

# Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

1983-1988

Prof. Dr. Jochen Koubek



# Kultureller Kontext

# Synth Pop



Depeche Mode



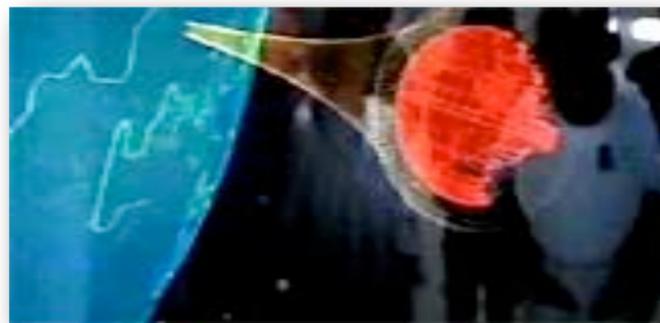
Yamaha DX-7, MIDI  
ab 1983



Missile Command 1980



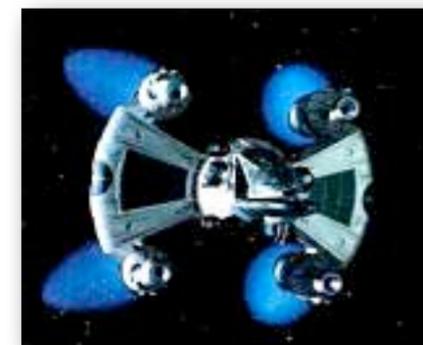
1983



Star Wars Episode VI: Return of the Jedi (1983)



Superman III (1983)

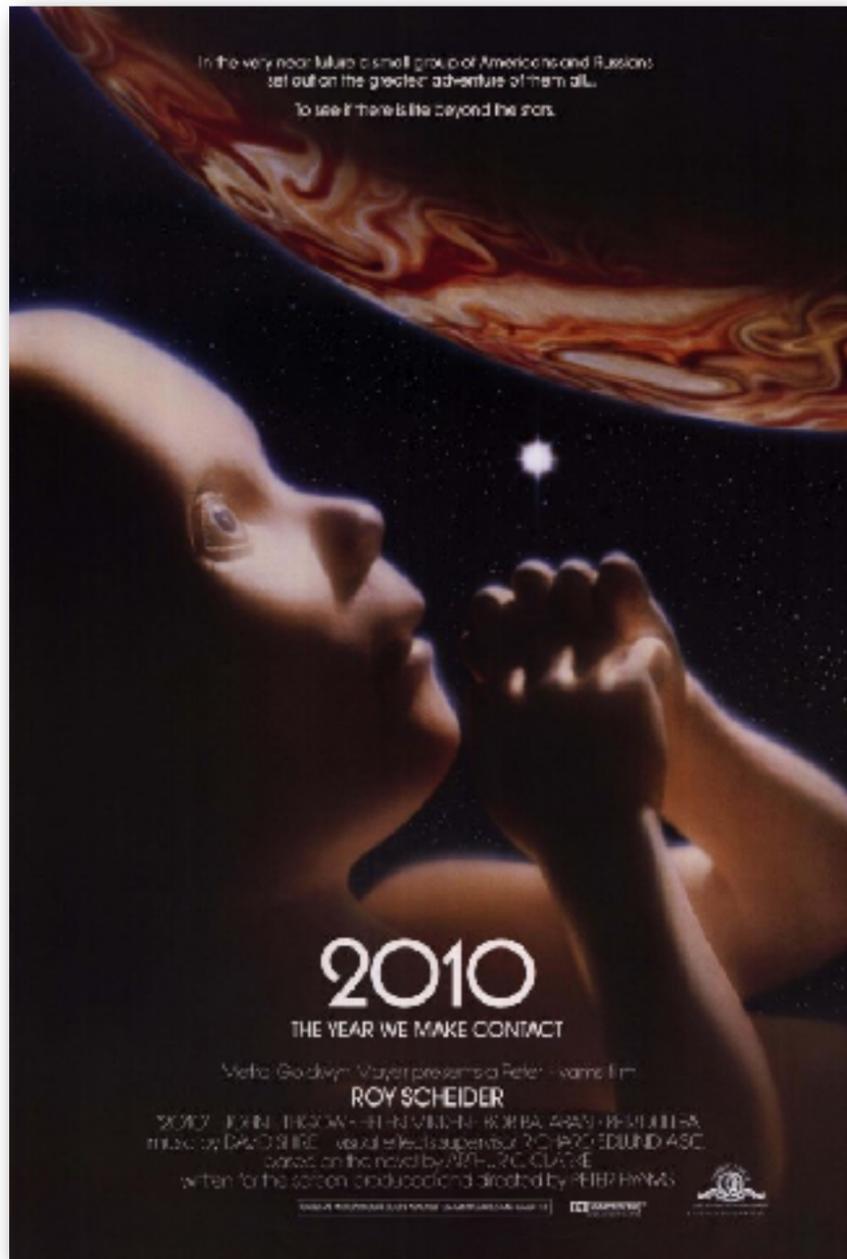


The Last Starfighter (1984)

