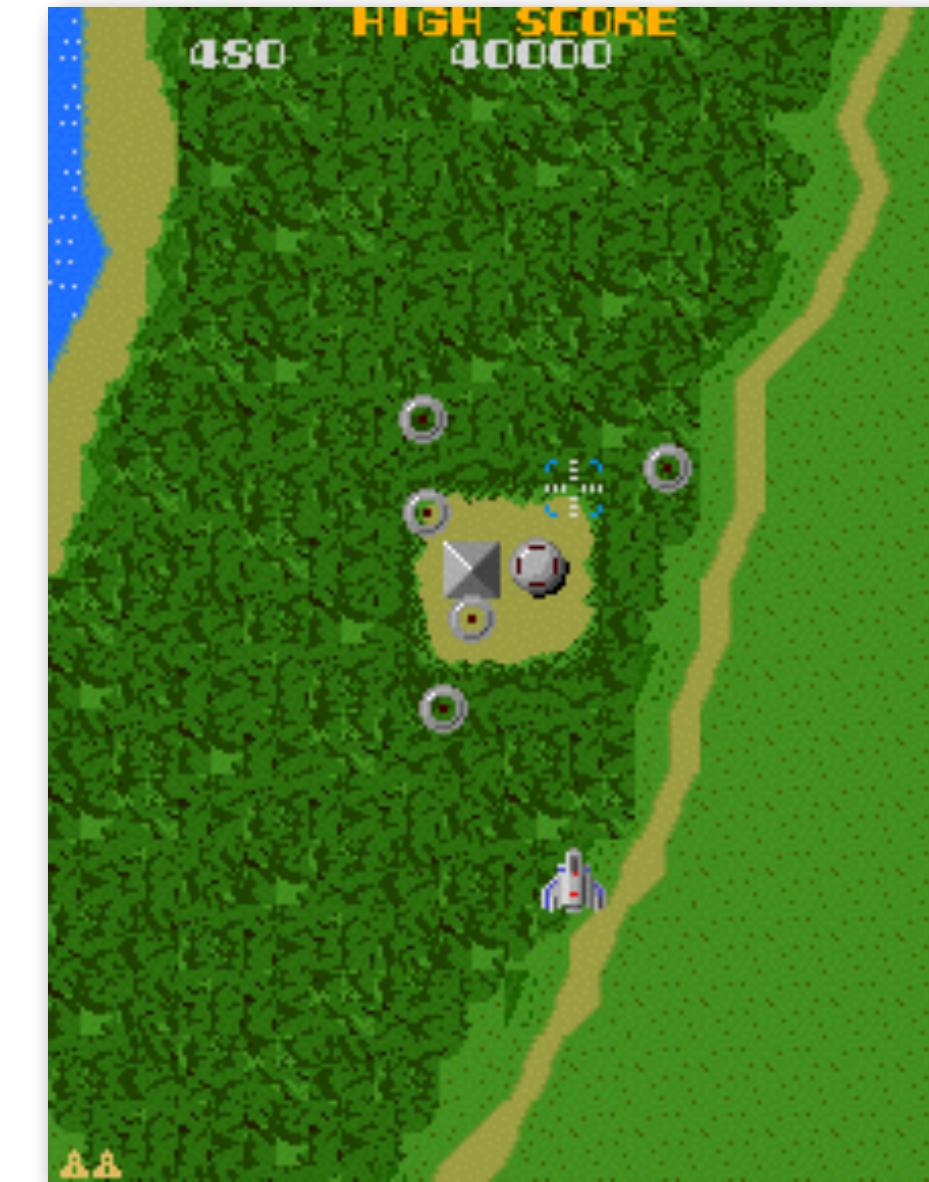


Jump ,n' Run; Story; Damsel in Distress
Donkey Kong, 1981

Arcade



Tube Shooter
Atari: Tempest, 1980

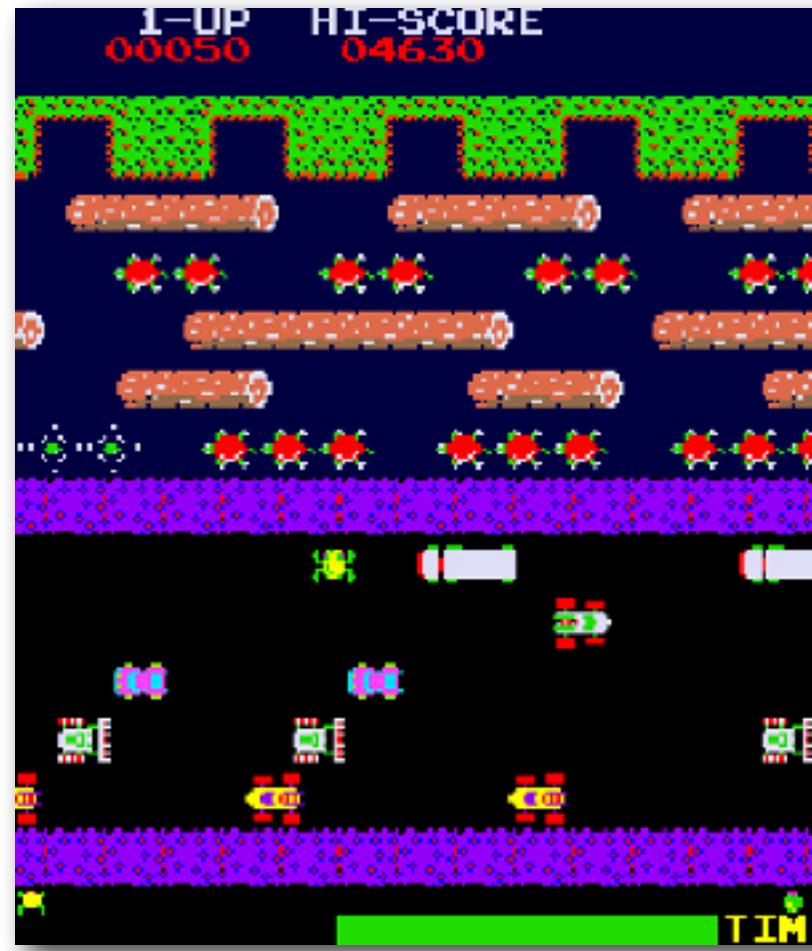


Vertical Scroller
Namco: Xevious, 1982

Arcade



Multi-Level Shmup; Refuel
Konami: Scramble, 1981



Ikone
Konami: Frogger, 1981



Parallax Scrolling
Irem: Moon Patrol, 1982

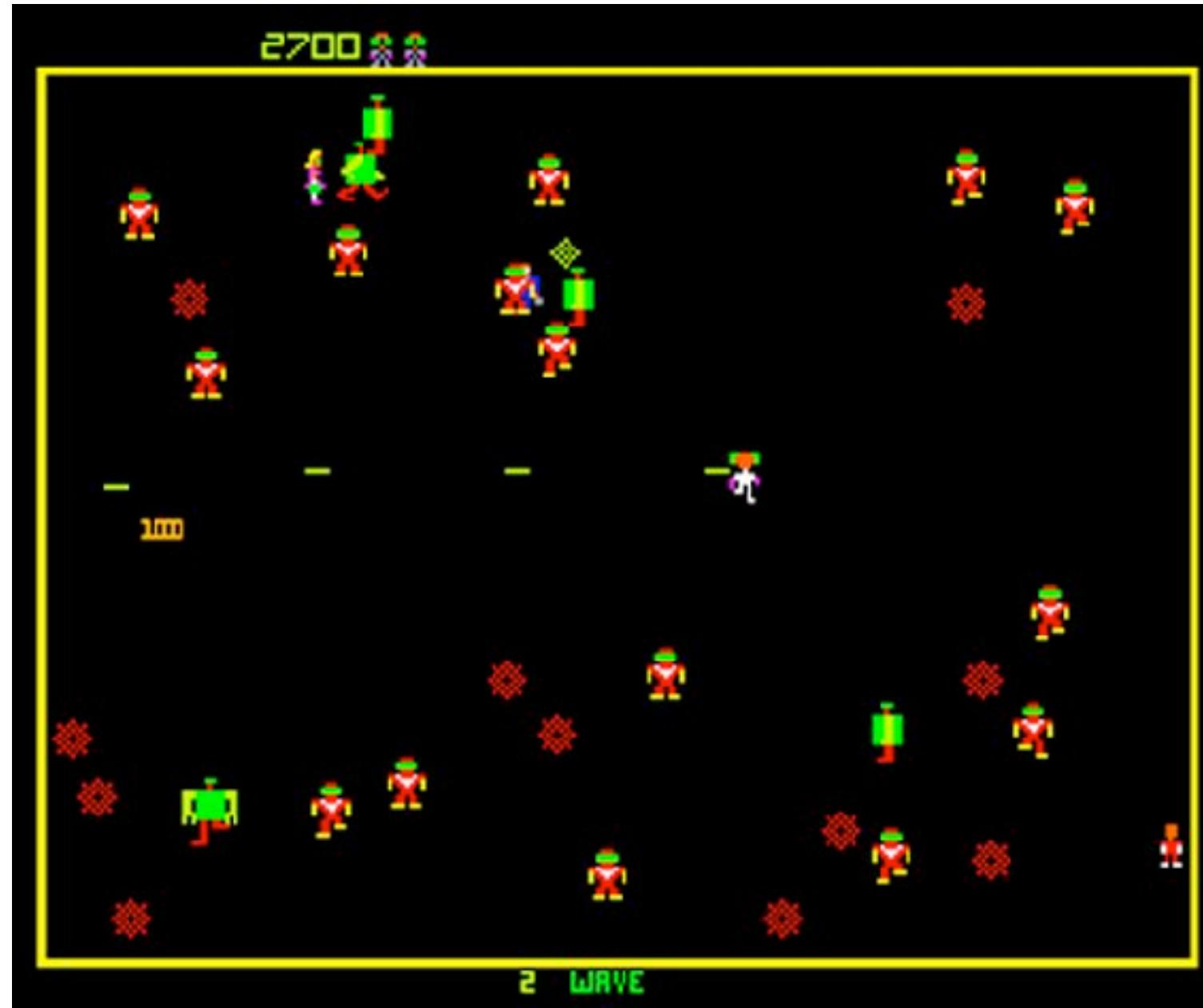
Arcade



Simulation, Product Placement
Namco: Pole Position, 1982

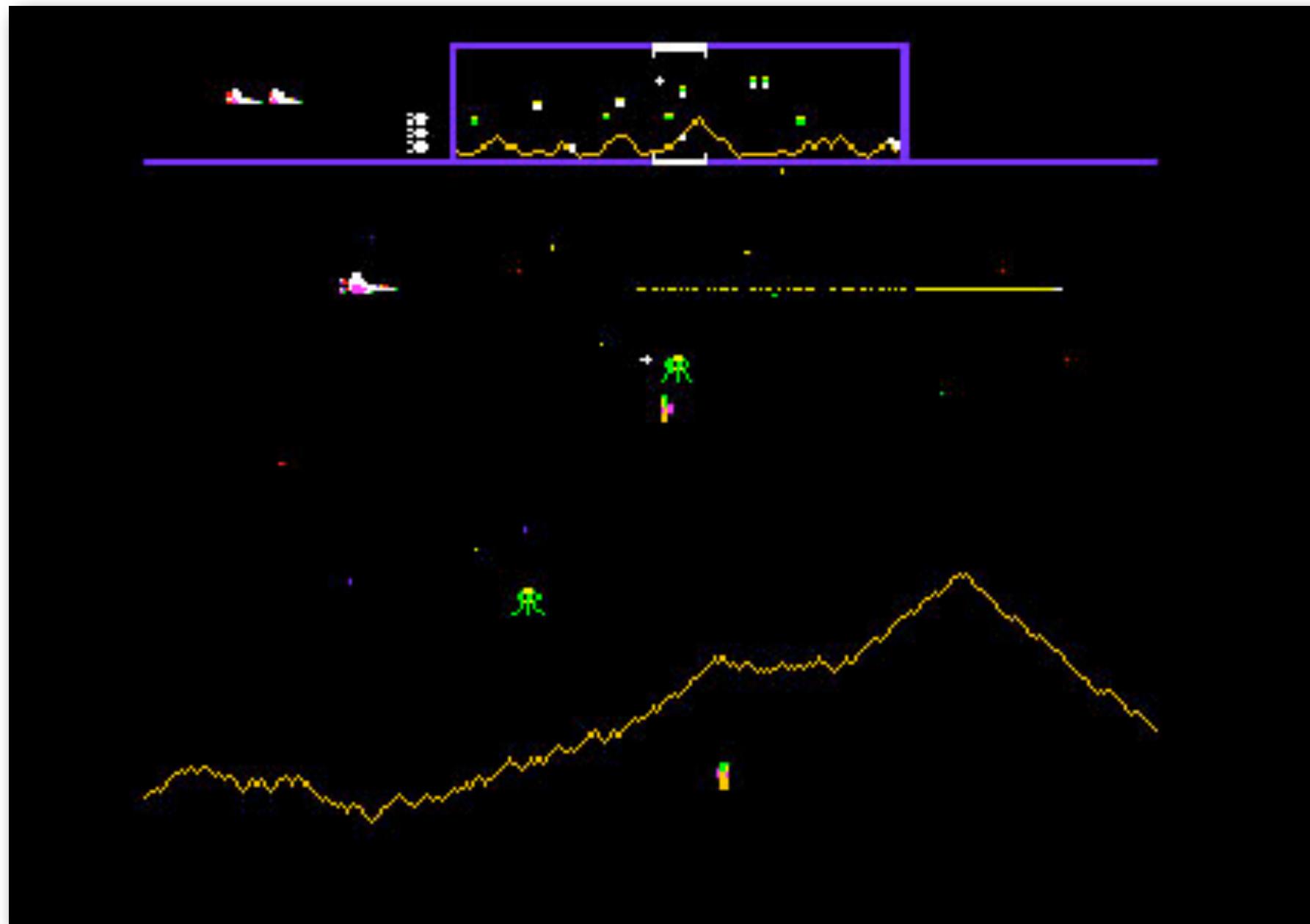


