

Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

1983-1988

Prof. Dr. Jochen Koubek



Kultureller Kontext

Synth Pop

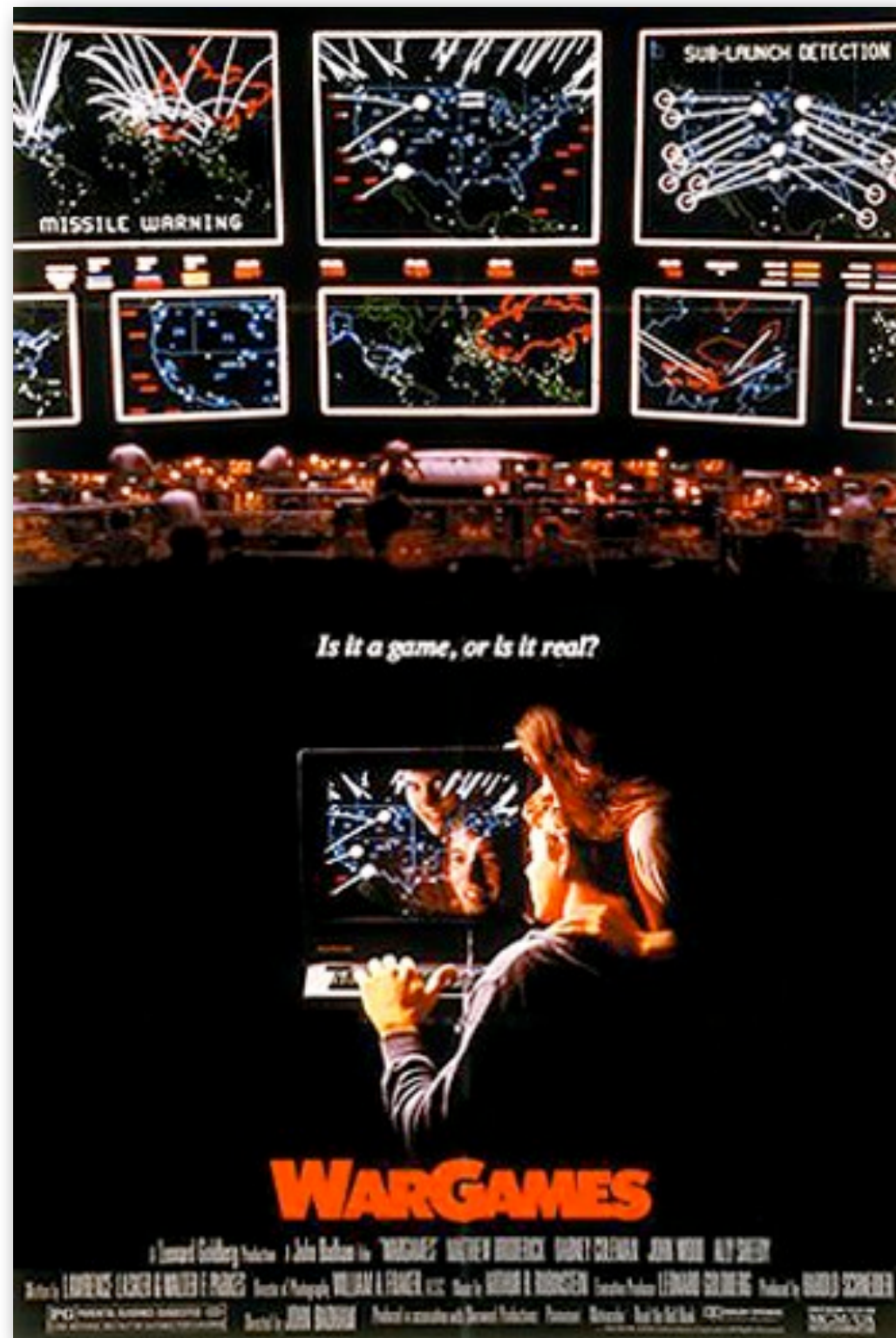


Yamaha DX-7, MIDI
ab 1983

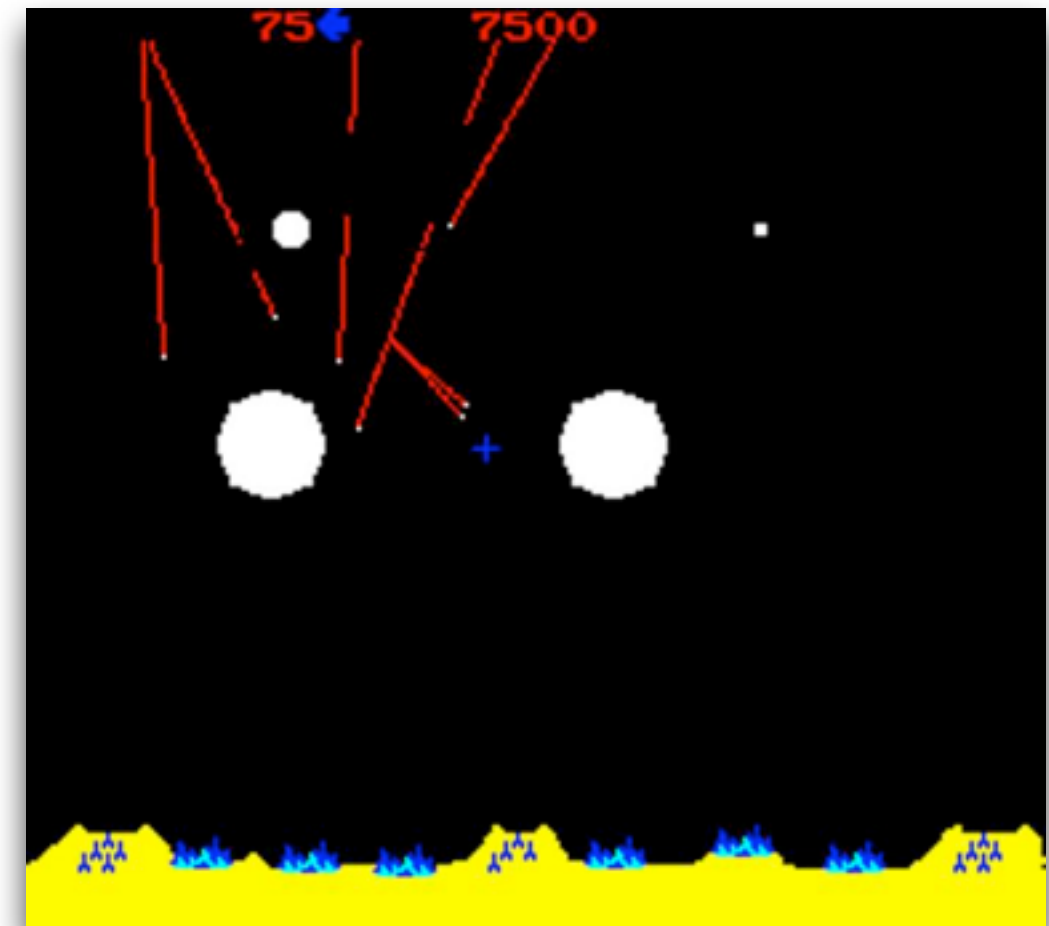


Depeche Mode

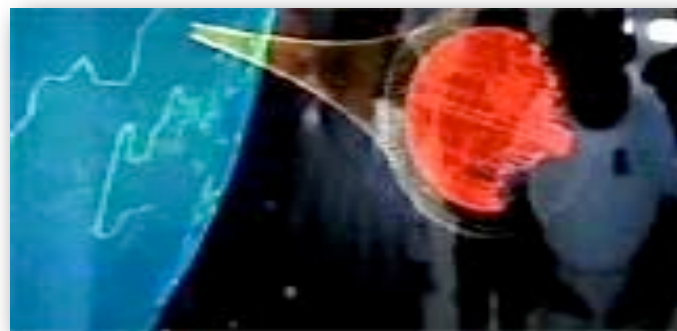




1983



Missile Command 1980