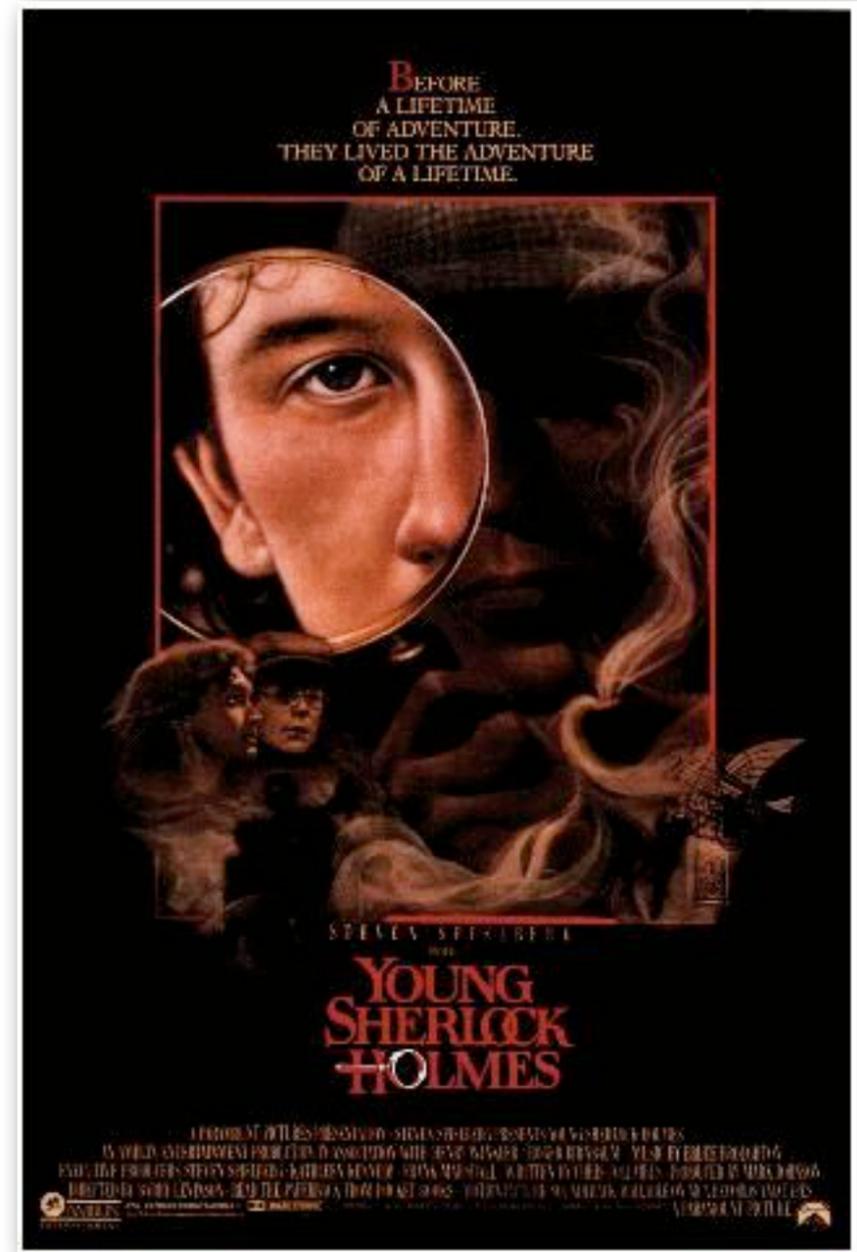
# Money for Nothing



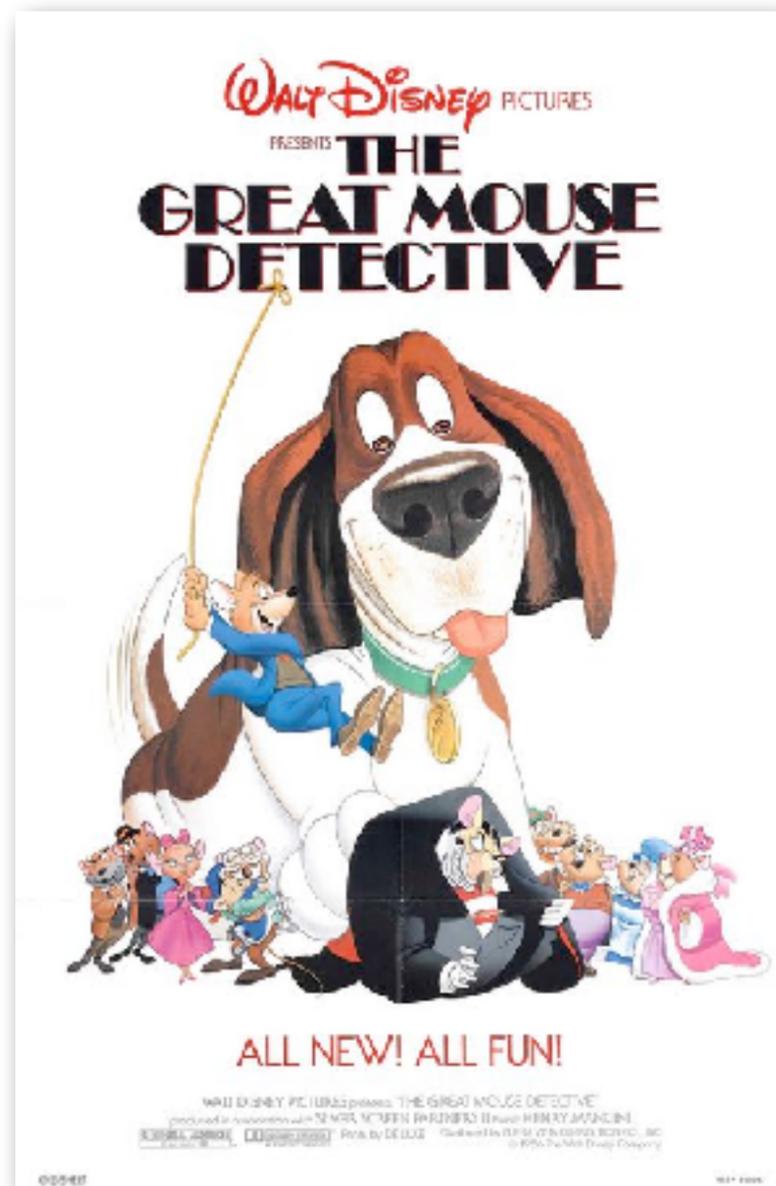
1985



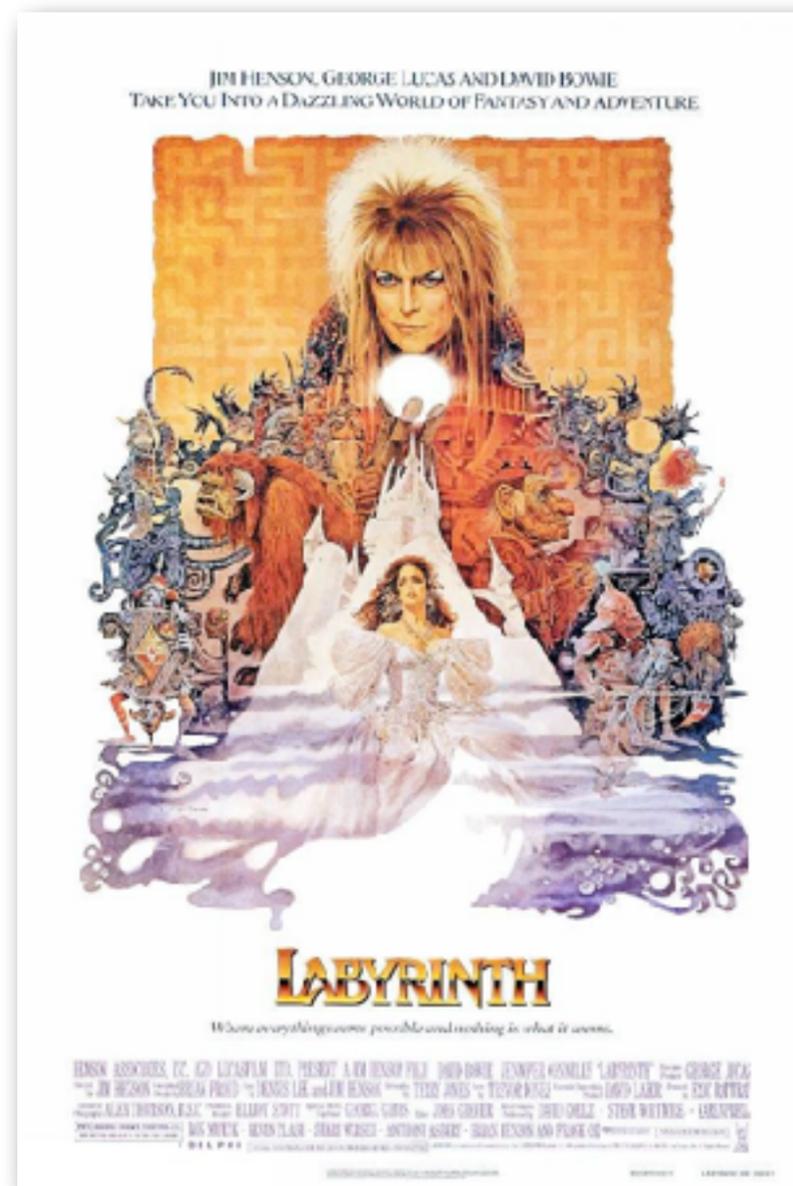
2010: The Year We Make Contact (1984)



Young Sherlock Holmes (1985)



The Great Mouse Detective (1986)



Labyrinth (1986)



Star Trek IV: The Voyage Home (1986)



# Fantasy

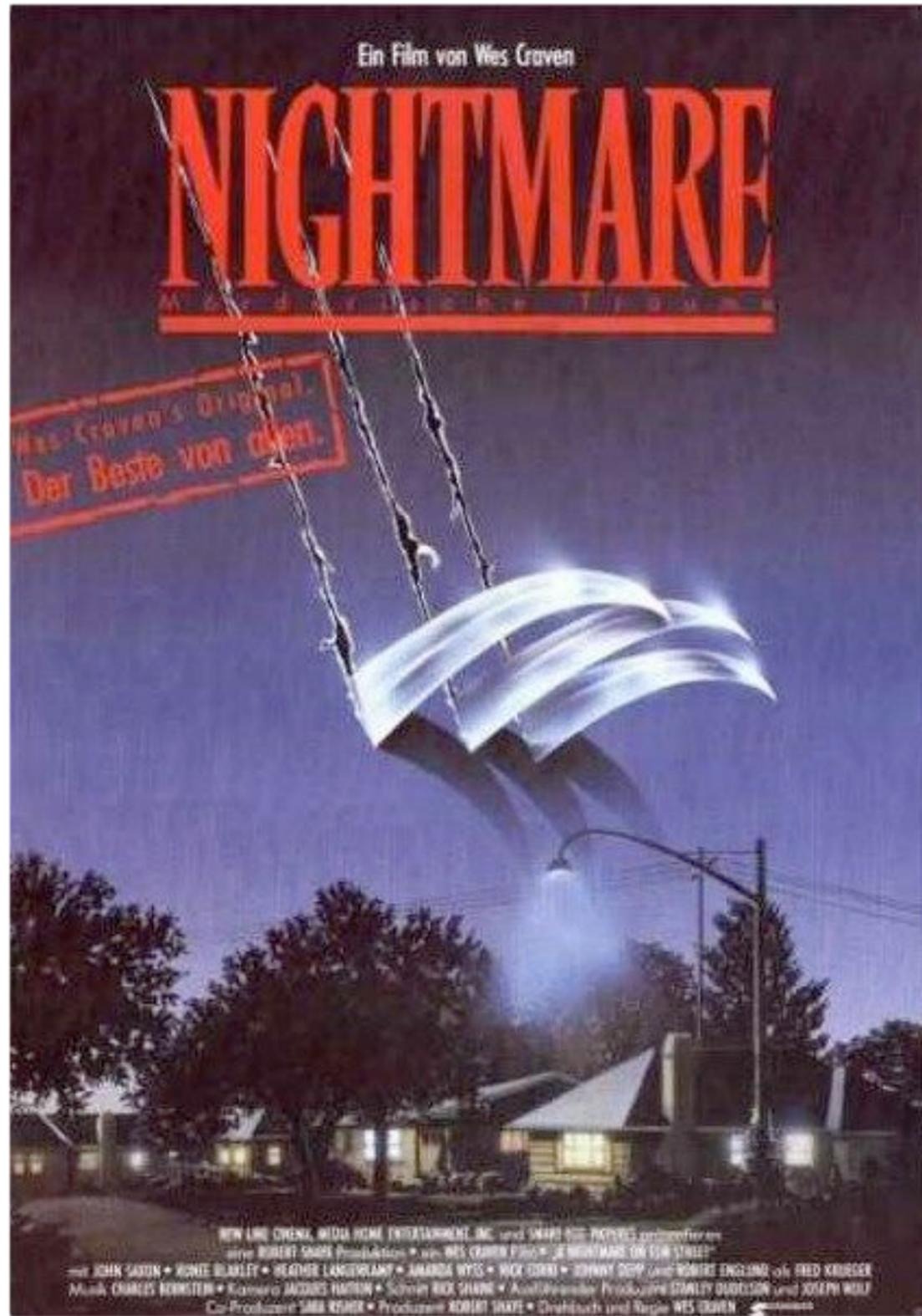


1984



1985

# Horror



1984



1987

# AL PACINO SCARFACE

In the spring of 1980, the port at Mariel Harbor was opened, and thousands set sail for the United States. They came in search of the American Dream.

One of them found it on the sun-washed avenues of Miami... wealth, power and passion beyond his wildest dreams.

He was Tony Montana. The world will remember him by another name...SCARFACE.

He loved the American Dream. With a vengeance.

Coming in December to a Theatre Near You.



A MARTIN BREGMAN PRODUCTION

A BRIAN DE PALMA FILM

AL PACINO  
"SCARFACE"

SCREENPLAY BY  
OLIVER STONE

MUSIC BY  
GIORGIO MORODER

DIRECTOR OF PHOTOGRAPHY  
JOHN A. ALONZO

EXECUTIVE PRODUCER  
LOUIS A. STROLLER

PRODUCED BY  
MARTIN BREGMAN

DIRECTED BY  
BRIAN DE PALMA

UNIVERSAL PICTURES PRESENTS  
A UNIVERSAL PICTURE READ THE SCARFACE BOOK

# Scarface



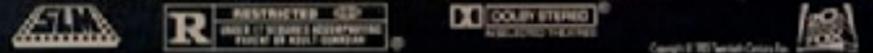
1983

Somewhere, somehow, someone's going to pay.