Robotron 2084



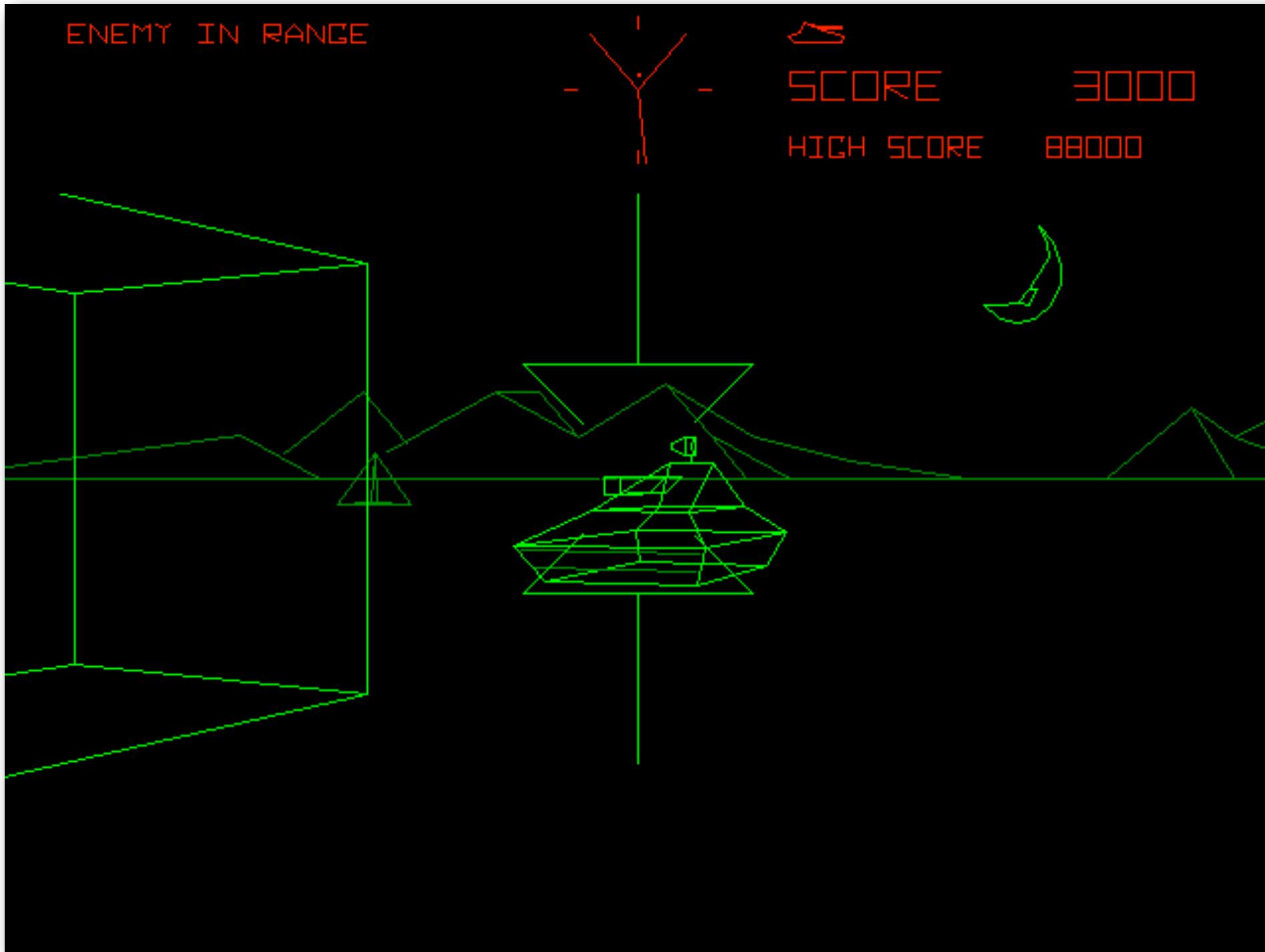
Twin Stick Shooter
Robotron 2084, 1982

Defender



Sidescrolling
Williams: Defender, 1980

Battlezone



3D Wireframe
Atari: Battle Zone, 1980

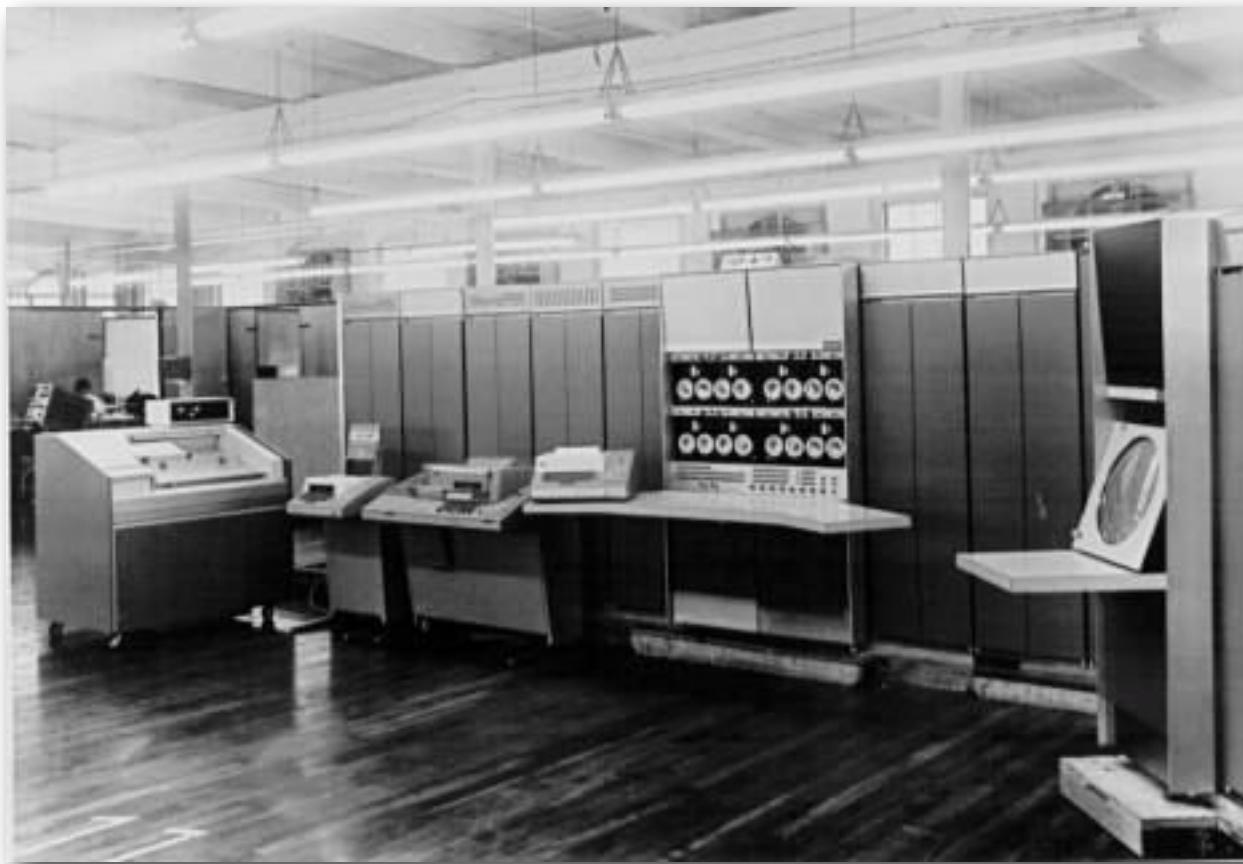
Rally-X



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

```
e
/ | This northwestern corner of the town square looks like something
+$-@-*+ from a rather dodgy science fiction tale. People stand apart from
| | each other, seemingly oblivious to their surroundings, as they