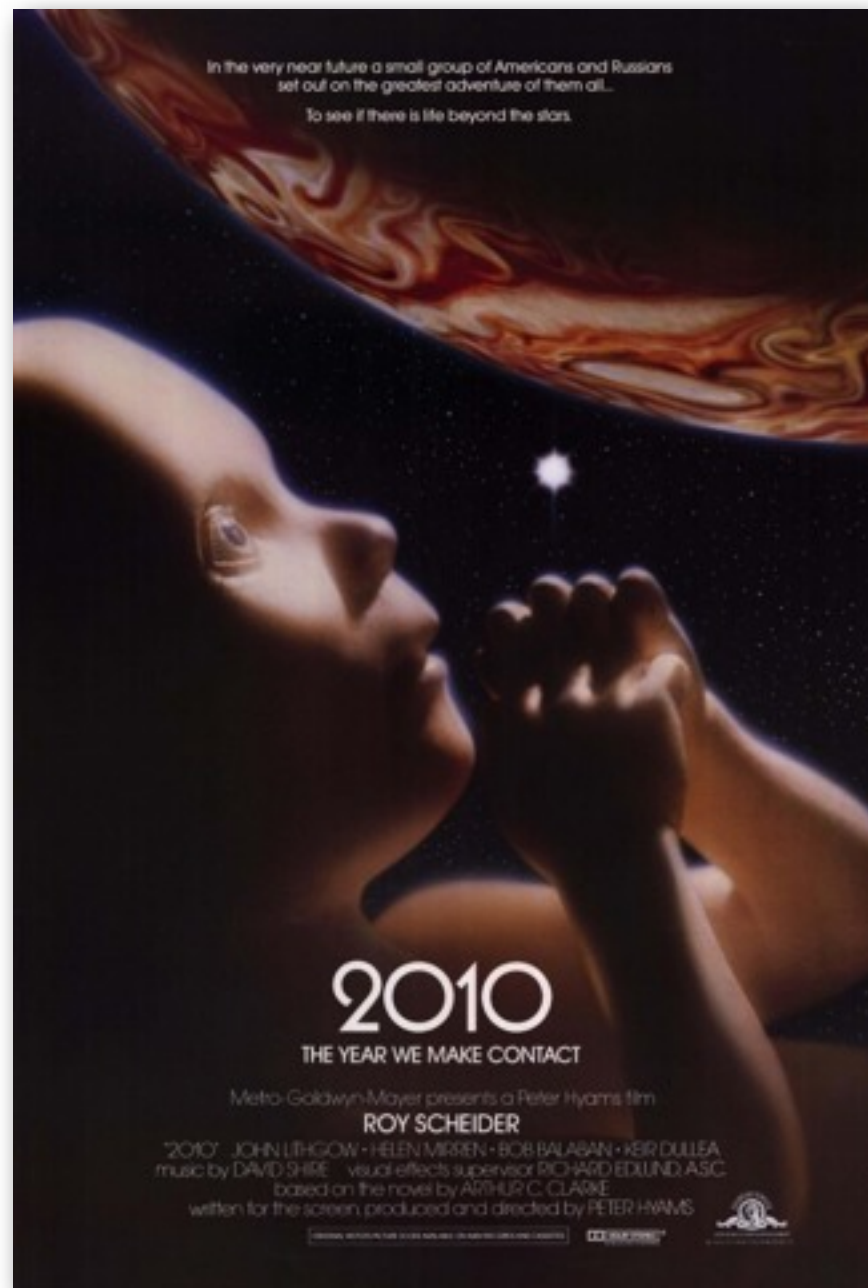
Star Wars Episode VI: Return of the Jedi (1983)



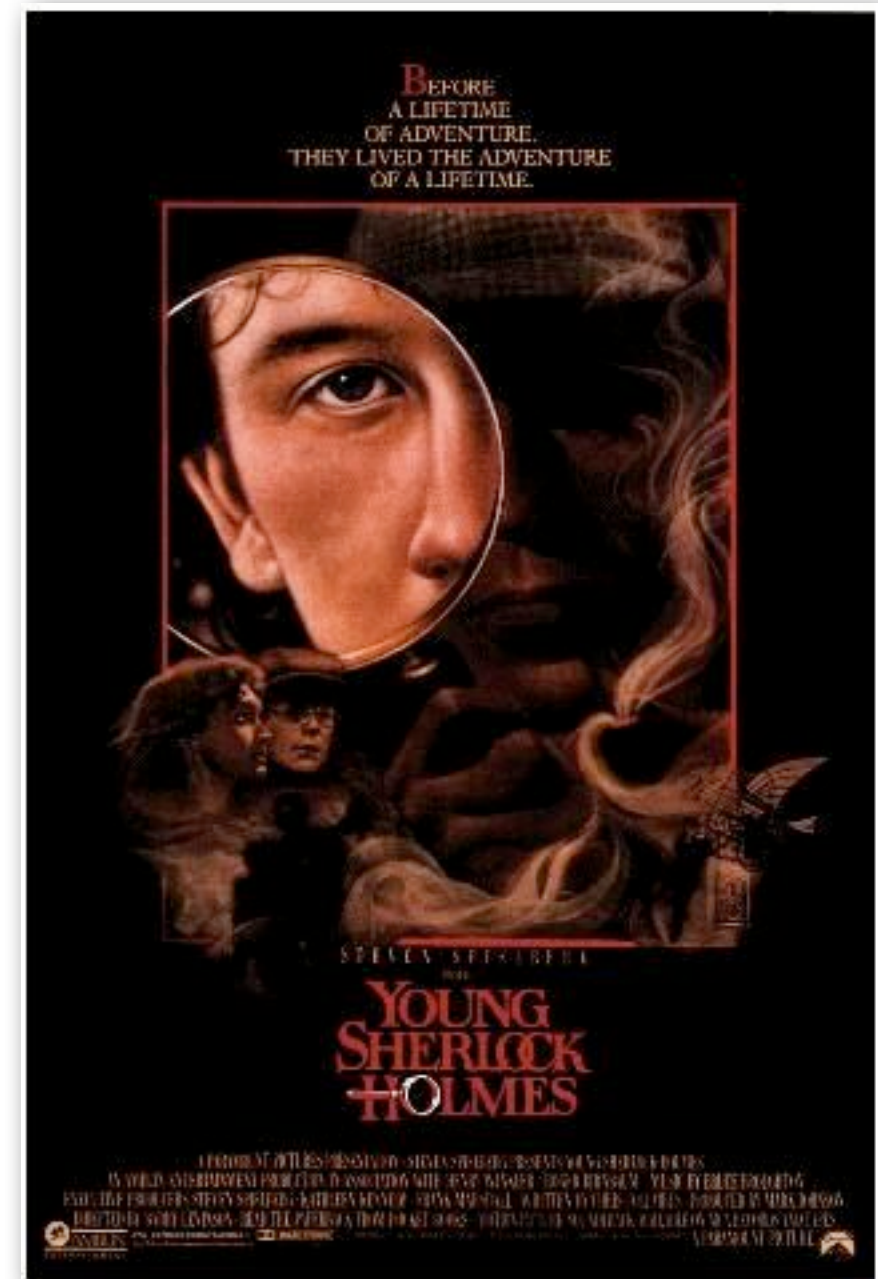
Superman III (1983)



The Last Starfighter (1984)



2010: The Year We Make Contact (1984)



Young Sherlock Holmes (1985)



Labyrinth (1986)



Star Trek IV: The Voyage Home (1986)

