

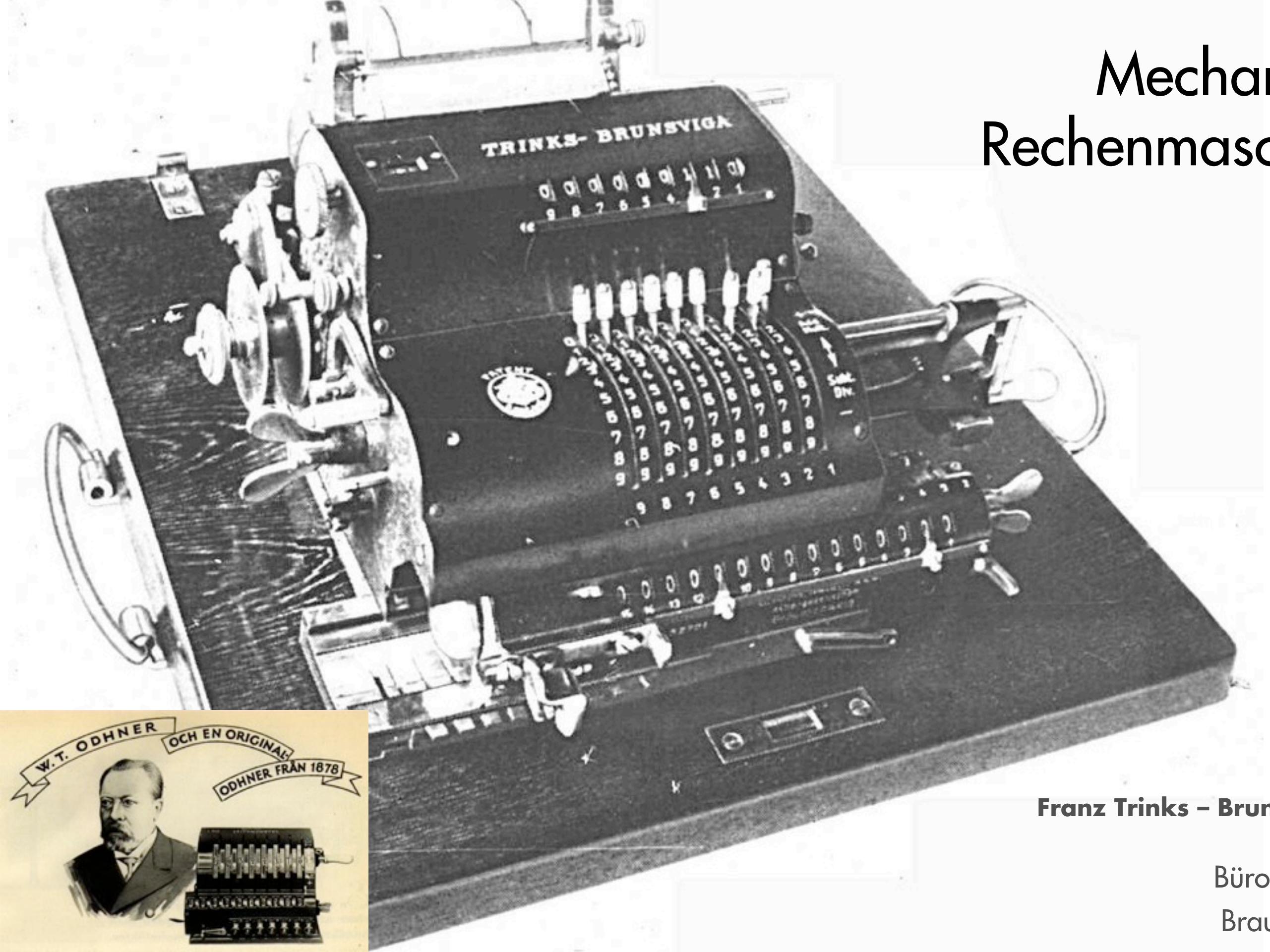
Geschichte und Ästhetik von Film, Fernsehen und Neuen Medien II