# SCHWARZENEGGER COMMANDO

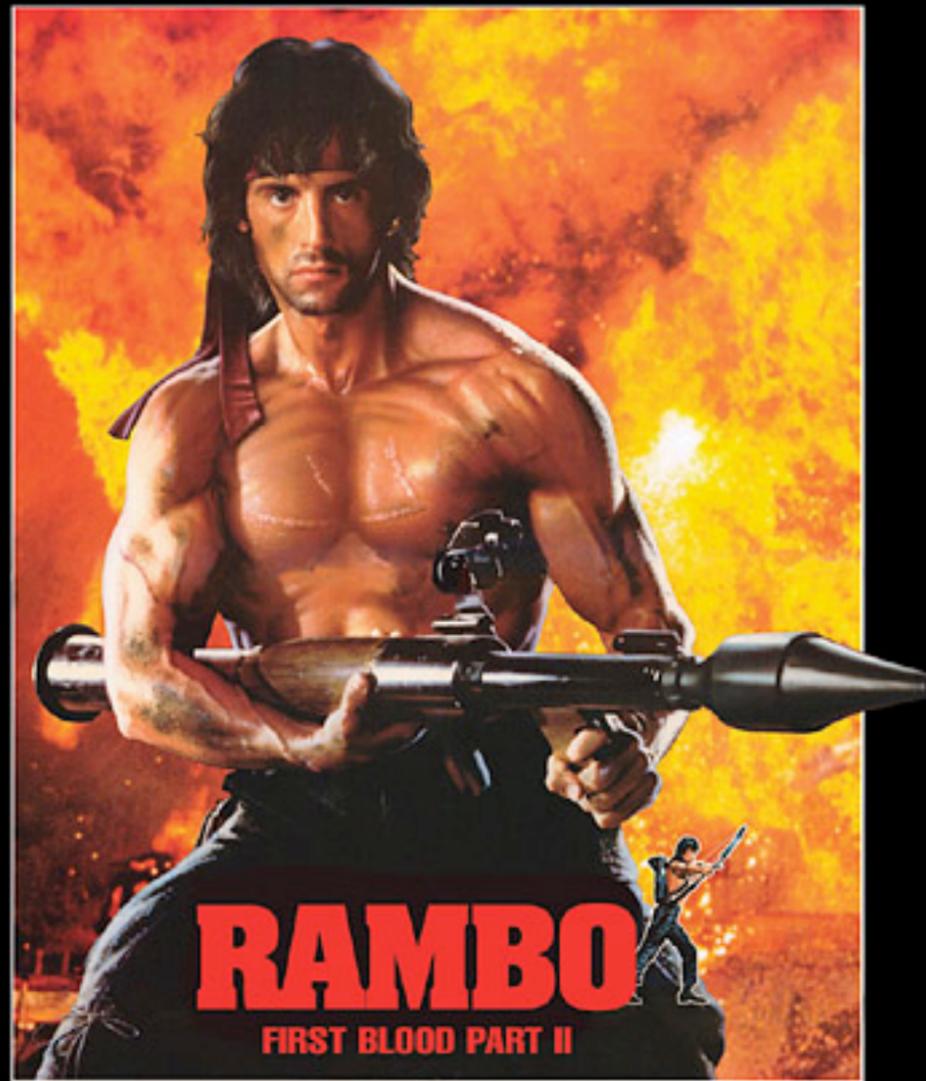
TWENTIETH CENTURY FOX presents a SILVER PICTURES production ARNOLD SCHWARZENEGGER "COMMANDO"  
RAE DAWN CHONG MUSIC BY JAMES HORNER EDITOR JOSEPH LOEB III DIRECTOR OF PHOTOGRAPHY MATTHEW WEISMAN PRODUCED BY STEVEN E. DE SOUZA  
SCREENPLAY BY JOSEPH LOEB III & MATTHEW WEISMAN BASED UPON THE CHARACTER CREATED BY JOEL SILVER DIRECTED BY MARK L. LESTER



1985

# STALLONE

No man, no law, no war can stop him.



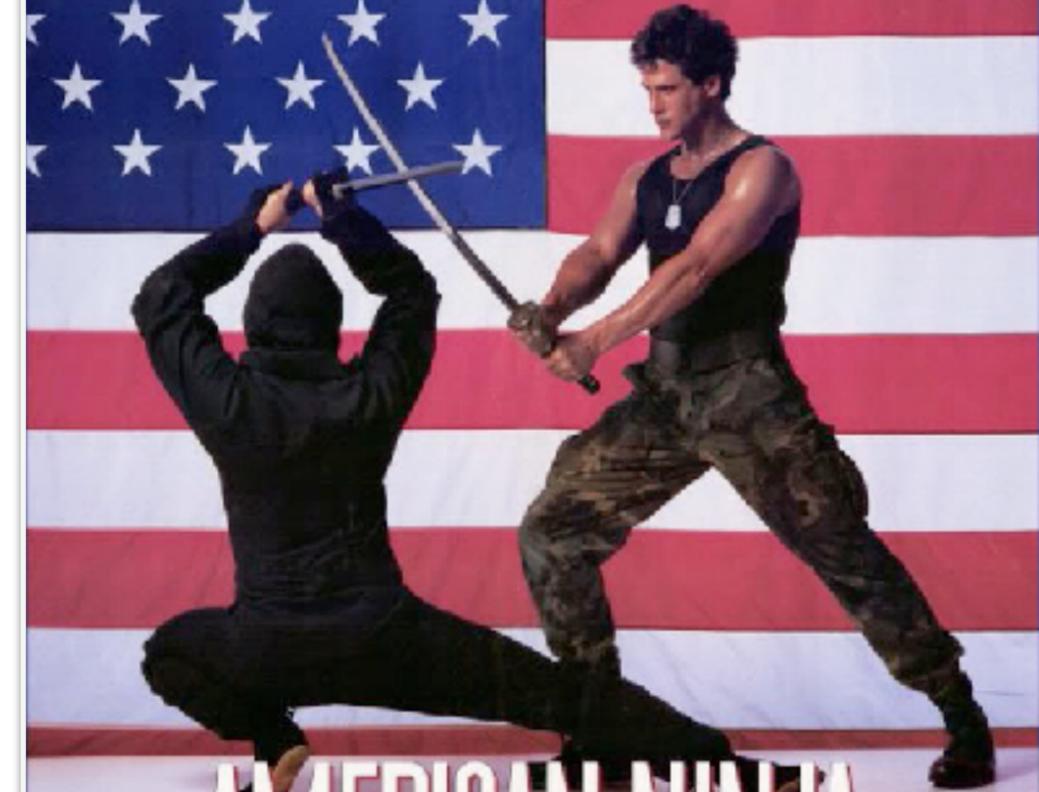
# RAMBO FIRST BLOOD PART II

MARIO KASSAR and ANDREW VAJNA present  
SYLVESTER STALLONE "RAMBO/FIRST BLOOD PART II" RICHARD CRENNIA  
CHARLES NAPIER STEVEN BERKOFF Music by JERRY GOLDSMITH Executive Producers MARIO KASSAR and ANDREW VAJNA  
Screenplay by SYLVESTER STALLONE and JAMES CAMERON Story by KEVIN JARRE Based on characters created by DAVID MORRELL  
Produced by BUZZ FEITSHANS Directed by GEORGE P. COSMATOS



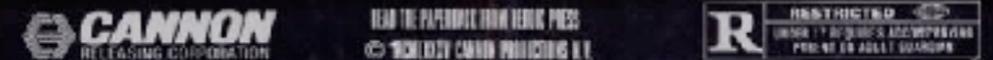
1985

*The deadliest art of the Orient  
is now in the hands of an American.*



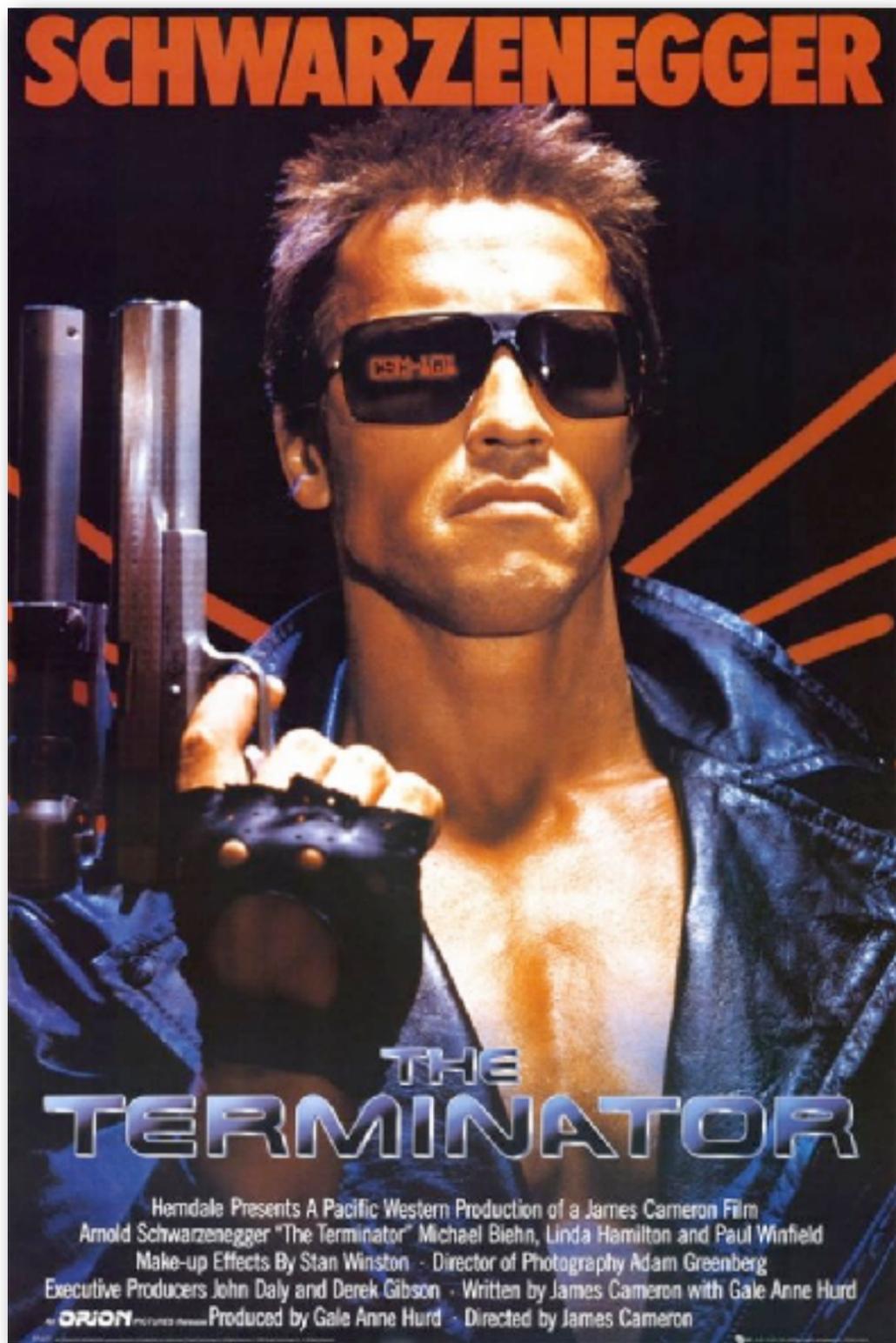
# AMERICAN NINJA

THE CANNON GROUP, INC. presents a GOLAN-GLOBUS production BY SAM FIRSTENBERG FILM  
AMERICAN NINJA STARRING MICHAEL DUDIKOFF GUICH KOOCK JUDIE ARONSON MUSIC BY MICHAEL LYNN  
SCREENPLAY BY MICHAEL J. DUTRIE DIRECTOR OF PHOTOGRAPHY NANANIA BAER EDITOR AVI KLEINBERGER GIDEON AMIR  
SCREENPLAY BY PAUL DE MIELCHE PRODUCED BY MENAHEM GOLAN AND YORAM GLOBUS DIRECTED BY SAM FIRSTENBERG