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

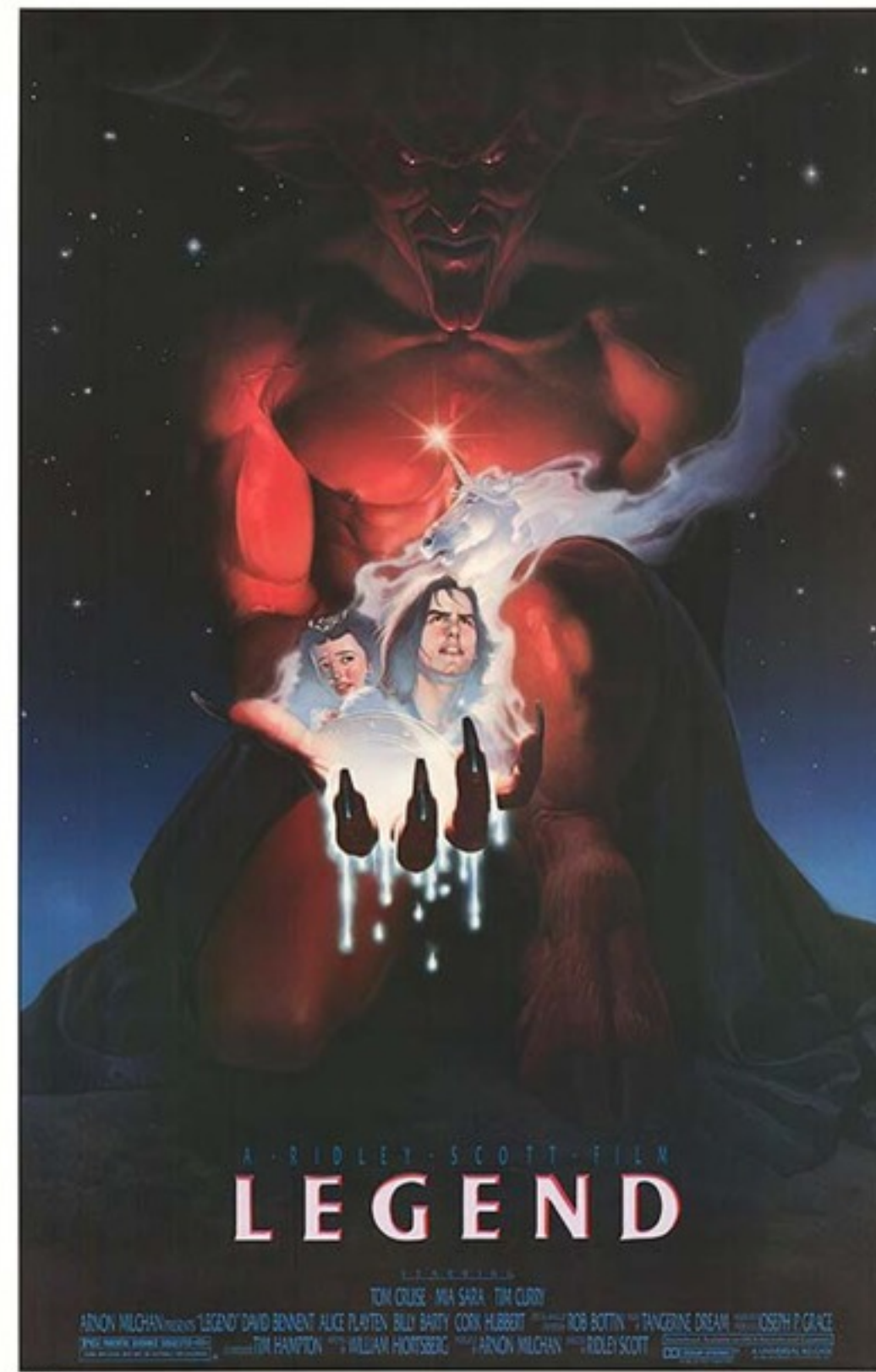


1983

Fantasy

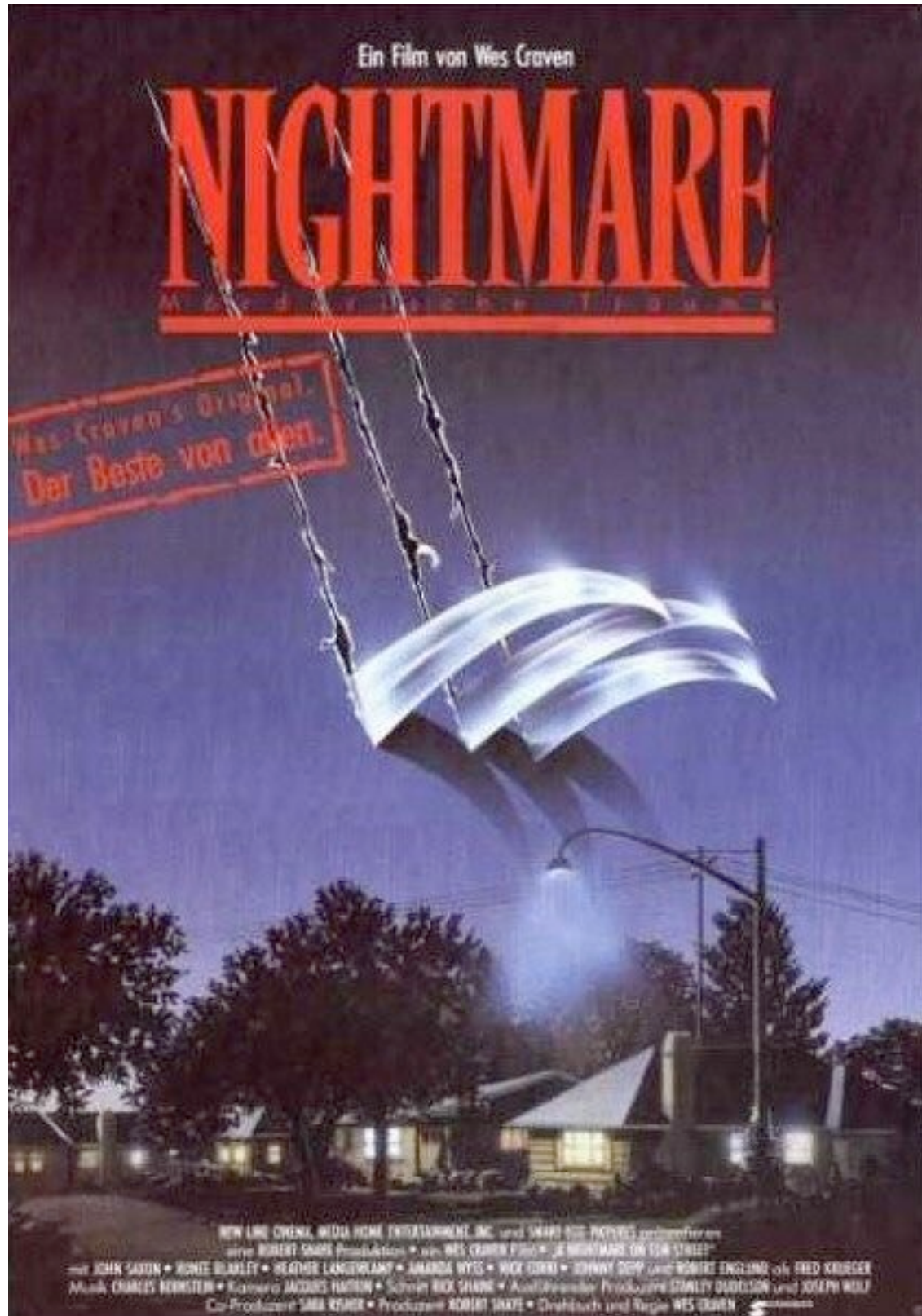


1984



1985

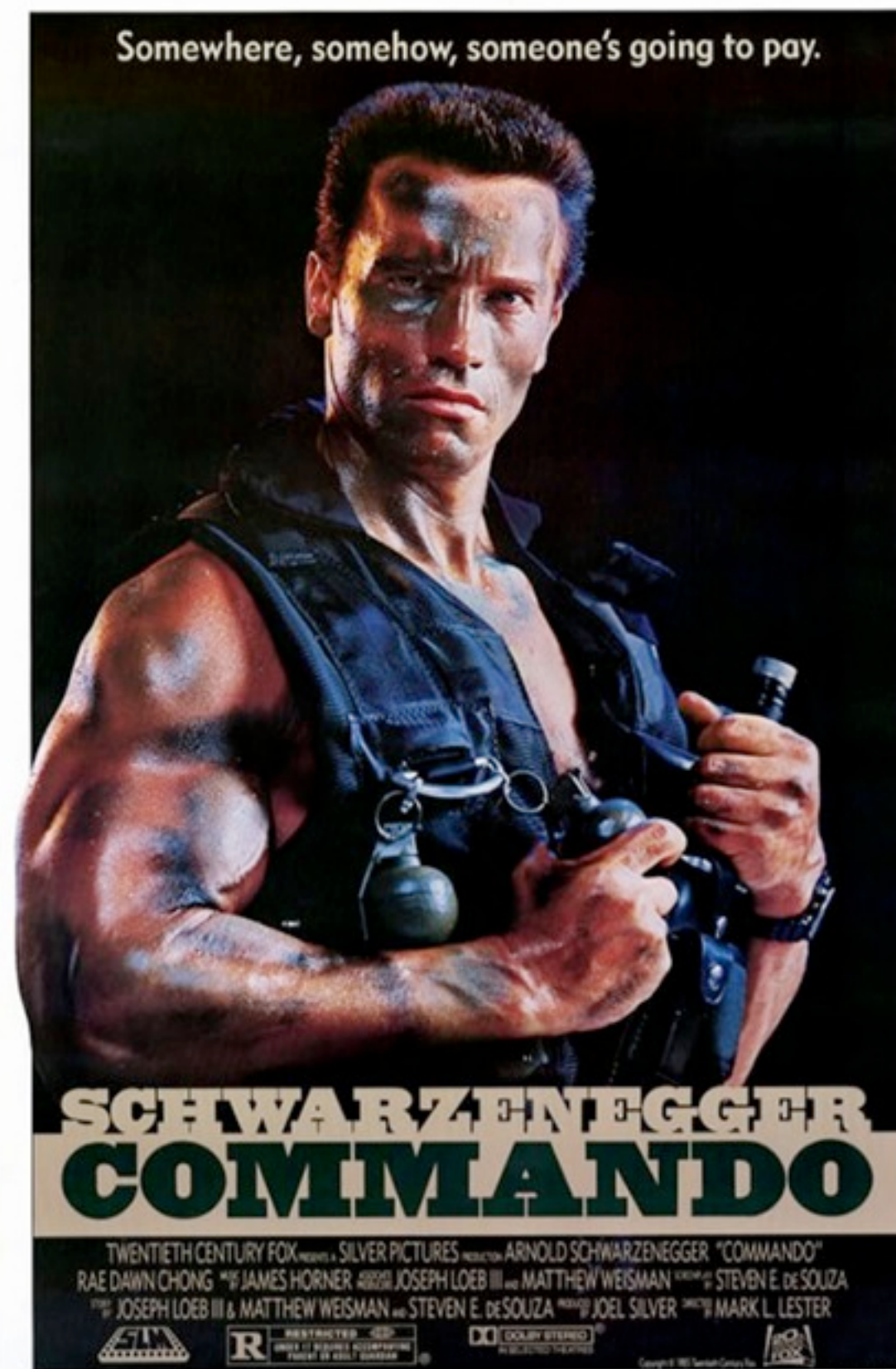