02. 1945-1960

Prof. Dr. Jochen Koubek

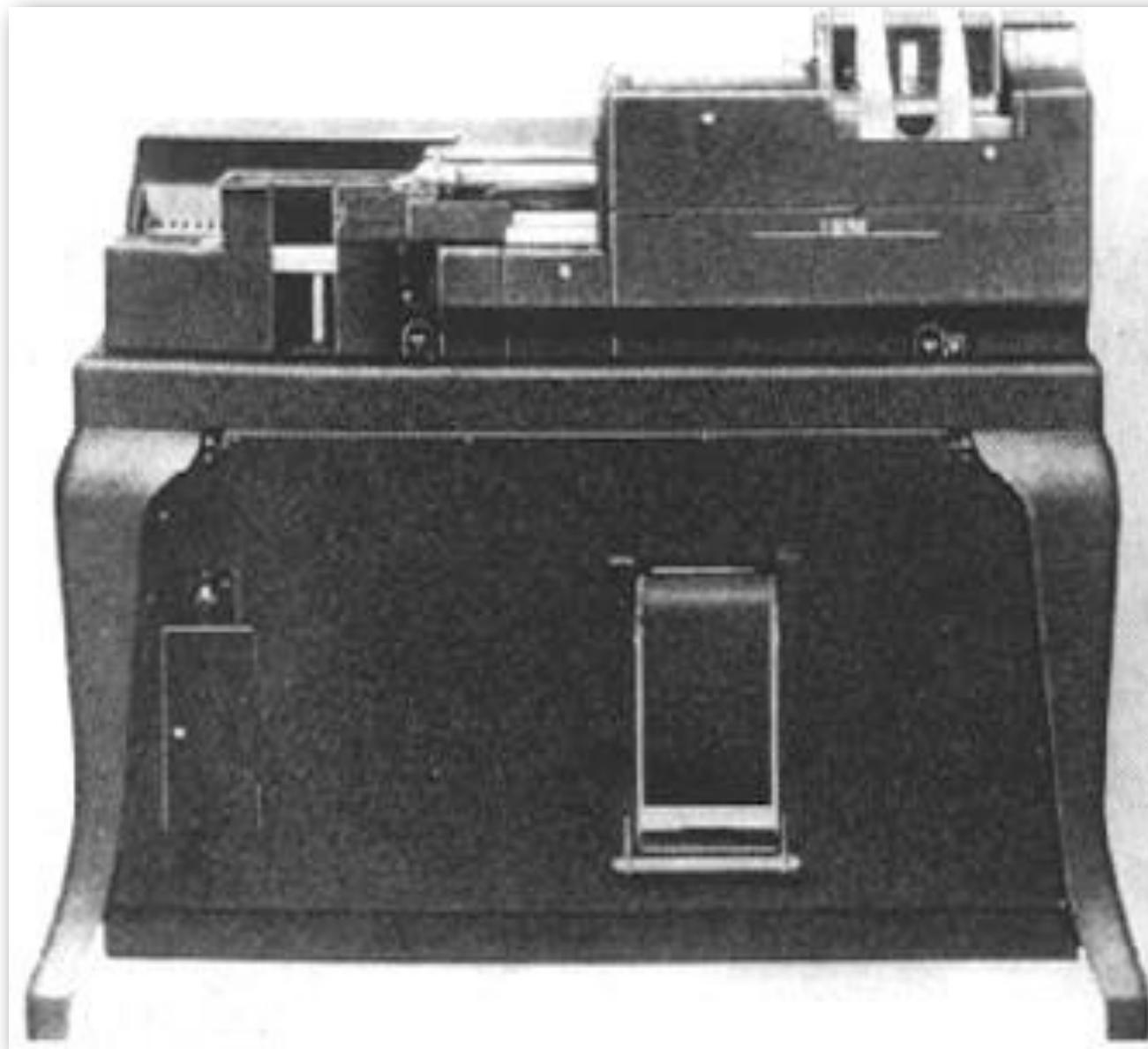


Mechanische Rechenmaschinen



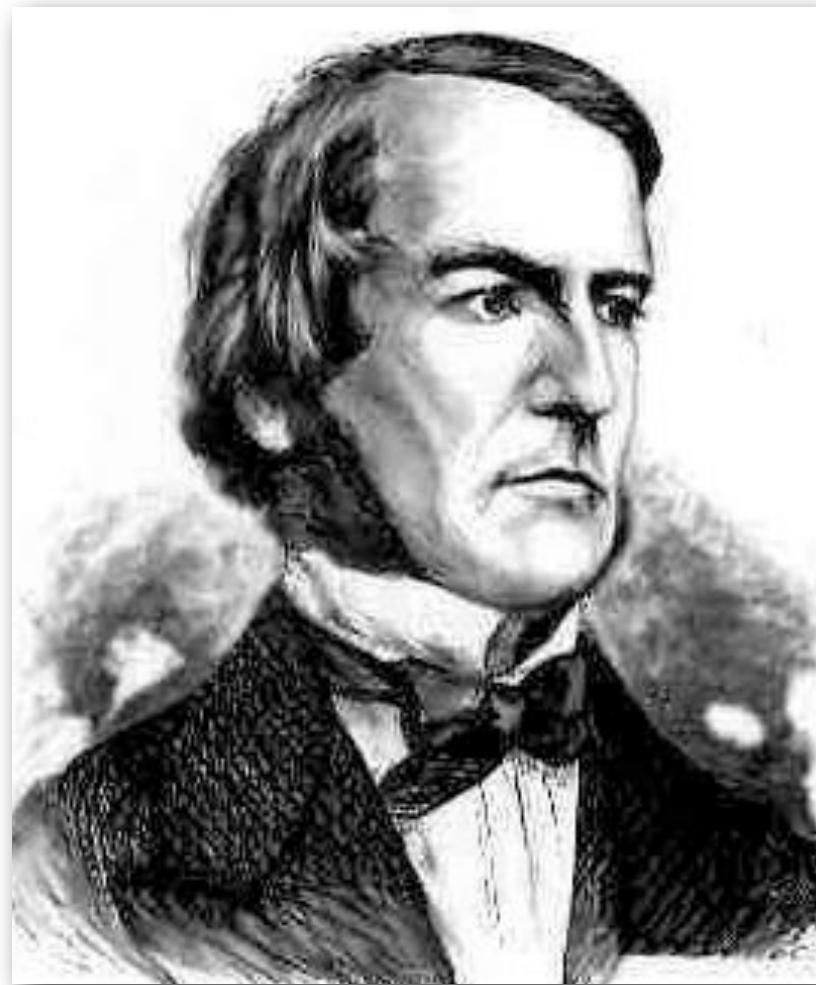
Franz Trinks – Brunsviga, Grimme,
Natalis & Co.
Bürorechenmaschine
Braunschweig 1892