+*- whisper into a variety of otherwise unremarkable items they're
+ carrying. In some cases this is quite a feat of flexibility, such
as for the chap in the corner who seems to be talking to his own
underwear.

It is a cool secundus summer's morning with almost no wind and
scattered puffy clouds.

There are three obvious exits: east, south and west.

Cony is sitting on a bench.

A pumpkin lantern is dangling from a lamp post.

> Cony exclaims to you: Hey there!
Cony exclaims to you: Would you like to hear a story about talkers? They let
you chat with other players!

HINT: To let Cony tell you about the talker, type "say Yes".

say yes

You say: yes

> Cony beams brightly.

Cony says: Welcome to the Disc! This is a really friendly place where you can
meet and talk to all kinds of folk.

Cony says: You probably know about using tells to talk to people, but I
particularly like the talker. A talker is an item that gives you channels
to chat on.
```

```
Hello, Noan!

Elizabethan tearoom.
This cosy, Tudor room is where all British Legends adventures start. Its
exposed oak beams and soft, velvet-covered furnishings provide it with the
ideal atmosphere in which to relax before venturing out into that strange,
timeless realm. A sense of decency and decorum prevails, and a feeling of
kinship with those who, like you, seek their destiny in The Land. There are
exits in all directions, each of which leads into a wisping, magical mist of
obvious teleportative properties...
*n
Dense forest.
You are standing in some dense forest, which slopes down to the south.
```