Horror



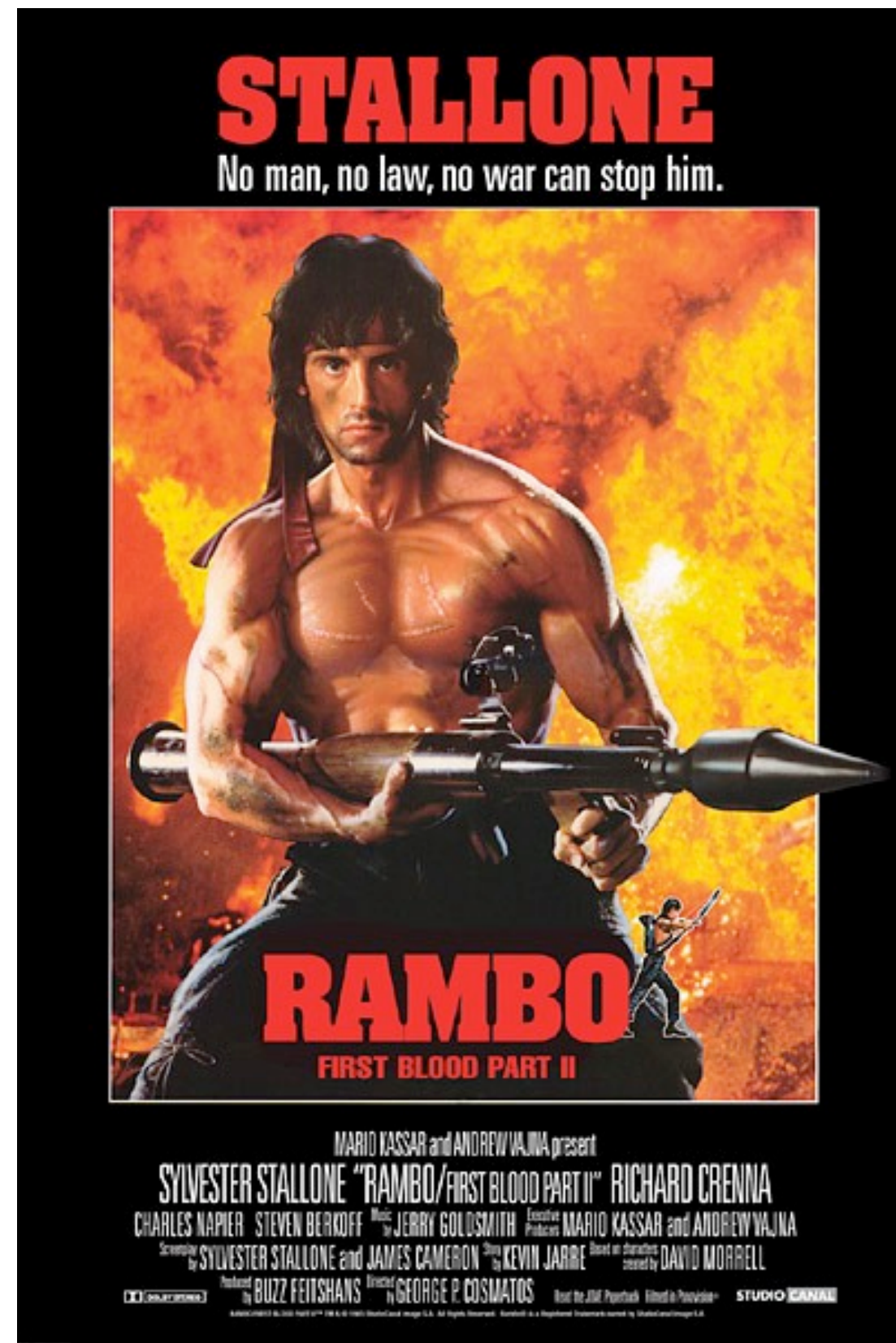
1984



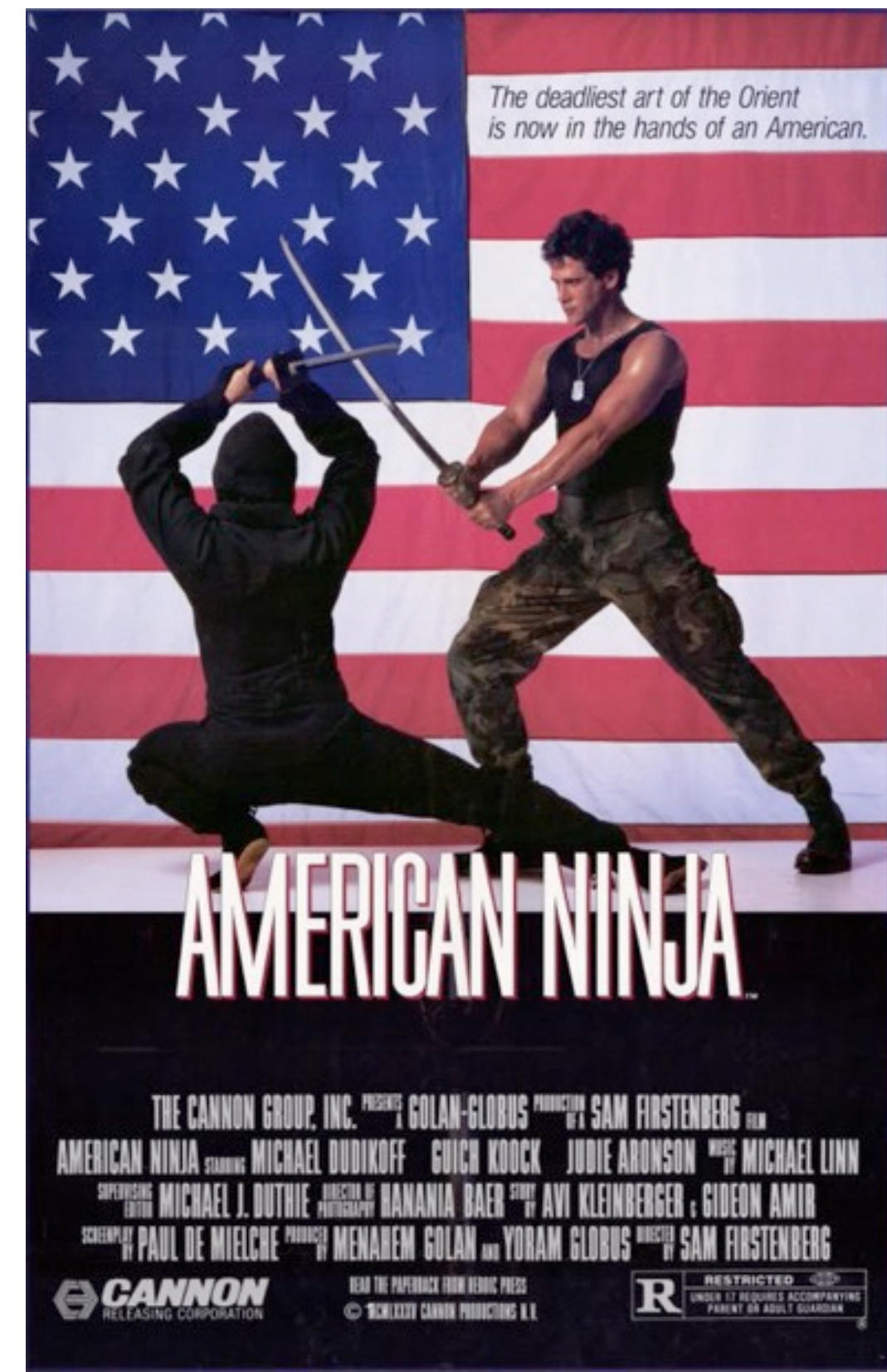
1987



1985



1985



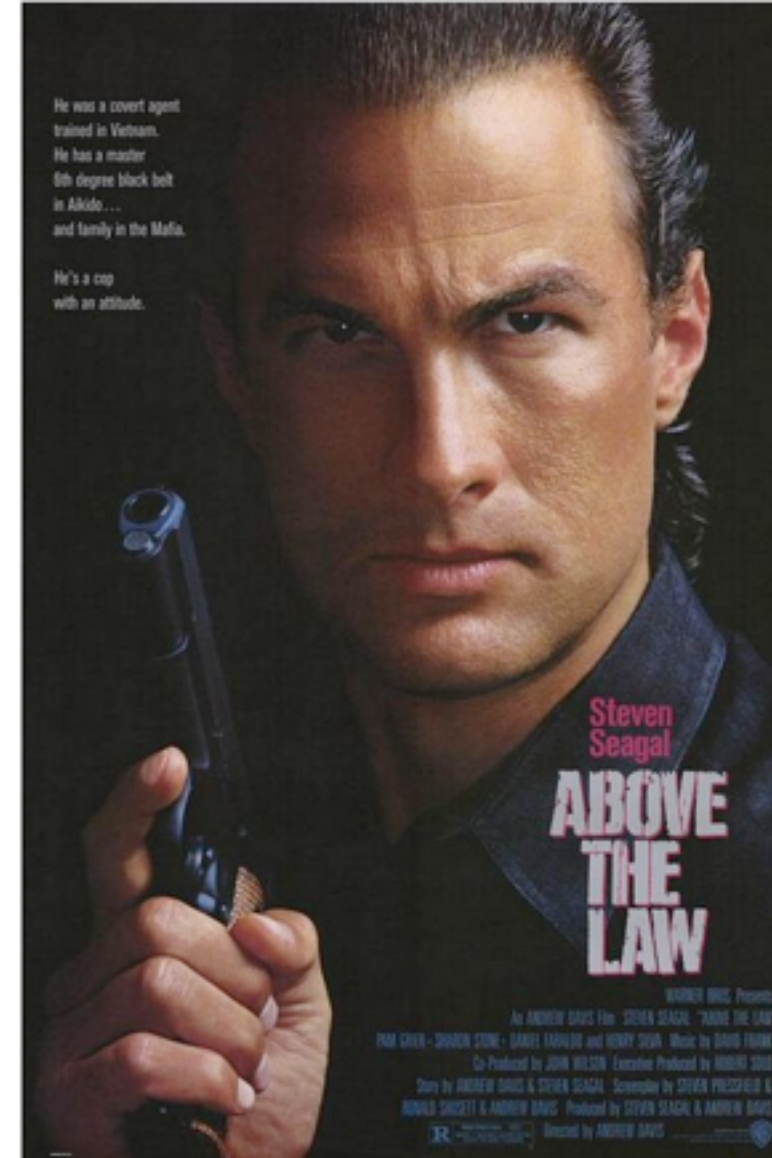
1985