Automatische Rechenmaschinen



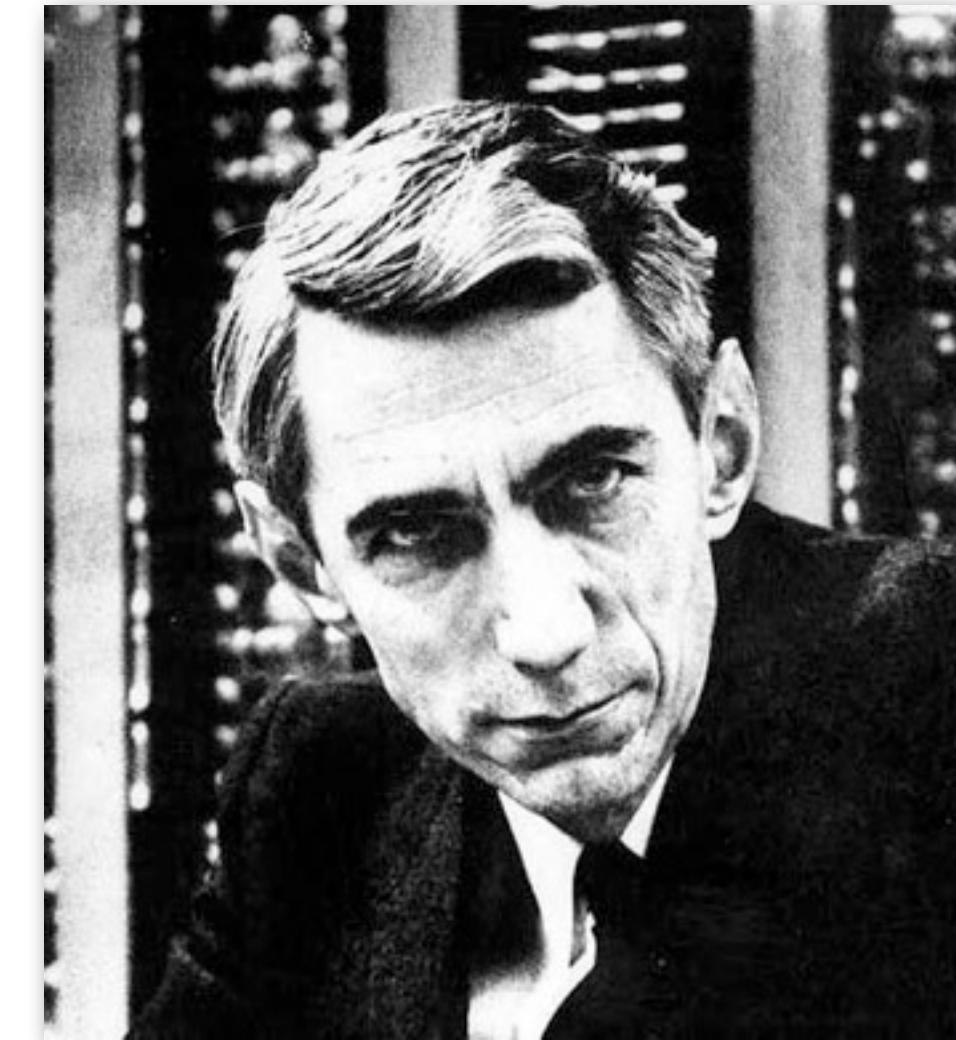
IBM 601, Multiplikator auf Lochkartenbasis 1931

Digitaltechnik



George Boole (1815-1864)

The Calculus of Logic, 1848



Claude Shannon (1916-2001)

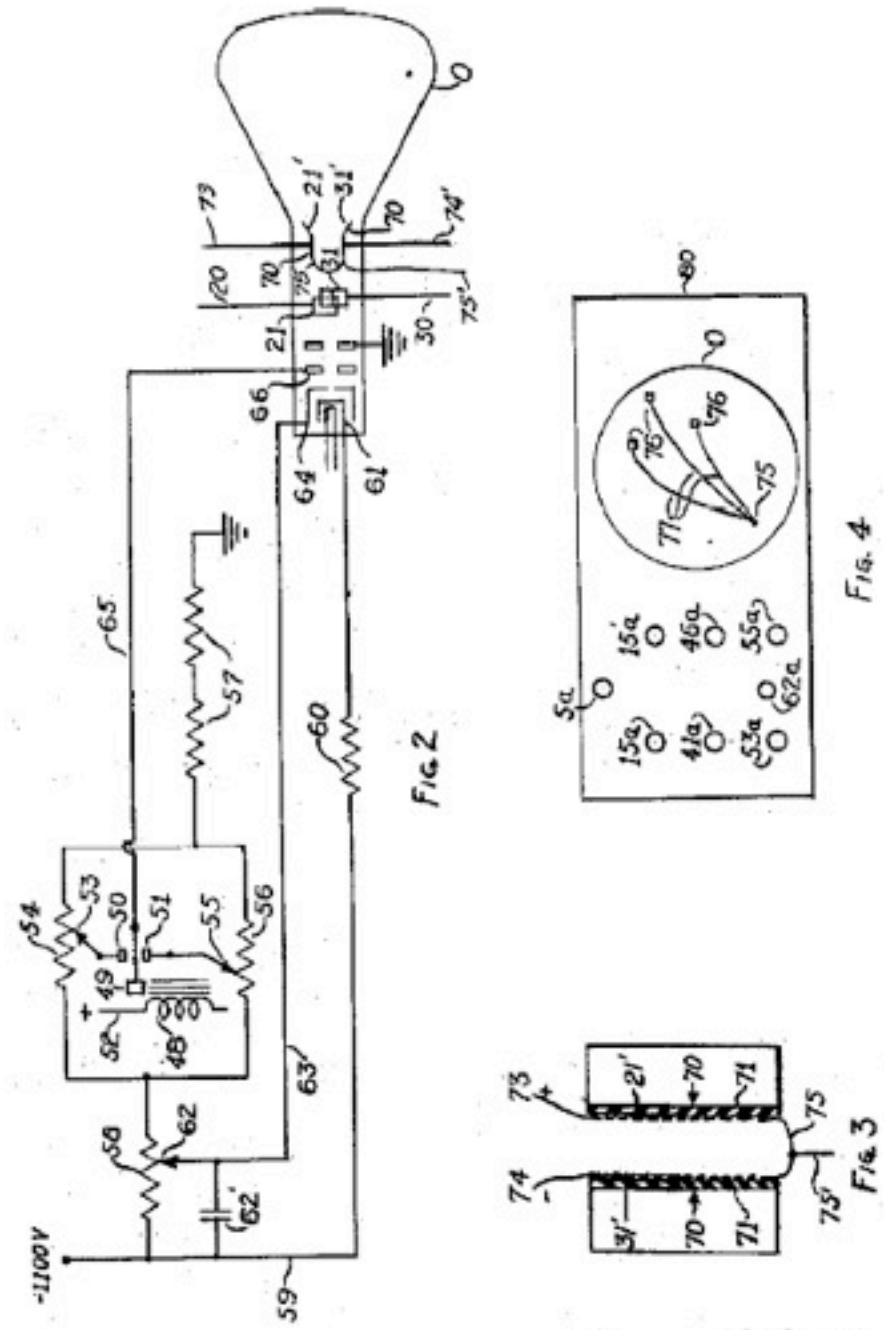
A Symbolic Analysis of Relay and Switching Circuits, 1937