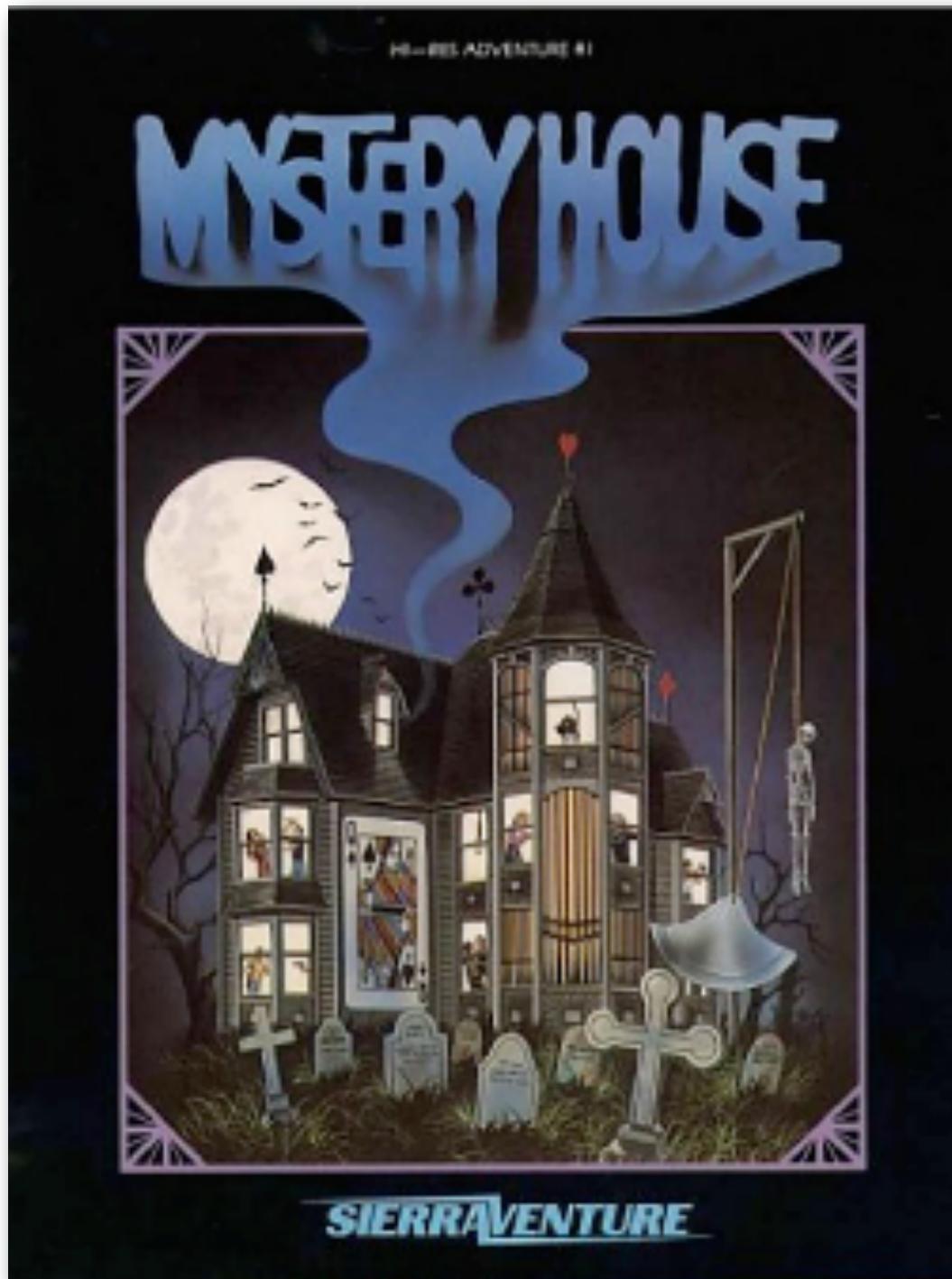
MUD1, aka British Legends, is still alive at british-legends.com

ab 1978

Homecomputer / PC

Dispositive Strukturen

- Anschluss an Wohnzimmer-TV
- Tastatur für Texteingaben
- Lange Spielzeit möglich
- Neue Genres
- Marktzersplitterung durch Gerätevielfalt
- Trennung Hardware- von Software-Industrie
- Kaum Qualitätskontrolle bei Software
- Raubkopien als Standard-Distribution