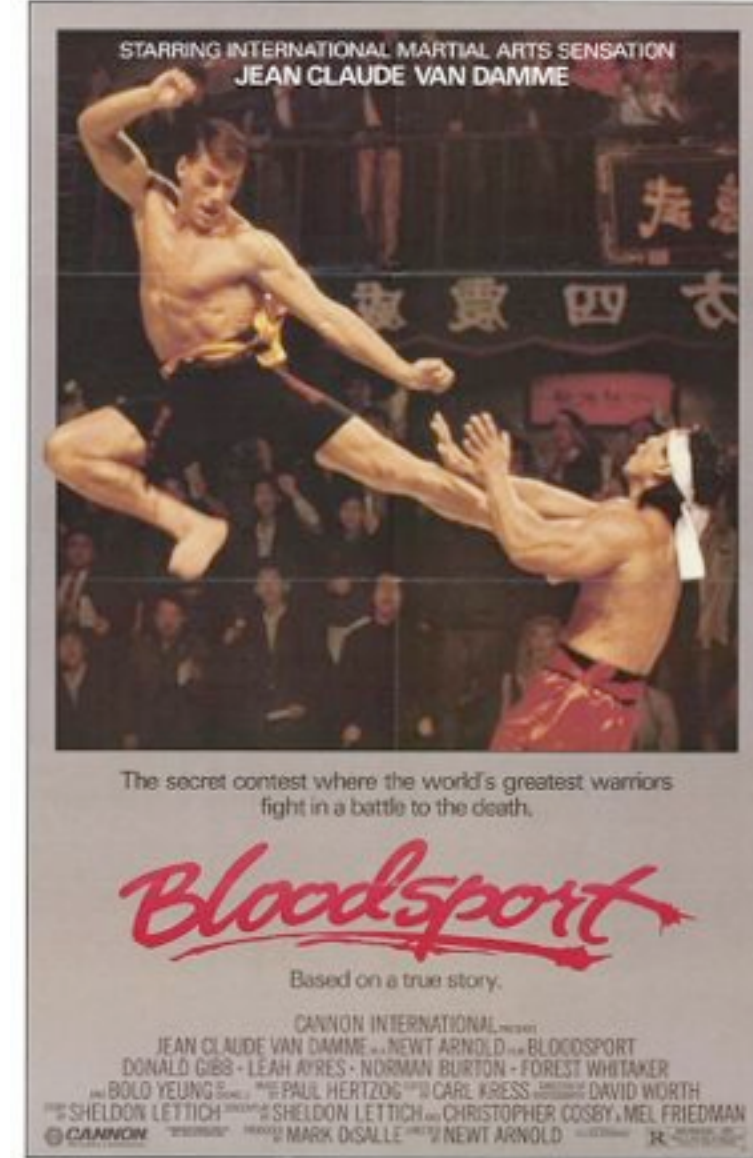
1985



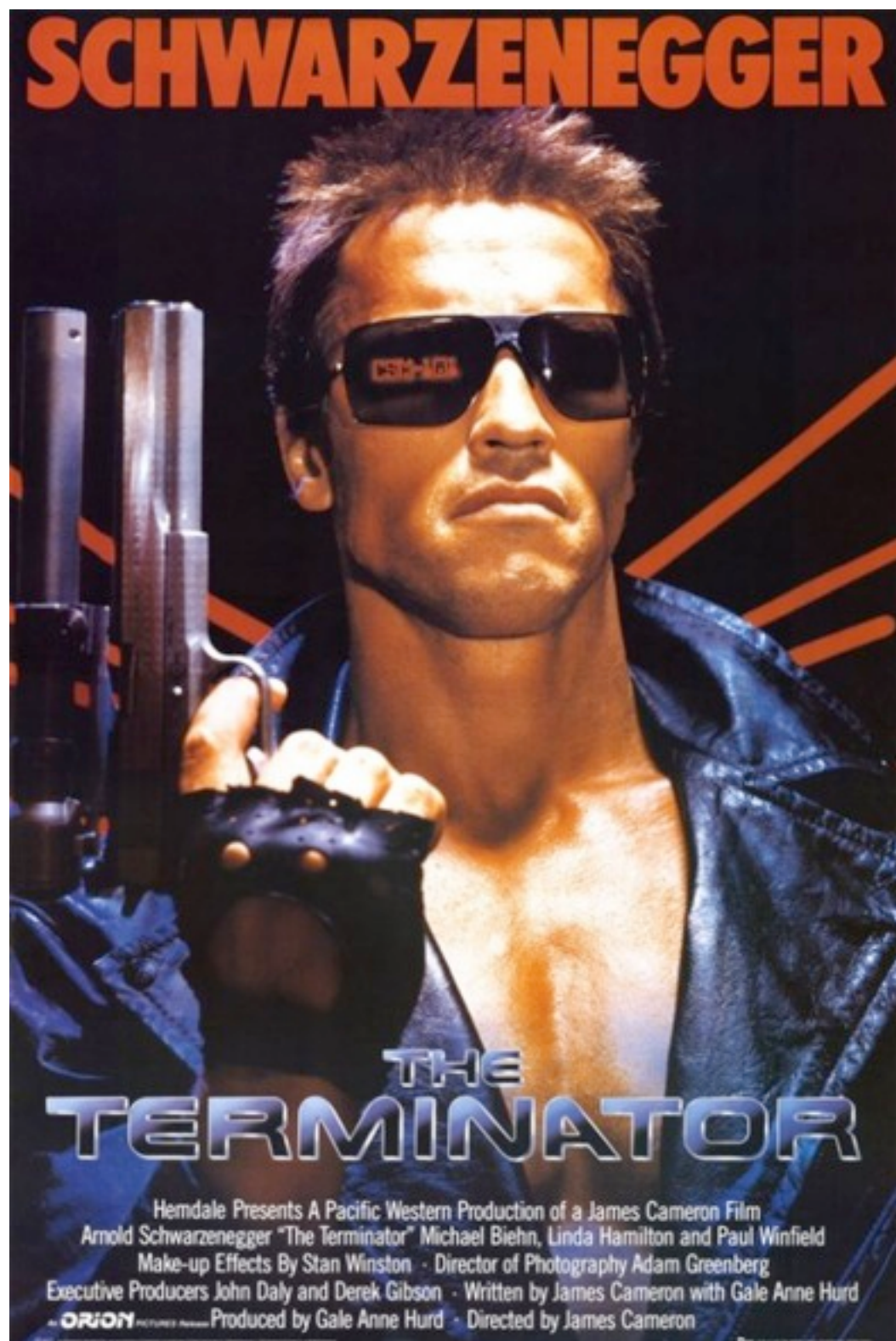
1987



1987



1988



1984

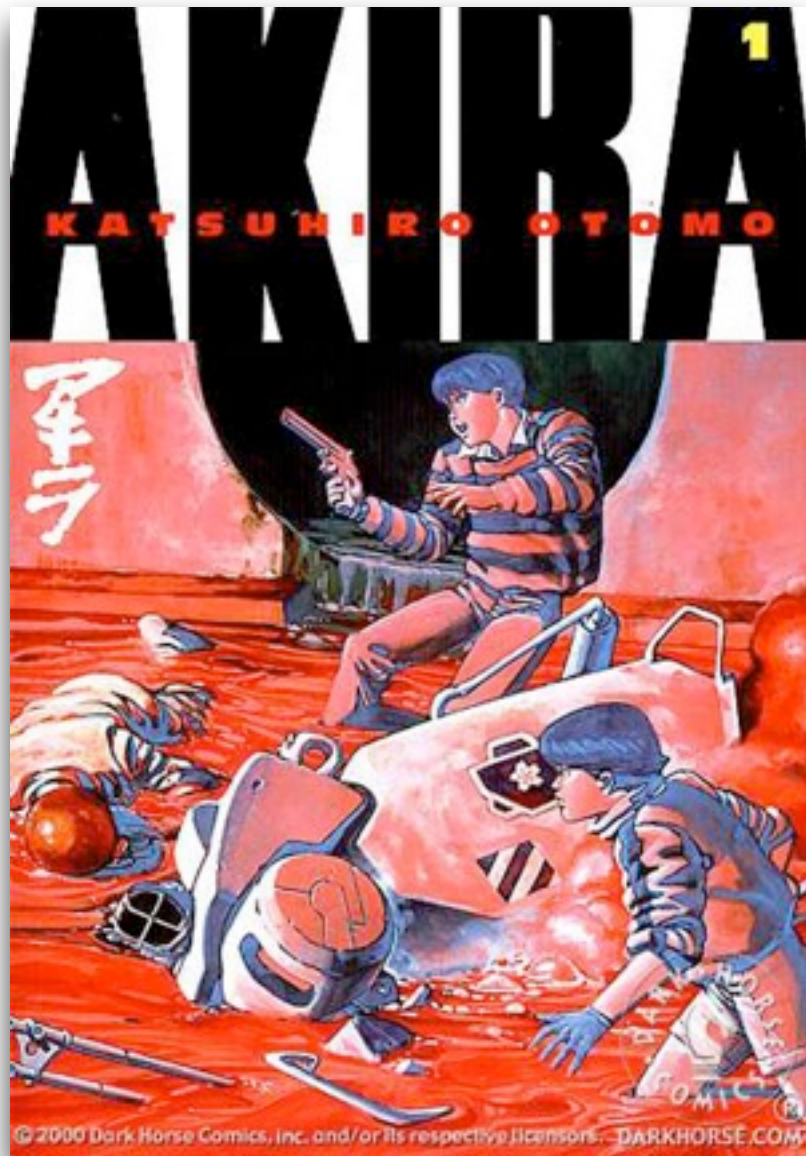


1985

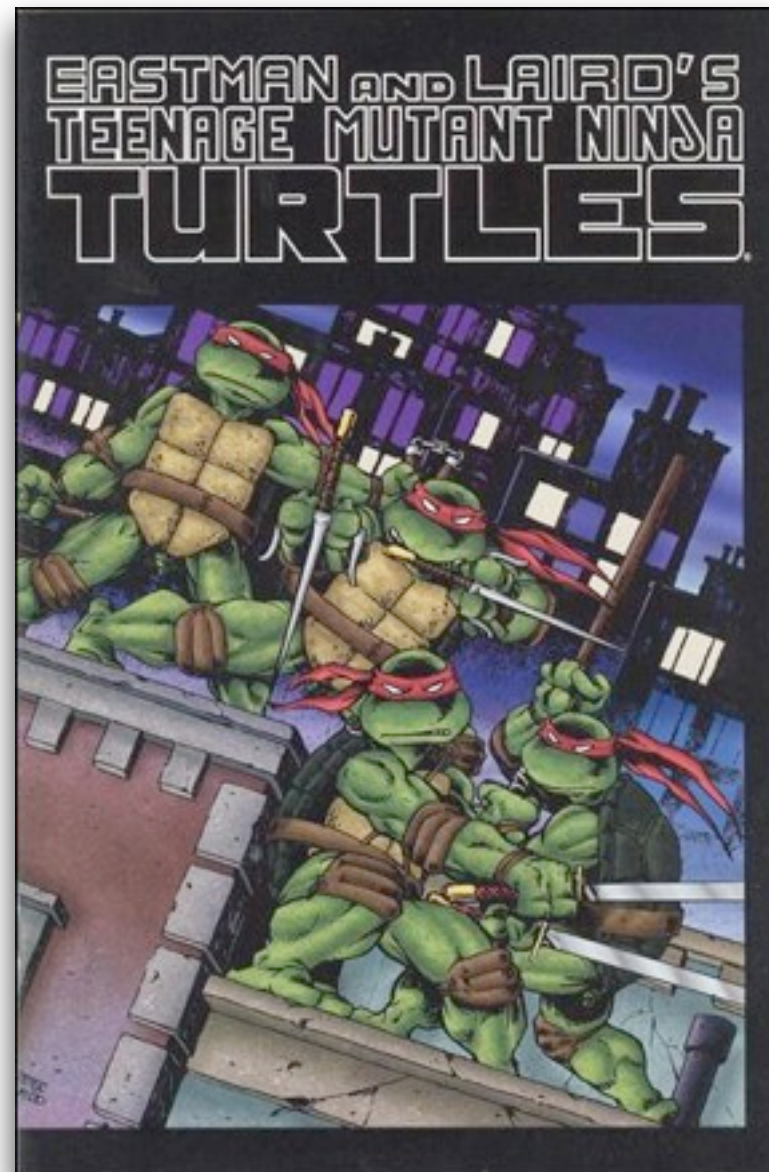