A Machine for Playing the Game NIM



<http://www.youtube.com/watch?v=2NWnmvMOqS0>

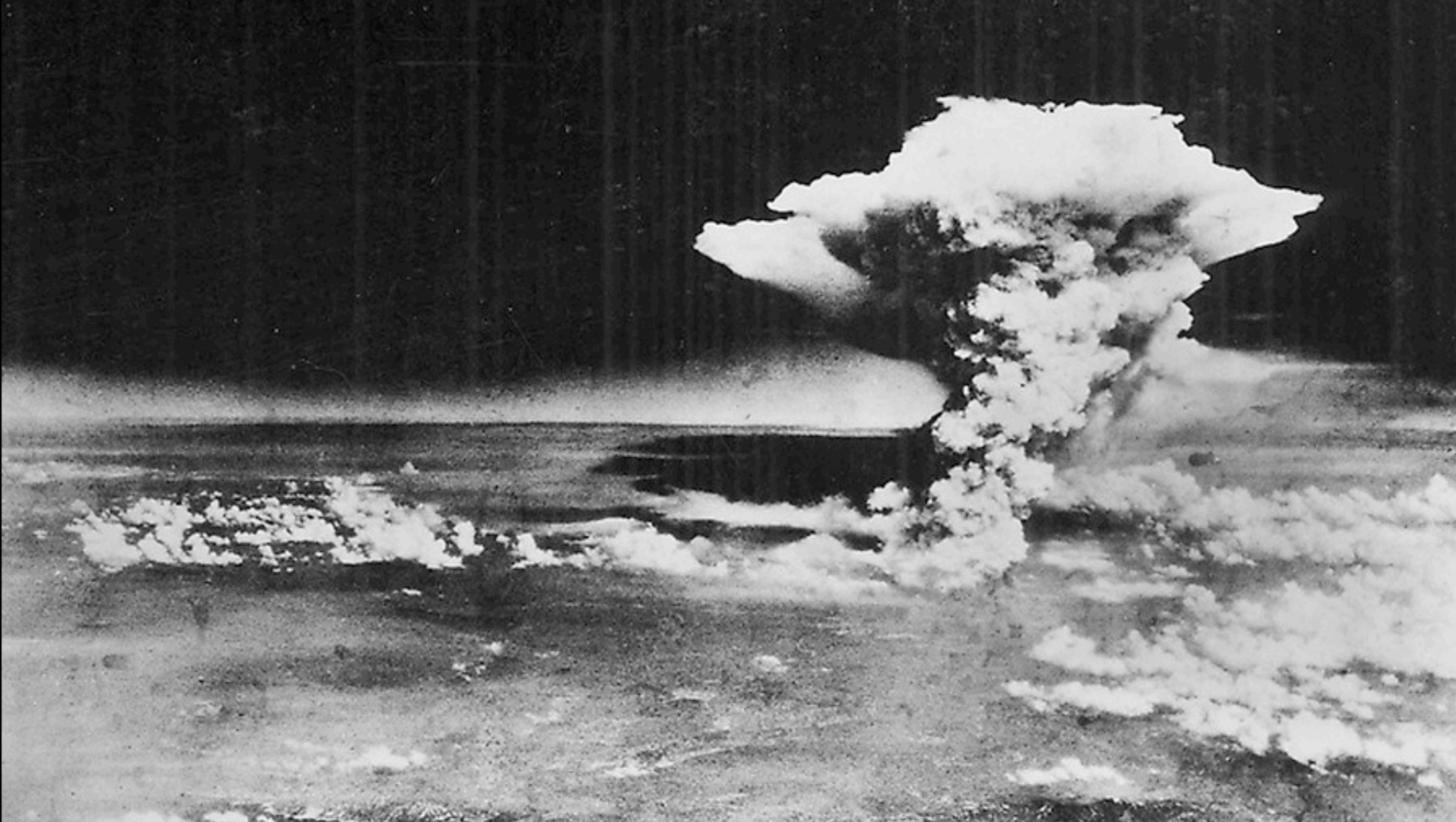
Raymond Redheffer, 1942 MIT



Computer und Kriegstechnologie

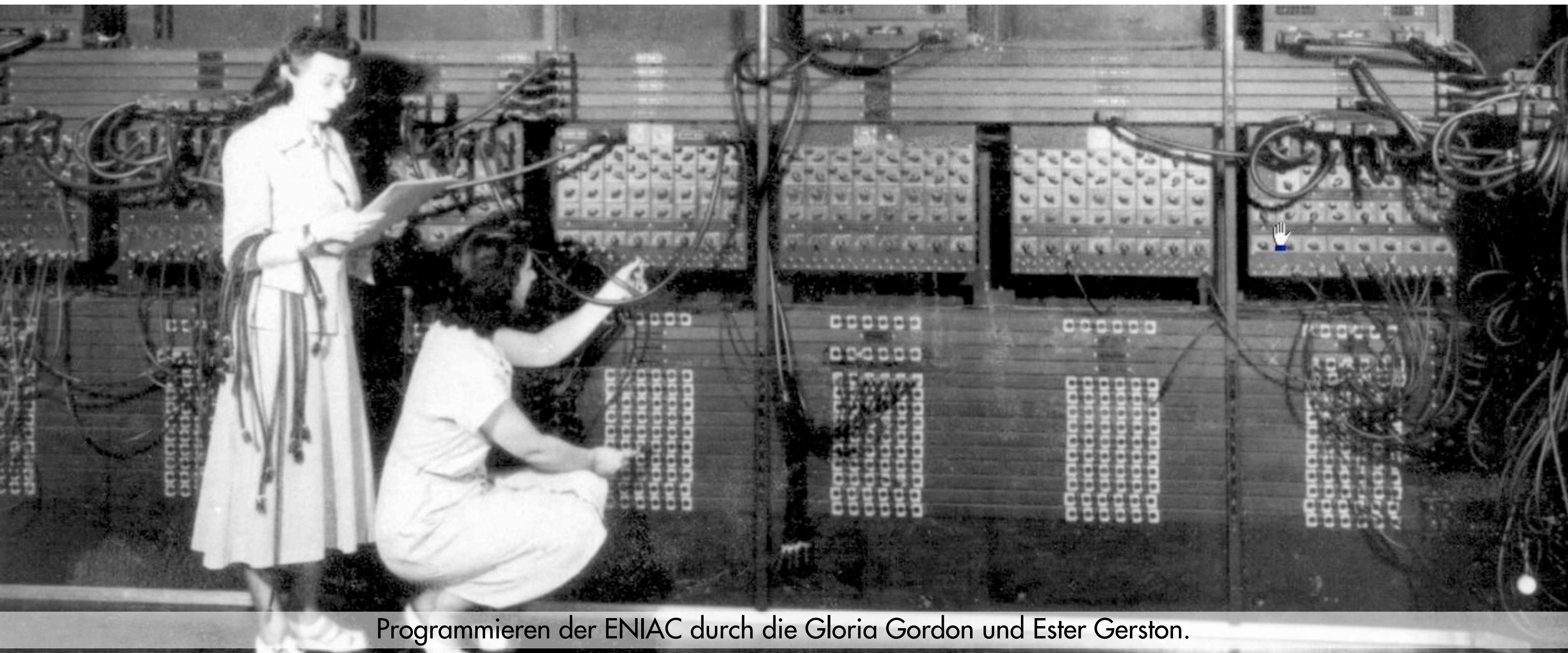


ENIAC, ab 1942



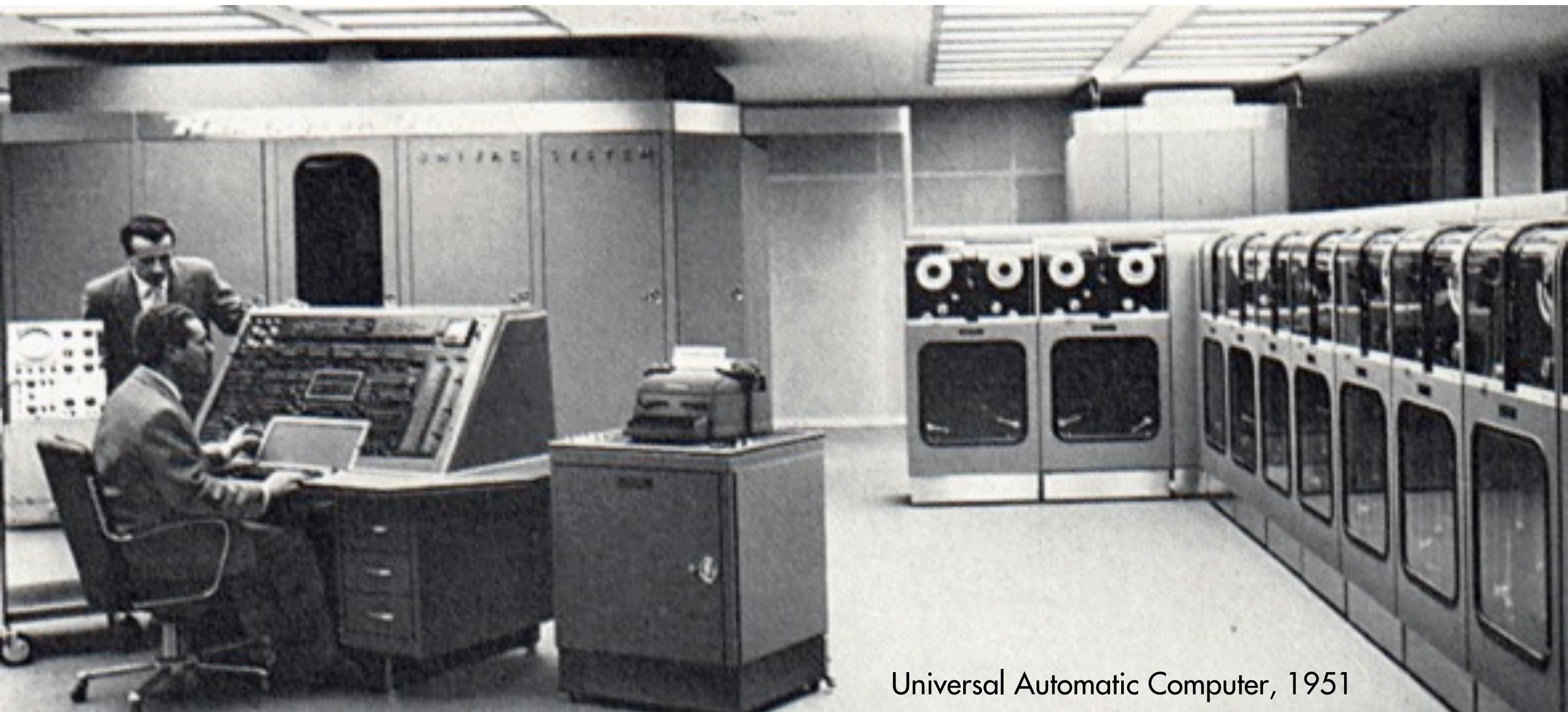
Universalmaschine

In Auseinandersetzung mit der ENIAC hatte sich Anfang der 50er Jahre die Architektur für die Universalmaschine Computer durchgesetzt, die bis zur Einführung von Mehrkernprozessoren Bestand hatte.



Programmieren der ENIAC durch die Gloria Gordon und Ester Gerston.