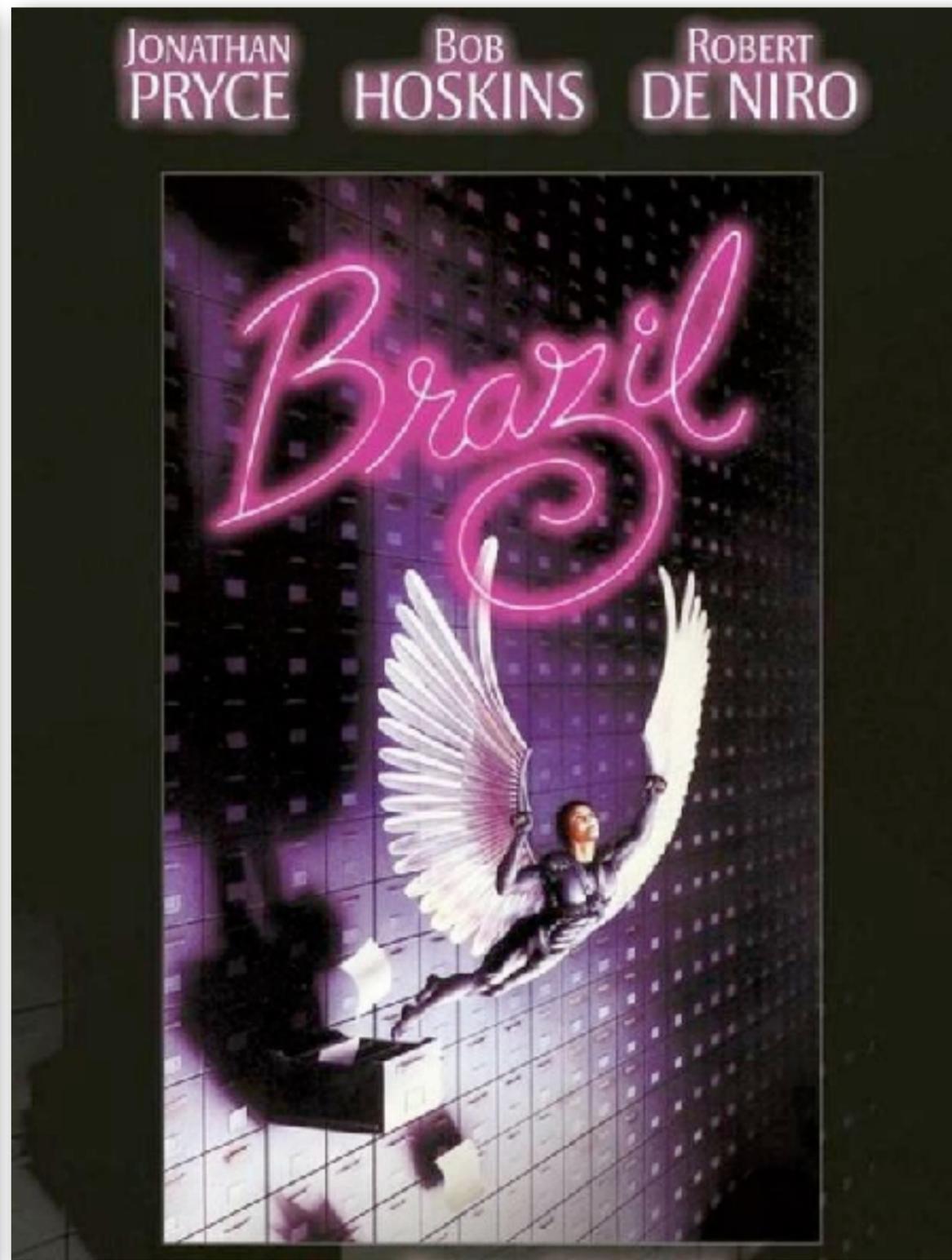


1985

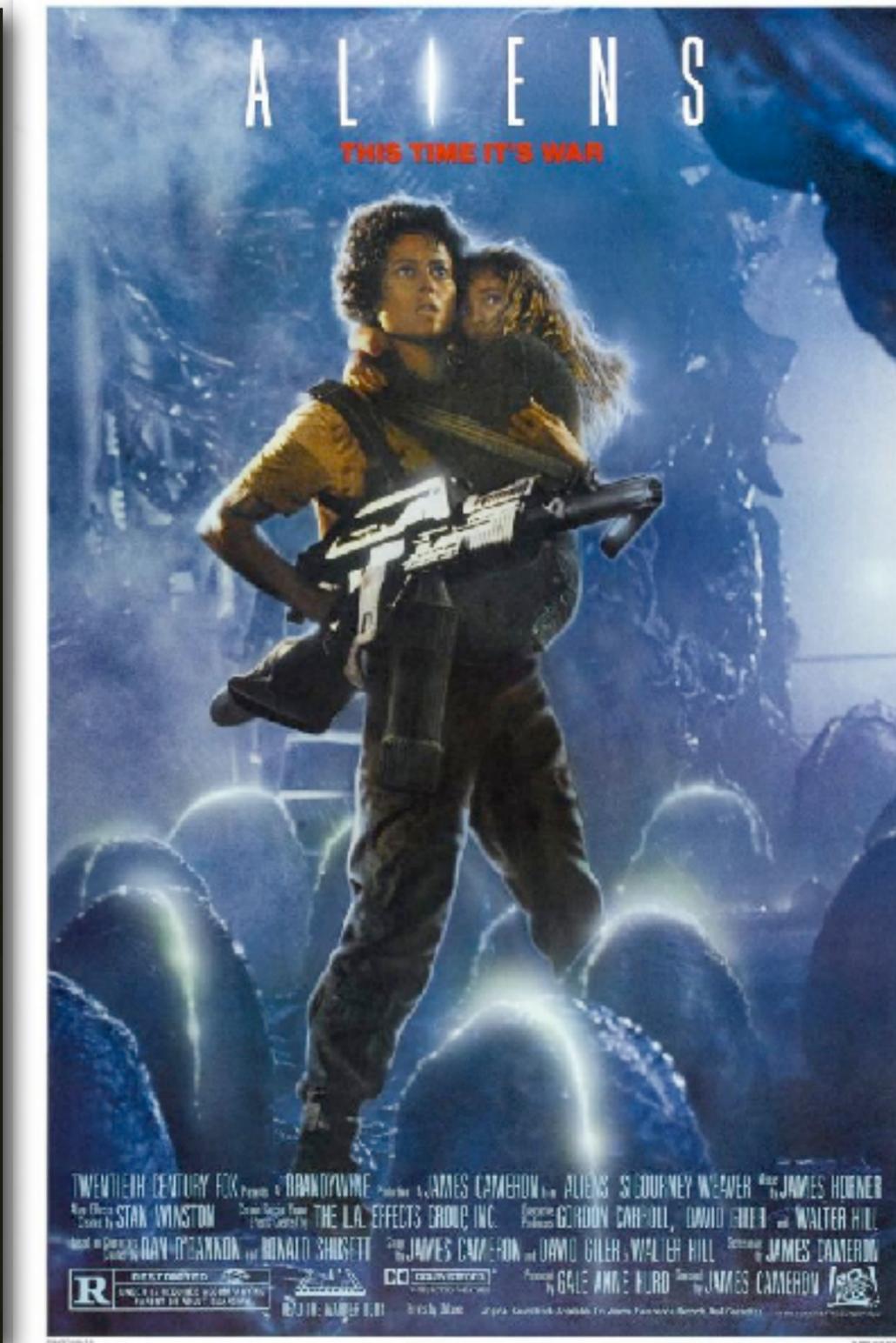




1984

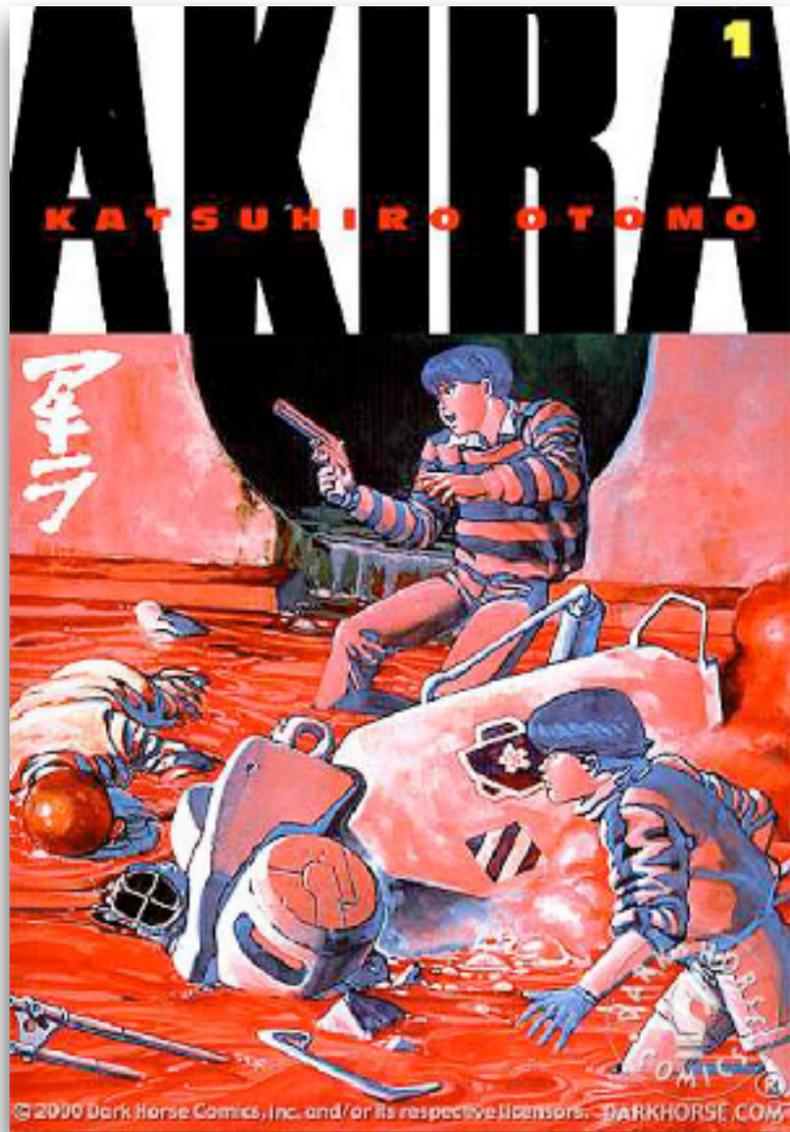


1985

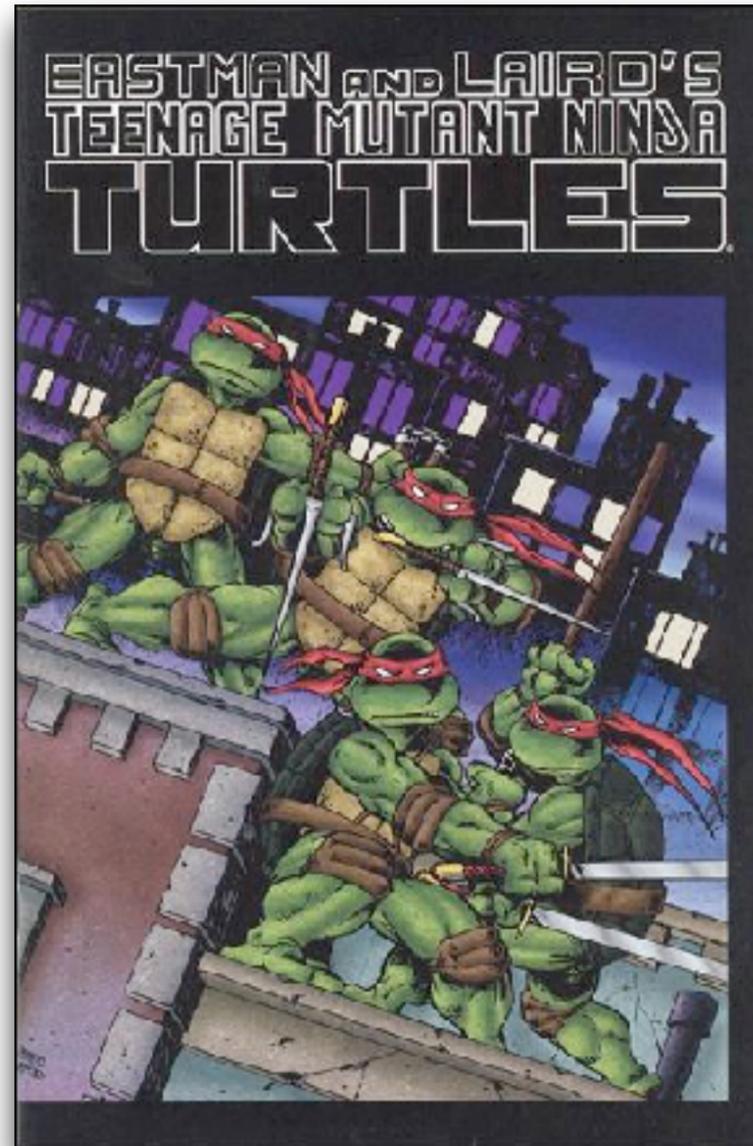


1986

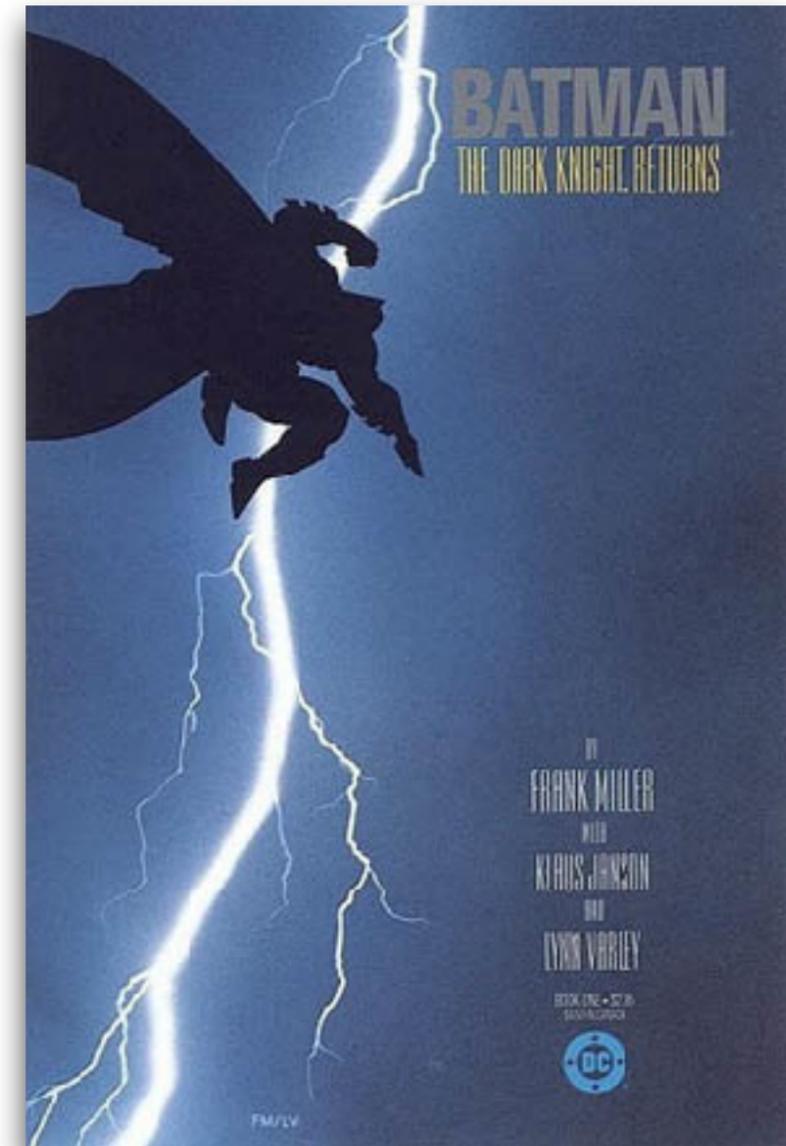
# Mangas und Comics



1982-1990

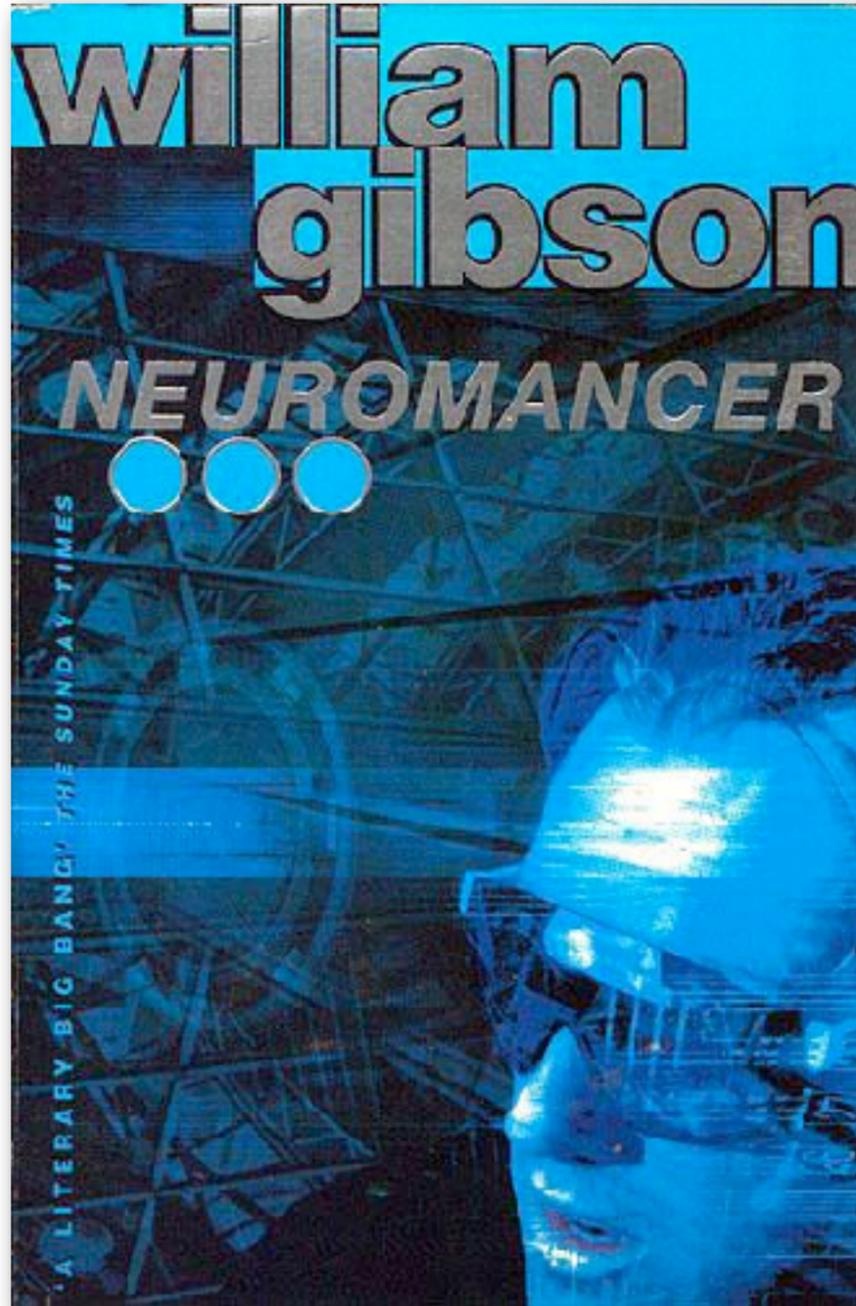


1984

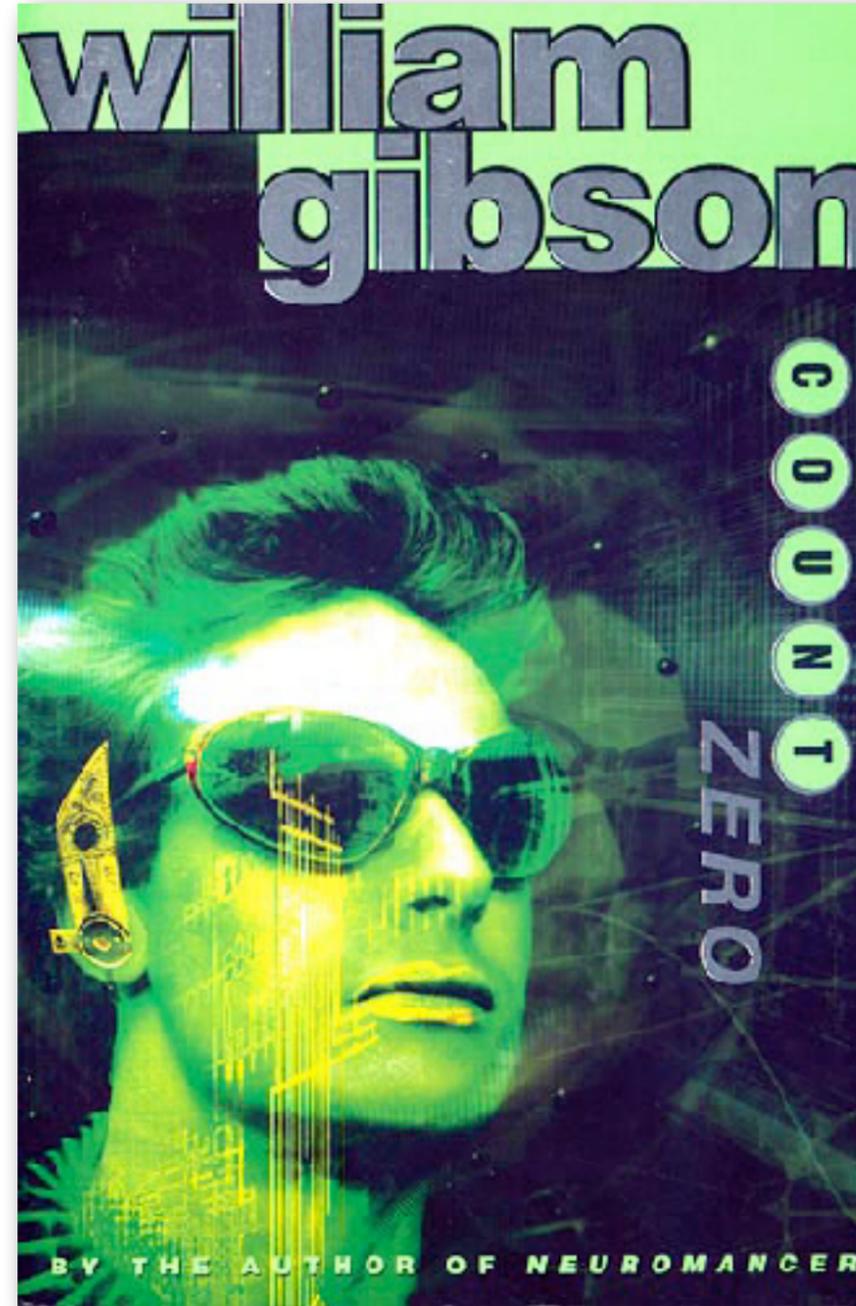


1986

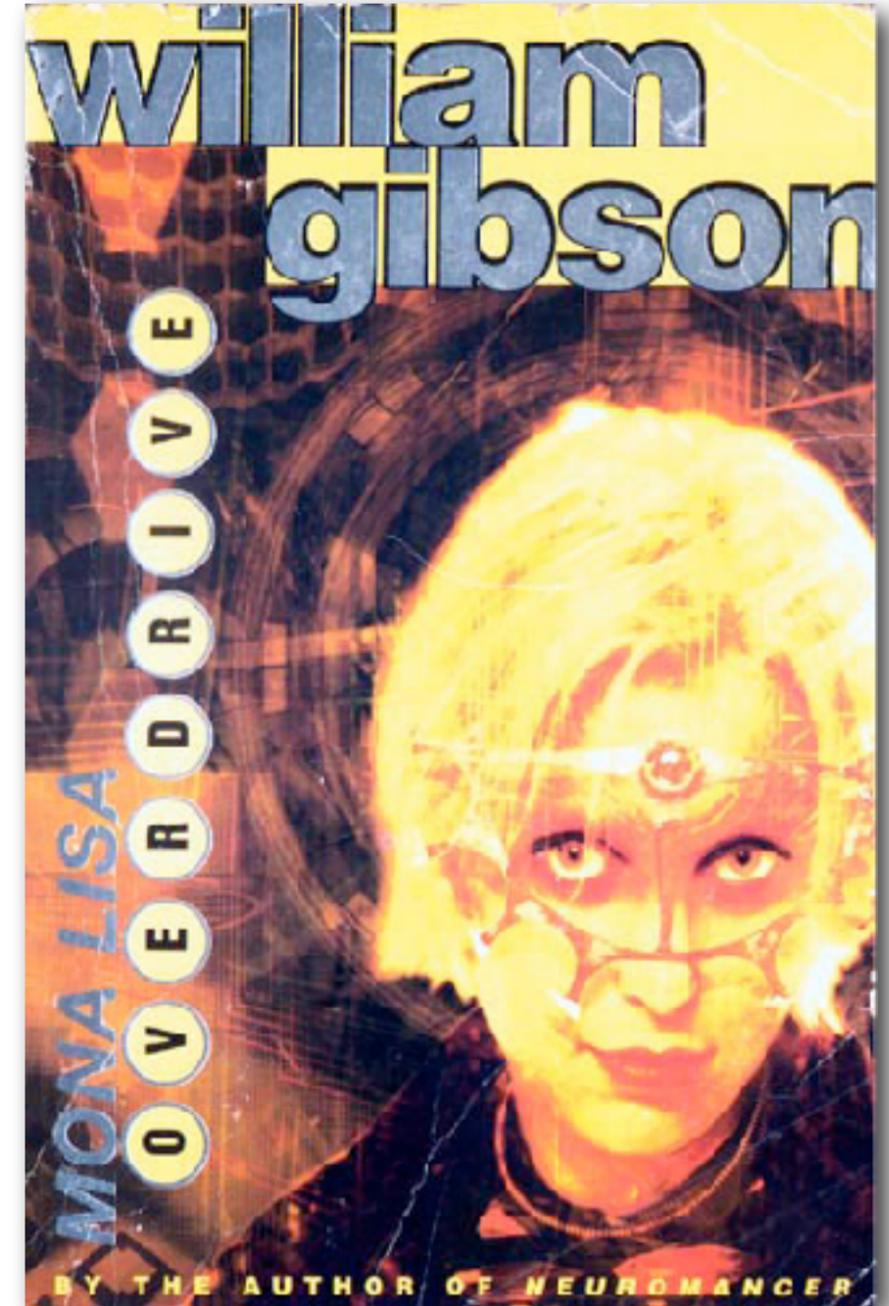
# Cyberpunk



1984



1986



1988

# Medientechnischer Kontext

# Compact Disc 1982



## Sony revolutionizes the compact disc revolution.

If there are still a few among you who have any lingering doubts as to who the leader in digital audio really is, consider the following:

On October 1, 1982, Sony\* set the music industry on its ear with the creation of the world's first compact digital audio disc player.

Today, with over 30 companies joining the revolution, Sony is starting two others. The Car Compact Disc Player and the Portable Compact Disc Player.\*

Combine that with the fact that the CDP-III, shown above, represents another addition to the world's largest family of

home compact disc players, and one thing should become abundantly clear:

While other companies are claiming advanced circuits, Sony has taken a somewhat different course.

Advanced products.