1986

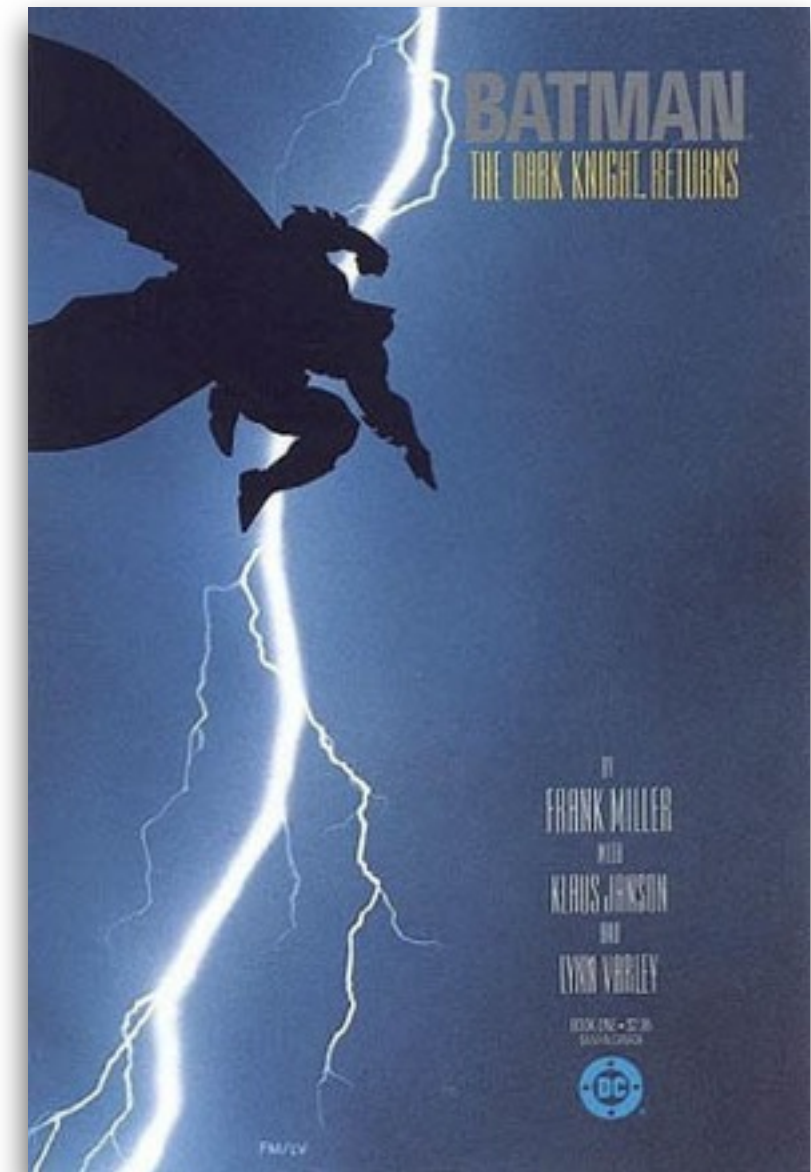
Mangas und Comics



1982-1990



1984



1986

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™

*Small machines must be loaded. © 1984 Sony Corp. All American. Sony is a registered trademark of the Sony Corporation. Sony Corp. Port. Rights. 80-0798. Car stereo, headphones and battery pack sold separately where purchased.