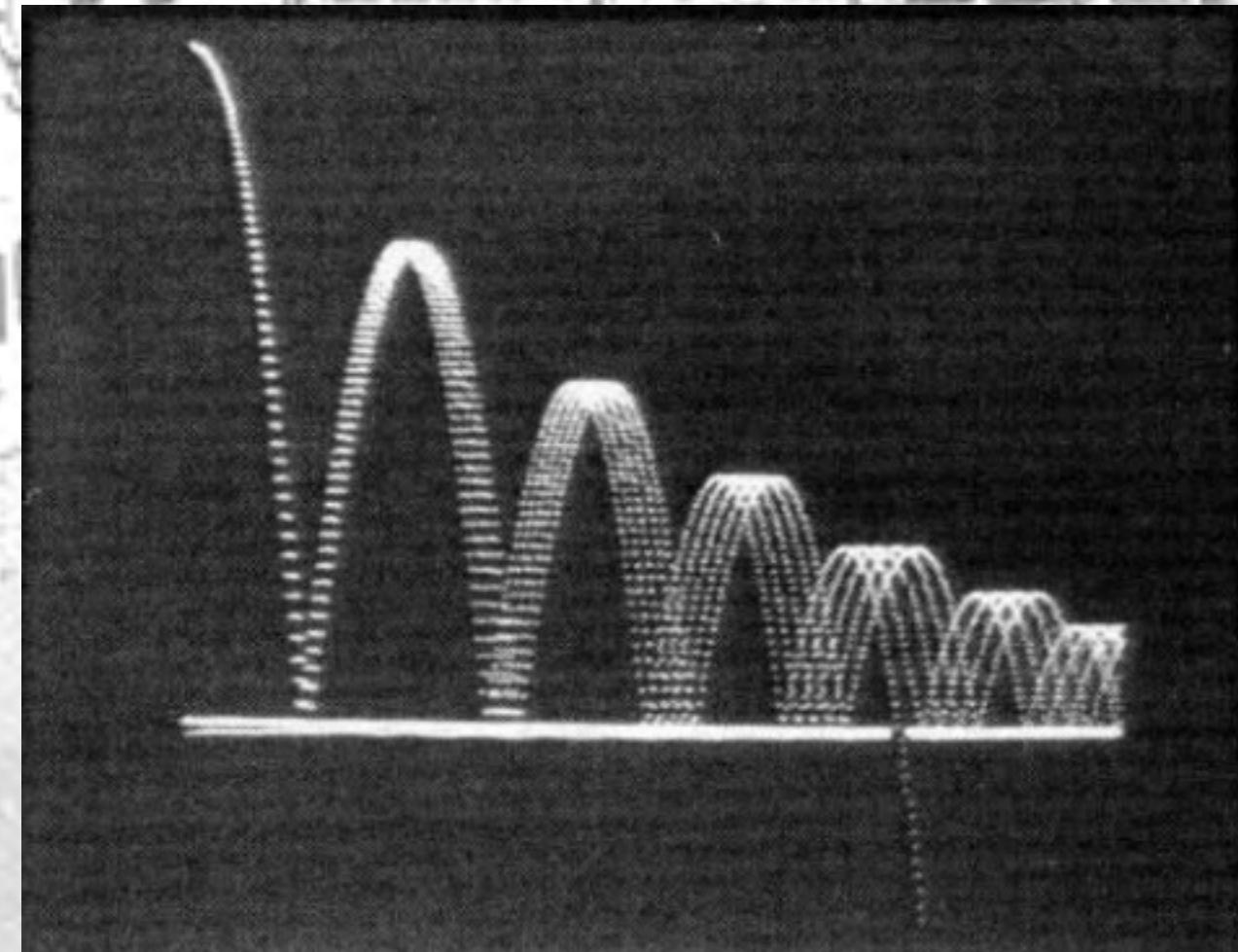
UNIVAC



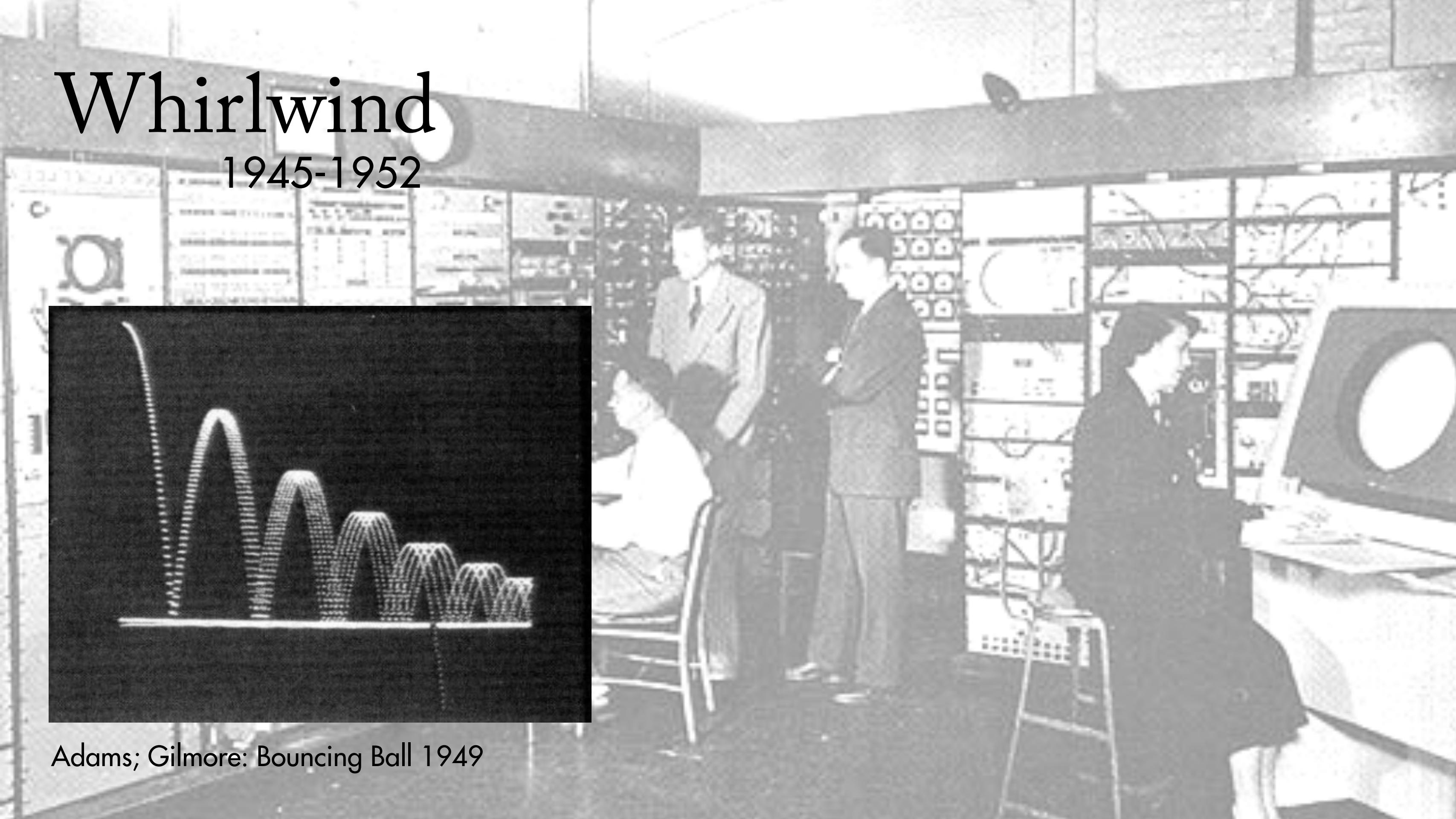