**SONY**  
THE LEADER IN DIGITAL AUDIO.\*



LaserDisc ab 1978

# Apple Macintosh

## Graphical User Interface

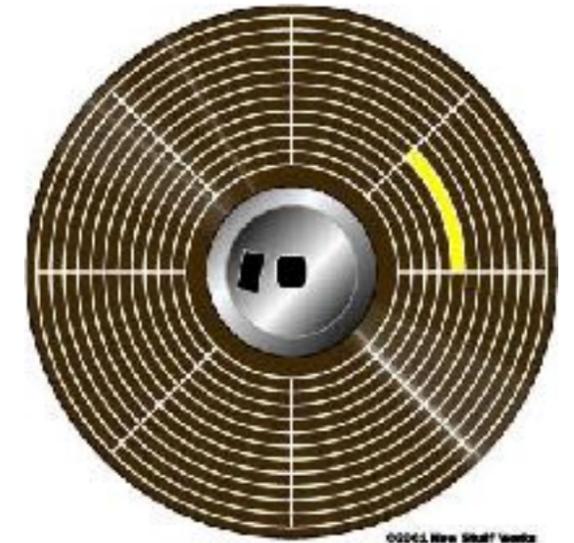


1984



IBM PC, ab 1981

# Floppy Disk



Commodore 1541, ab 1985

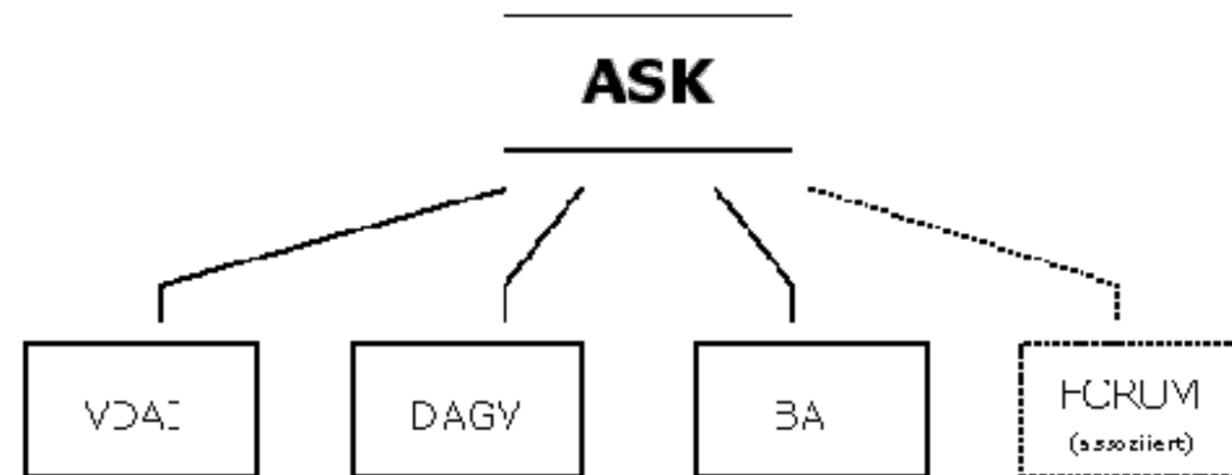


# Computerspiele 1983-1988

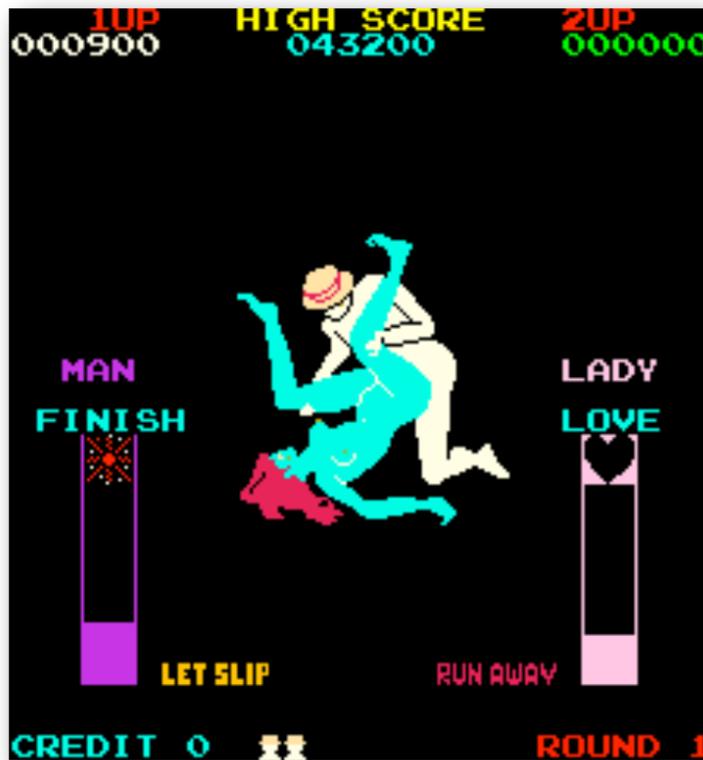
# Automaten Selbstkontrolle

<http://www.automaten-selbstkontrolle.de/frames.htm>

Die **ASK** bewertet nur münzbetätigte Bildschirmspielgeräte, die gewerblich aufgestellt werden.



Verband der Deutschen Automatenindustrie e.V. (**VDAI**),  
Deutscher Automaten-Großhandels-Verband e.V. (**DAGV**),  
Bundesverband Automatenunternehmer e.V. (**BA**) und  
FORUM für Automatenunternehmer in Europa e.V. (**FORUM**) (assoziert).



Lover Boy, ca. 1982

[https://www.youtube.com/watch?v=x\\_Fk6Ym7Ros](https://www.youtube.com/watch?v=x_Fk6Ym7Ros)

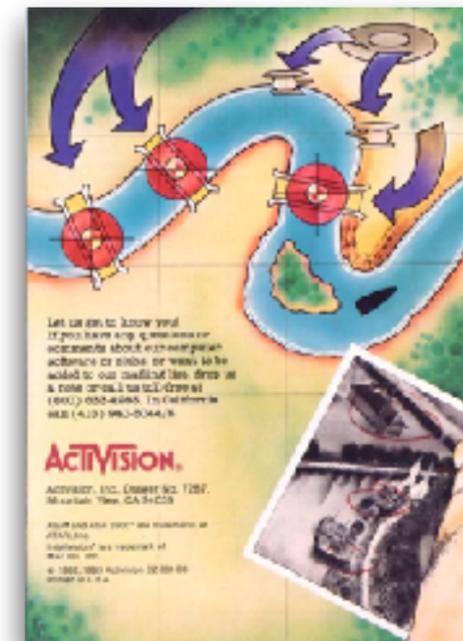
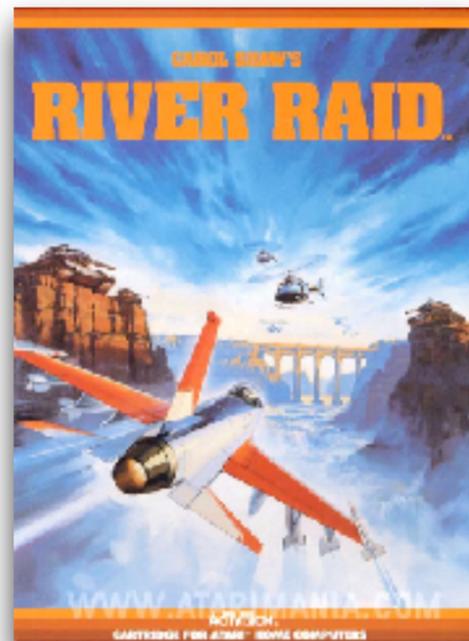
# Krise der Gesellschaft

<http://www.simulationsraum.de/blog/2011/03/31/river-raid-rage/>

...Das Videospiel ‚River Raid‘ ist kriegsverherrlichend und -verharmlosend.

Das Videospiel ‚River Raid‘ hat emotionssteuernde und aggressionssteigernde Eigenschaften.

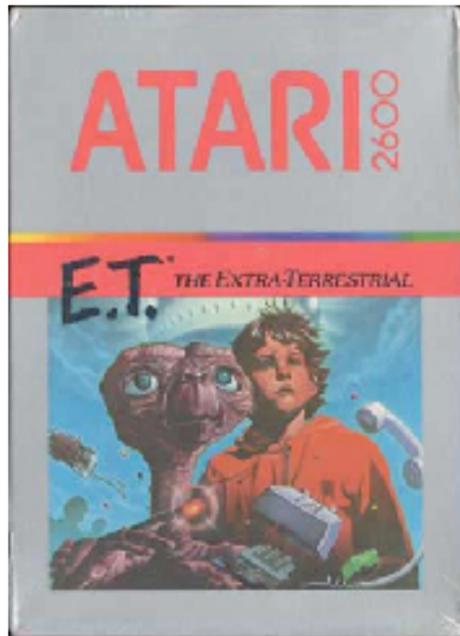
Bei älteren Jugendlichen führt das Bespielen von ‚River Raid‘ zu physischer Verkrampfung, Ärger, Aggressivität, Fahrigkeit im Denken, Konzentrationsschwierigkeiten, Kopfschmerzen u.a.



Activision: River Raid, 1982

# Krise der Videospiele-Konsolen-Industrie

»That didn't stop Atari. Learning no lessons from their recent Pac-Man debacle (Atari produced 12 million Pac-Man cartridges, only ten million Atari 2600's had been sold). Atari produced five million E.T. cartridges. Nearly all of them came back. Faced with tons of unusable merchandise, Atari ended up sending 14 truckloads of cartridges to a landfill in Alamogordo, New Mexico. Don't bother taking the trip, though. Everything was crushed by a steamroller before being dumped. Thanks in part to E.T., Atari posted a \$536 million dollar loss in 1983, the start of an agonizing death spiral that didn't end until the company was sold off in pieces a few years later.«  
(GameSpy: Atari Takes a Bath on E.T.)



# Arcade



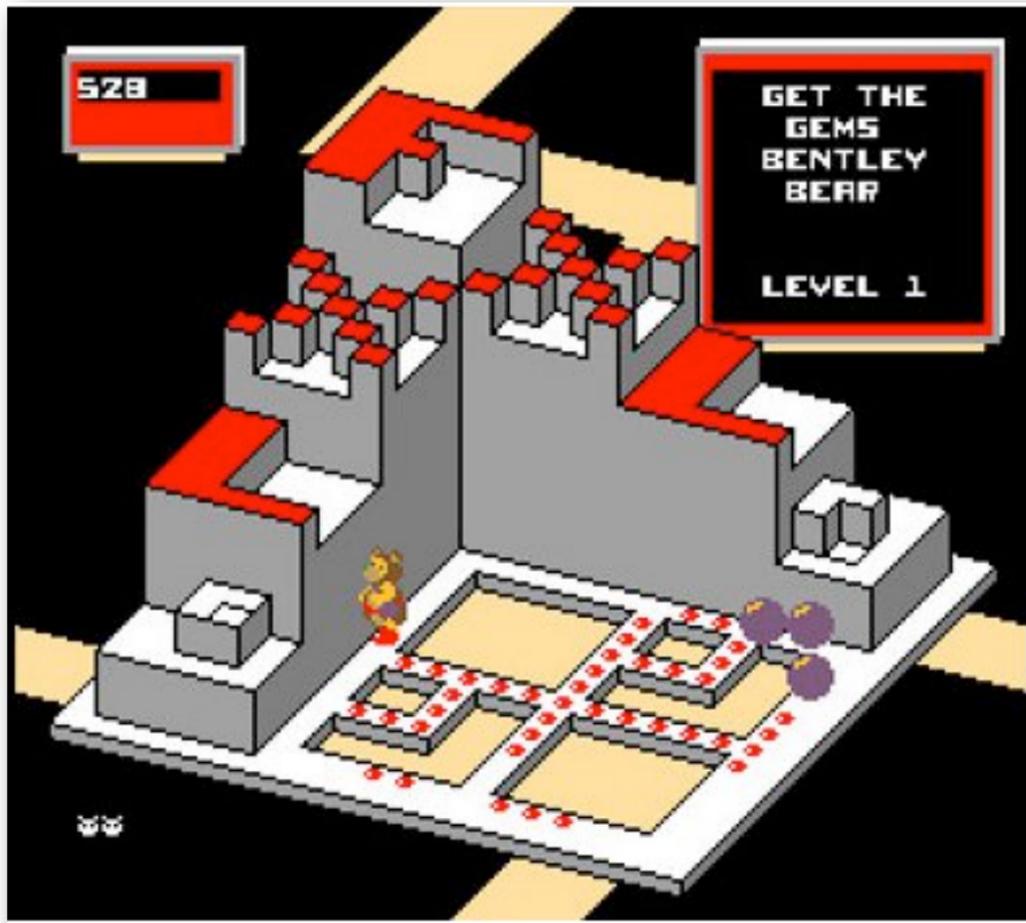
Filled Polygons:  
Atari: I, Robot, 1983