Apple Macintosh

Graphical User Interface



1984

Floppy Disk



Commodore 1541, ab 1985

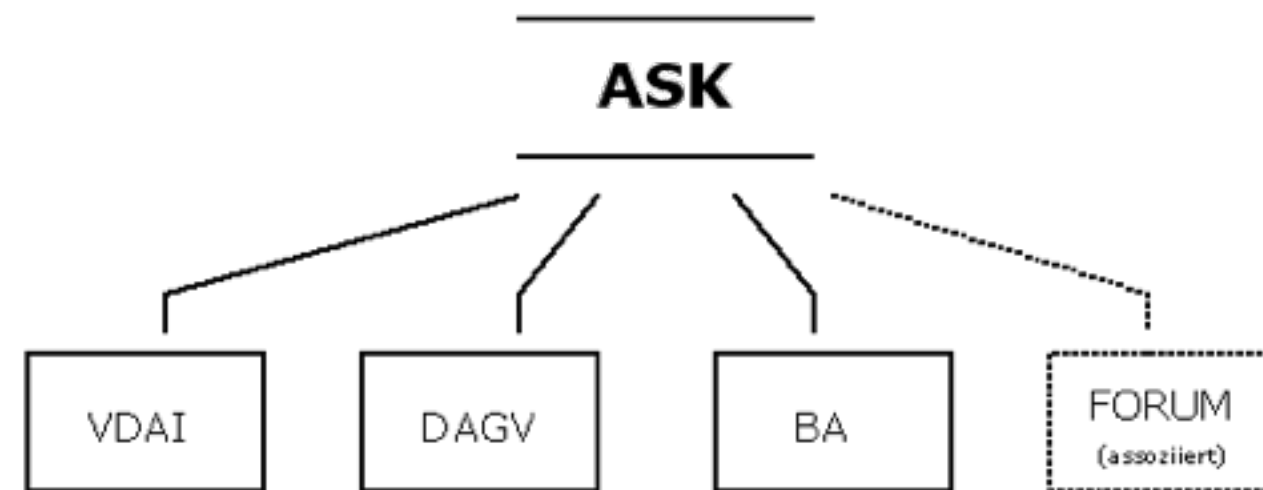


Computerspiele 1983-1988

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

Krise der Videospiel-Industrie

http://en.wikipedia.org/wiki/Video_game_crash_of_1983

»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



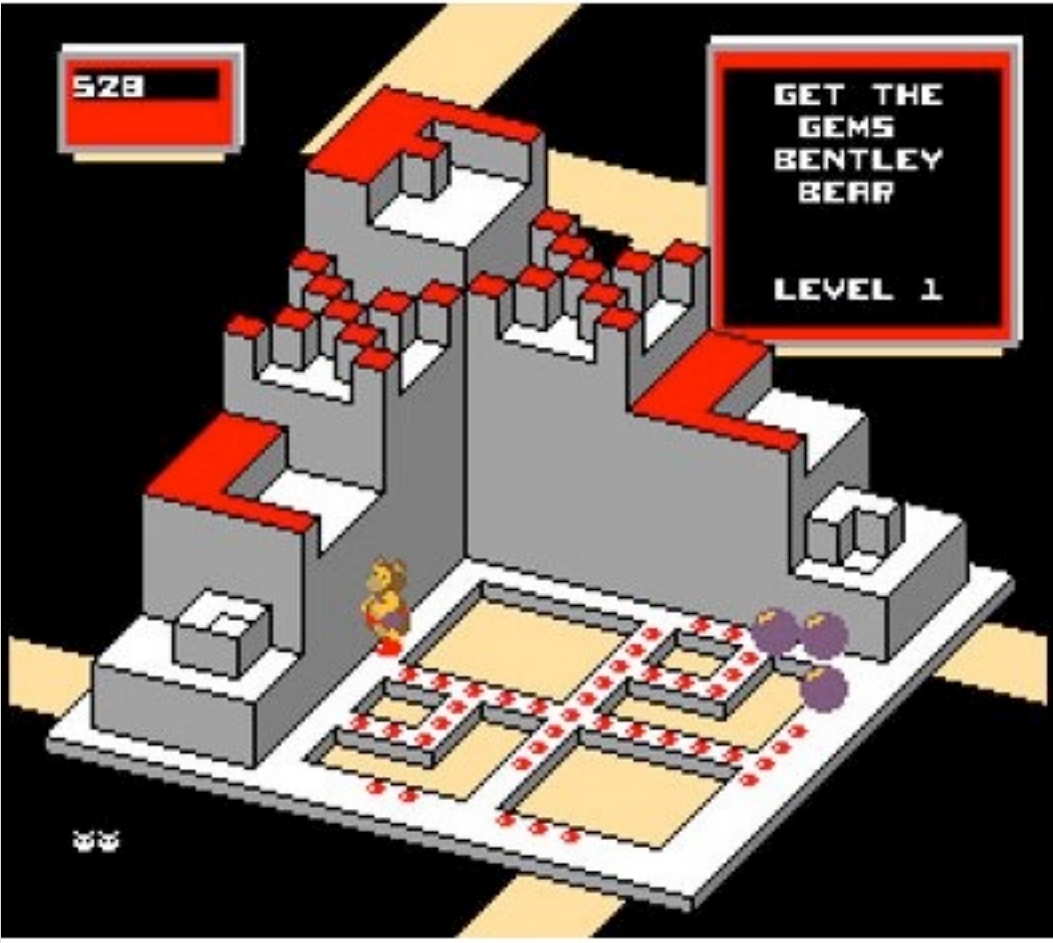
Filled Polygons:
Atari: I, Robot, 1983



Laserdisc
Cinematronics: Dragon's Lair, 1983



Adaption
Atari: Star Wars, 1983



Atari: Crystal Castles, 1983



Konami: Track & Field, 1984



Data East: Karate Champ, 1984



Lebensanzeige
Dragon Buster, 1984

Gauntlet



4-Spieler-Kooperation
Atari: Gauntlet, 1985

Outrun



Individuelle Musik
Out Run, 1986



Street Fighter



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

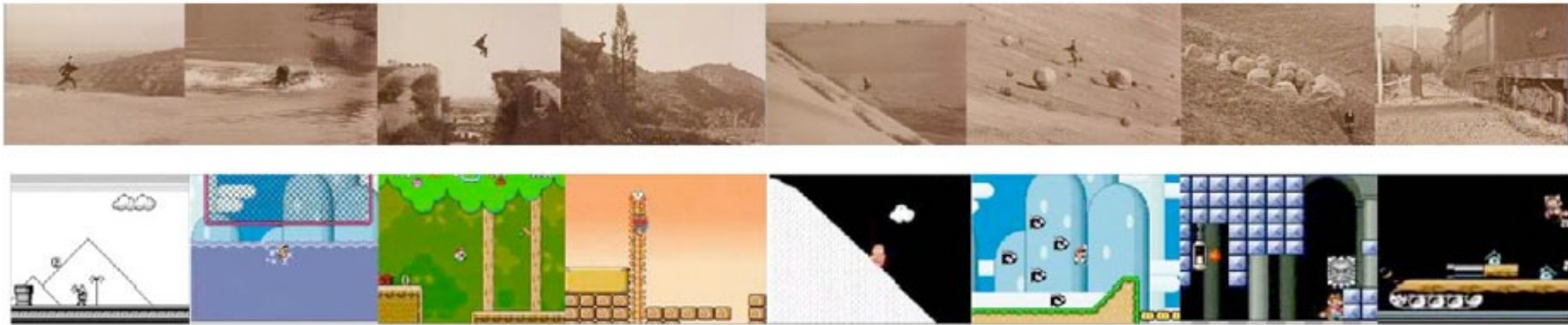


Metal Gear, 1987



Castlevania, 1987

Gameplay Visualisierung



»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

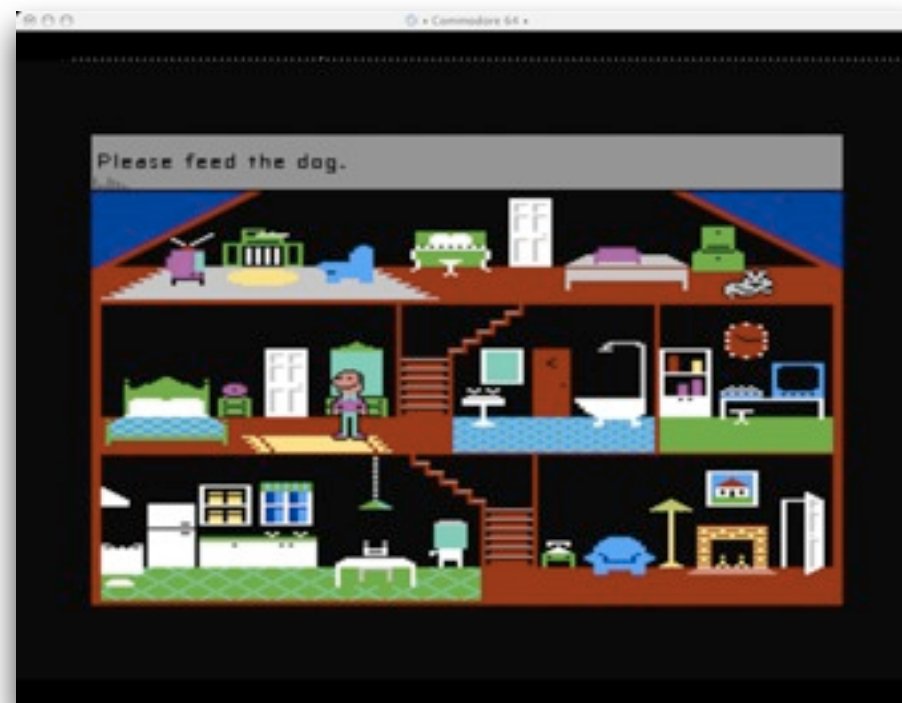


1985-1994

Homecomputer



Open World
Elite, 1984



Artificial Life
Little Computer People, 1985



Echtzeit-Rollenspiel
Dungeon Master, 1987

Point & Click Adventure



Maniac Mansion
1987

Netzwerkspiele



Graphical MMO
Air Warrior, 1986 (PC)

LAN-Spiel



MIDI Maze

1987

8-Bit-Ästhetik

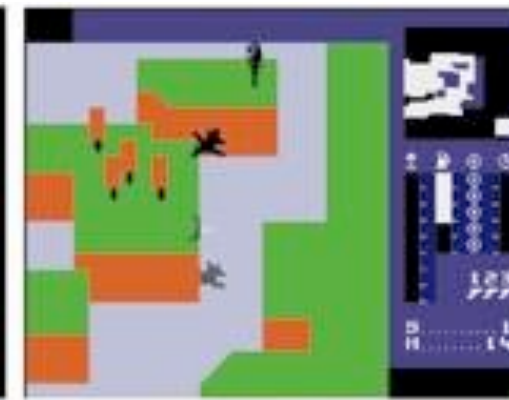
<http://www.siggraph.org/publications/newsletter/v32n2/contributions/collins.html>

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



(a)



(b)



(c)



(d)



(e)



(f)



(g)



(h)



(i)

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.