Universal Automatic Computer, 1951

Whirlwind

1945-1952



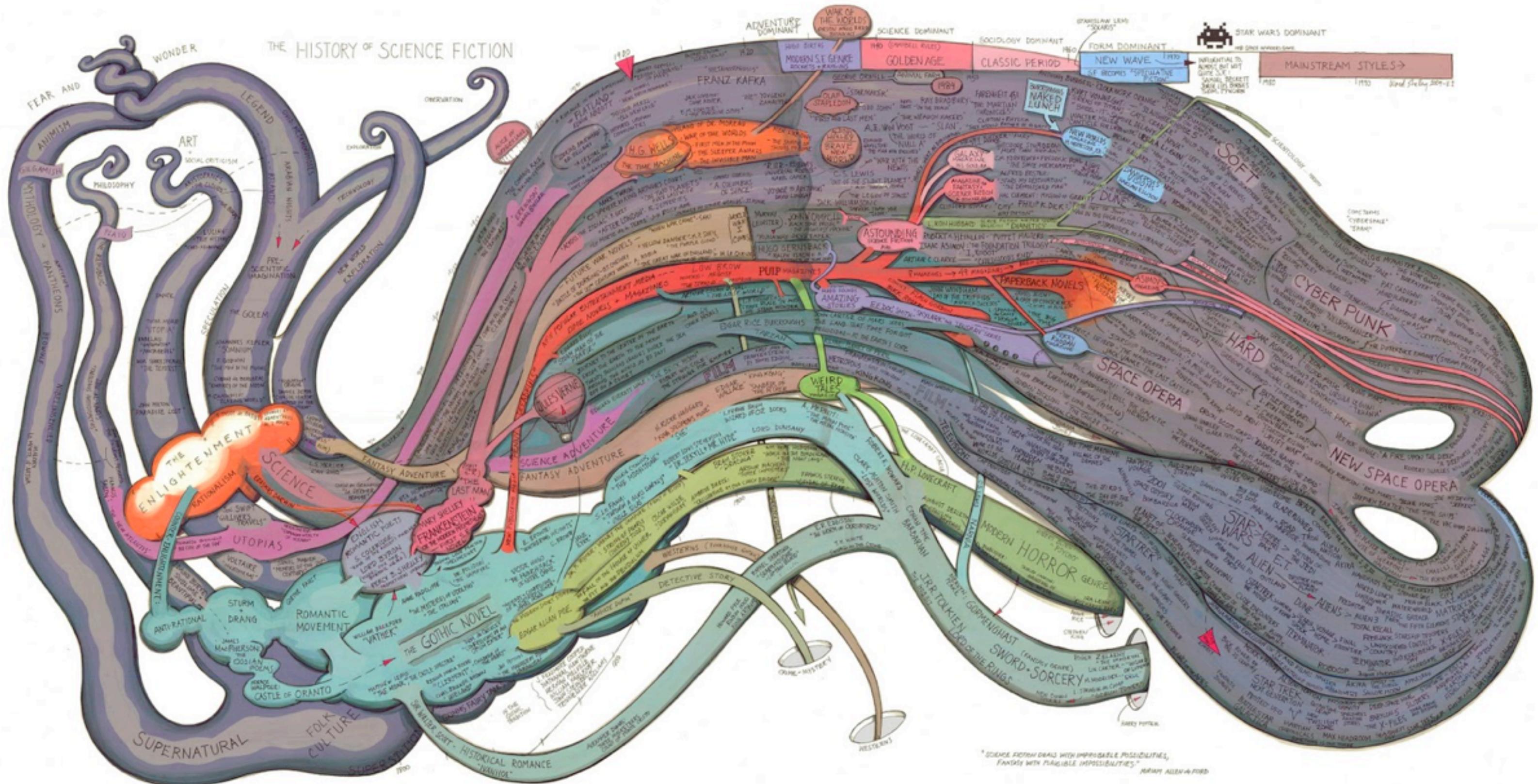
Adams; Gilmore: Bouncing