Laserdisc  
Cinematronics: Dragon's Lair, 1983



Adaption  
Atari: Star Wars, 1983



Atari: Crystal Castles, 1983



Konami: Track & Field, 1984



Data East: Karate Champ, 1984



Double Jump; Lebensanzeige  
Dragon Buster, 1984

# Gauntlet



4-Spieler-Kooperation  
Atari: Gauntlet, 1985

# Outrun



Individuelle Musik  
Out Run, 1986

# Street Fighter



Capcom: 1987

# Konsole der 3. Generation (8 Bit)



Nintendo: Famicom, 1983  
NES, 1985



Sega: Master System, 1985

# Super Mario Bros.



Super Mario Bros., 1985



Metroid, 1986



Dragon Warrior aka  
Dragon Quest, 1986



The Legend of Zelda, 1986



Final Fantasy, 1987

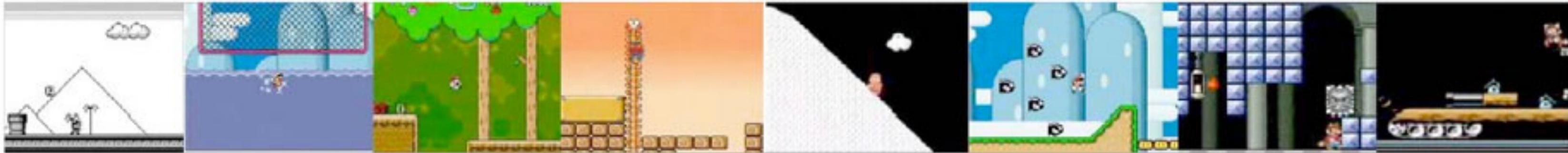


Metal Gear, 1987



Castlevania, 1987

# Intermedialitäten



»The visual freedom of early video games opened the path for a certain abstract-motion expression, concerned with gameplay visibility and not necessarily sacrificed to verbal storytelling, a path shared by cinema during its first decades. Such coexistence of images without words, movements without plots and attractions without boundaries questions our assumptions about film and game culture, proving that the richness, multiplicity and differential nature of both mediums goes way beyond the restrictions of allegedly cinematic techniques like cutscenes, verbal dialogue and hyperrealism.«

<http://gameplaygag.com/videos/>



*The Highsign (1921)*



*Mario Bros (1983)*



*The Scarecrow (1920)*

Tableau



*Go West (1925)*



*Super Mario Bros (1985)*



*College (1927)*

Side Scroll



*The Haunted House (1921)*



*Super Mario 64 (1996)*



*The Electric House (1922)*

Slide



*Daydreams (1922)*

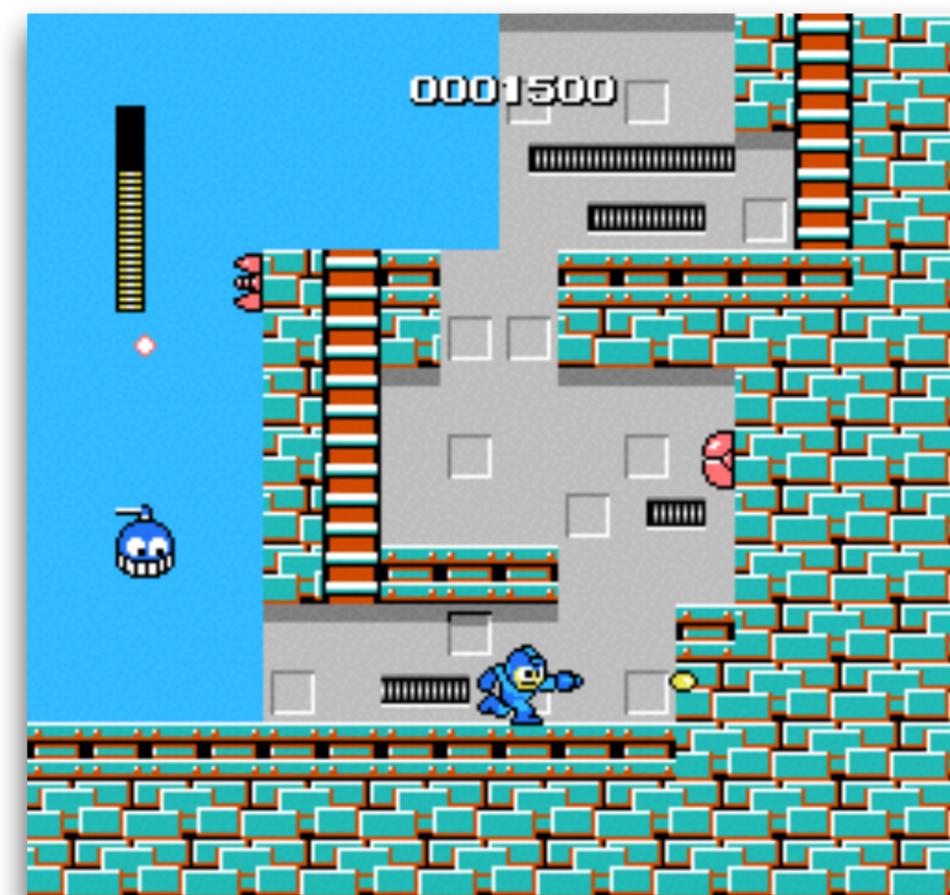


*Super Mario Galaxy (2007)*



*One Week (1920)*

Rotor



Stage Select

Mega Man 1987

# Homecomputer



Atari 800 XL, 1983



Amstrad CPC 464, 1984

# Commodore Amiga



ab 1985



# Atari ST

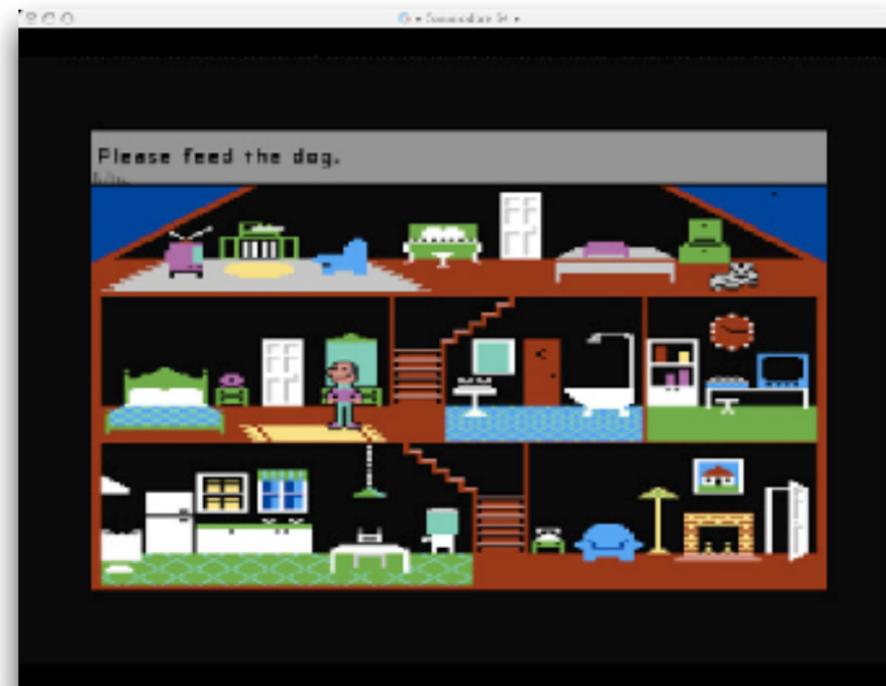


1985-1994

# Homecomputer-Spiele



Open World  
Elite, 1984



Artificial Life  
Little Computer People, 1985



Echtzeit-Rollenspiel  
Dungeon Master, 1987

# Point & Click Adventure



Multiple Choice: Law of the West, 1985



Maniac Mansion, 1987

# Netzwerkspiele



Graphical MMO  
Air Warrior, 1986 (PC, GEnie)

# LAN-Spiel



MIDI Maze

1987

# 8-Bit-Ästhetik

<http://www.siggraph.org/publications/newsletter/v32n2/contributions/collins.html>

Machine	CPU	RAM	ROM	Resolution
Atari 800	6502	48K	8K	320 × 192
BBC Model B	6502	32K	32K	640 × 256
Commodore 64	6510	64K	20K	320 × 200
Dragon 32	6809	32K	16K	256 × 192
Jupiter Ace	Z80A	3K	8K	512 × 368
Lynx	Z80A	48K	16K	248 × 256
Oric 1	6502A	48K	16K	200 × 240
TI 99/4A	9900	48K	16K	256 × 192
VIC-20	6502	5K	16K	no hires mode
ZX-81	Z80	1K	8K	64 × 48
ZX Spectrum	Z80	48K	16K	256 × 192

Bildschirm-Auflösung  
 Farbtiefe  
 Sprites  
 Sound



8-bit computer games: a) Encounter, b) Tornado Low Level, c) Elite, d) Lords of Midnight, e) Stunt Car Racer, f) The Hobbit, g) Ant Attack, h) KnightLore, and i) Head over Heels.