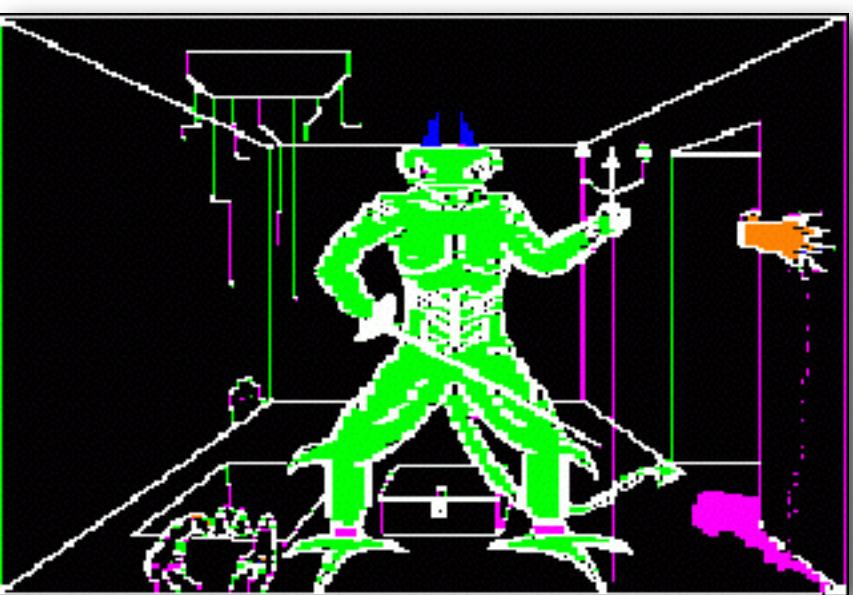


Mystery House



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>



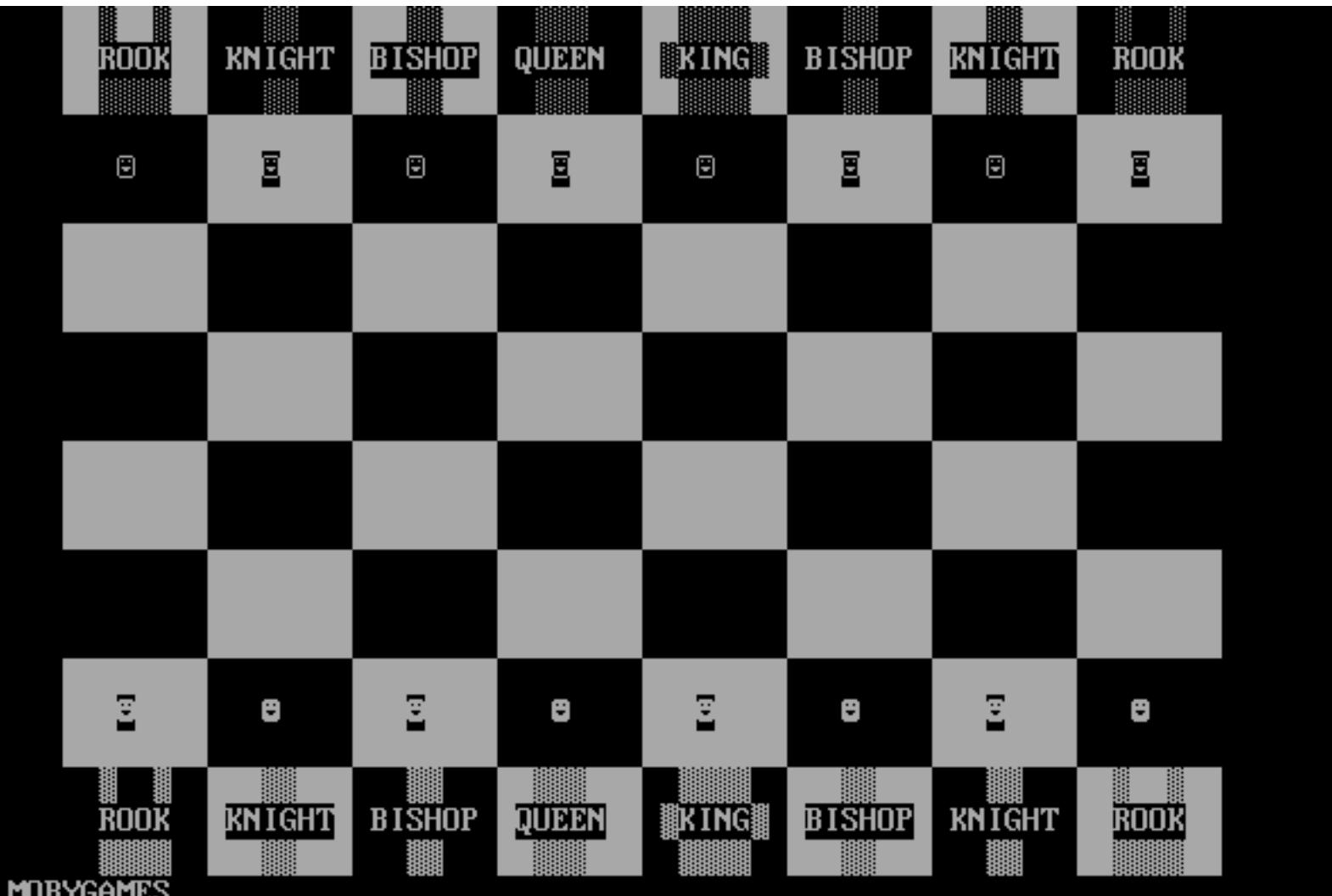
Rollenspiele



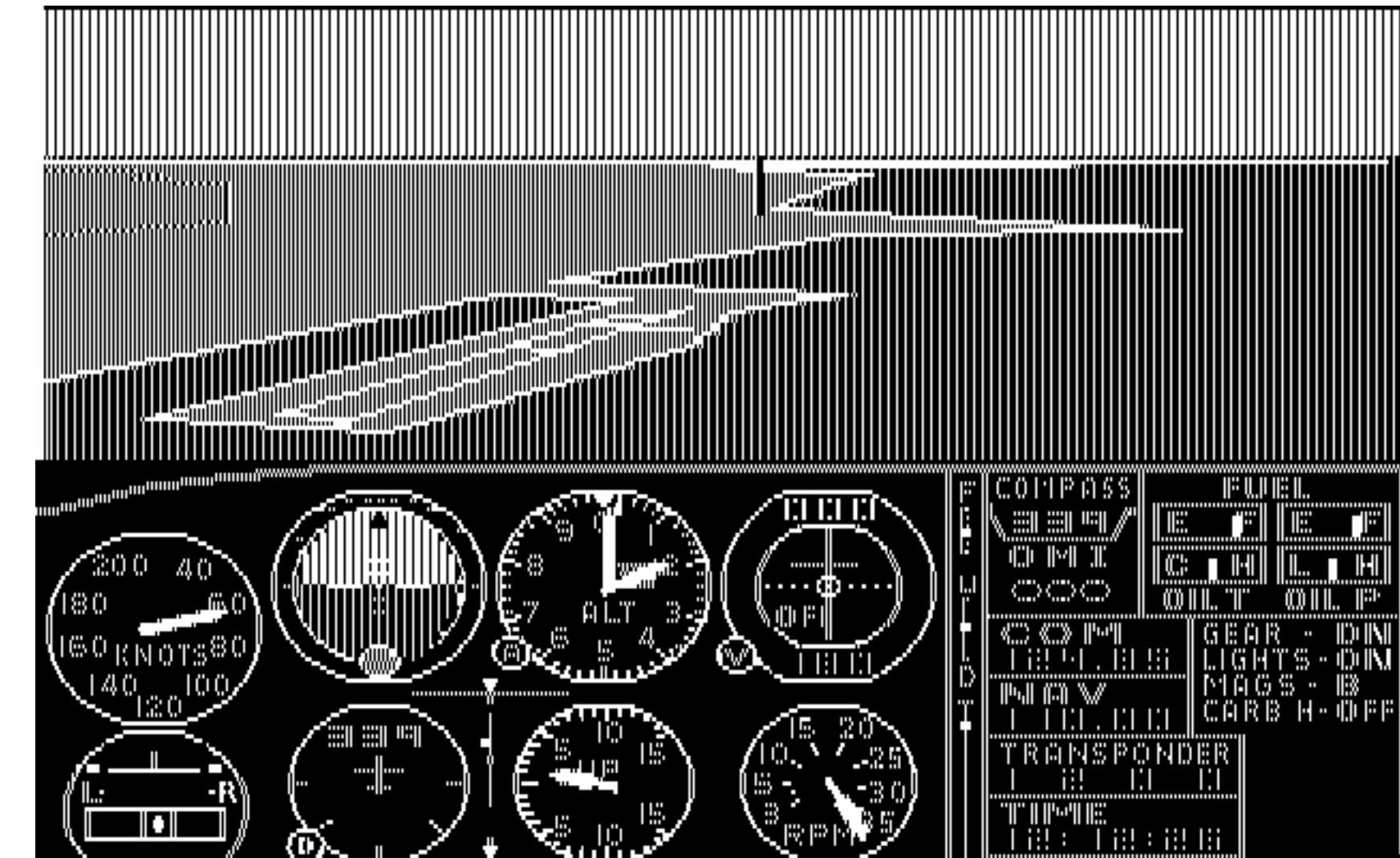
STAT'S		WEAPONS	
HIT POINTS	19	0-FOOD	
STRENGTH	9	0-RAPIER	
DEXTERITY	19	0-AXE	
STAMINA	19	0-SHIELD	
WISDOM	20	0-BOW AND ARROWS	
GOLD	23	0-MAGIC AMULET	
Q-QUIT			
WELCOME TO THE ADVENTURE SHOP			
WHICH ITEM SHALT THOU BUY *			
PRICE	DAMAGE	ITEM	
1 FOR 10	N/A	FOOD	
1-5	1-10	RAPIER	
6	1-5	AXE	
7	1	SHIELD	
8	1-4	BOW AND ARROWS	
9	?????	MAGIC AMULET	
10			

Richard Garriot: Akalabeth für Apple II, 1980

Personal Computer



Chess, 1981



Microsoft FS 1 for the IBM PC (1982)