Ball 1949



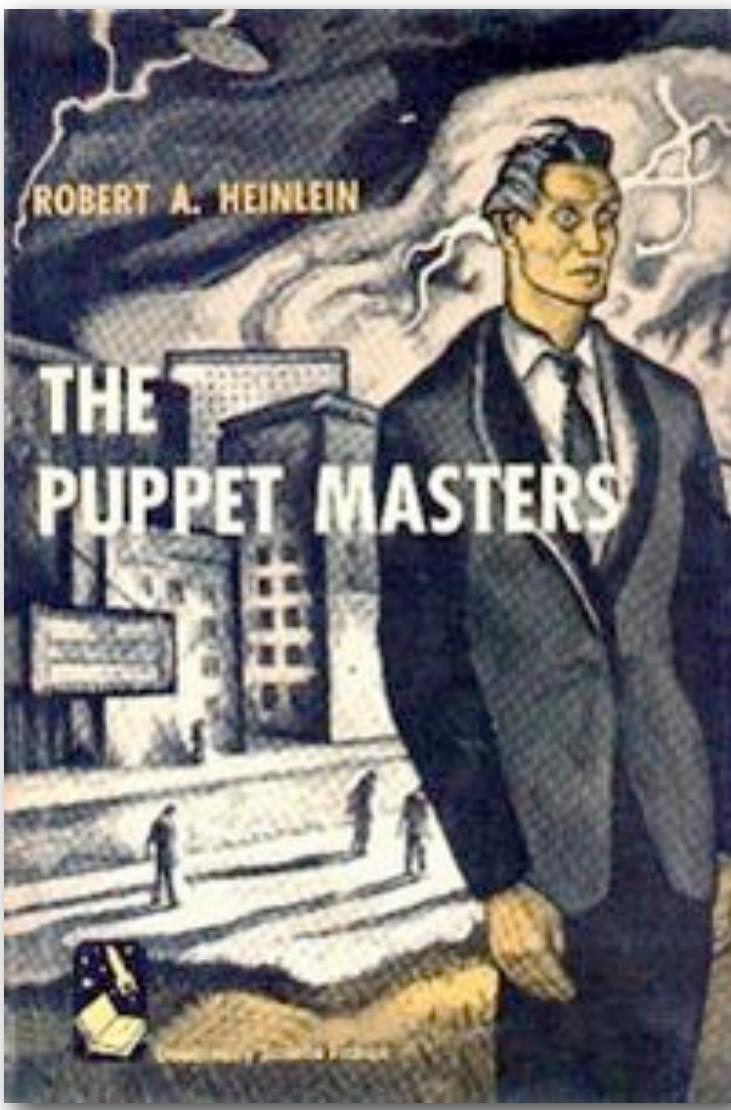
SAGE

Semi-Automatic Ground
Environment, ab 1952

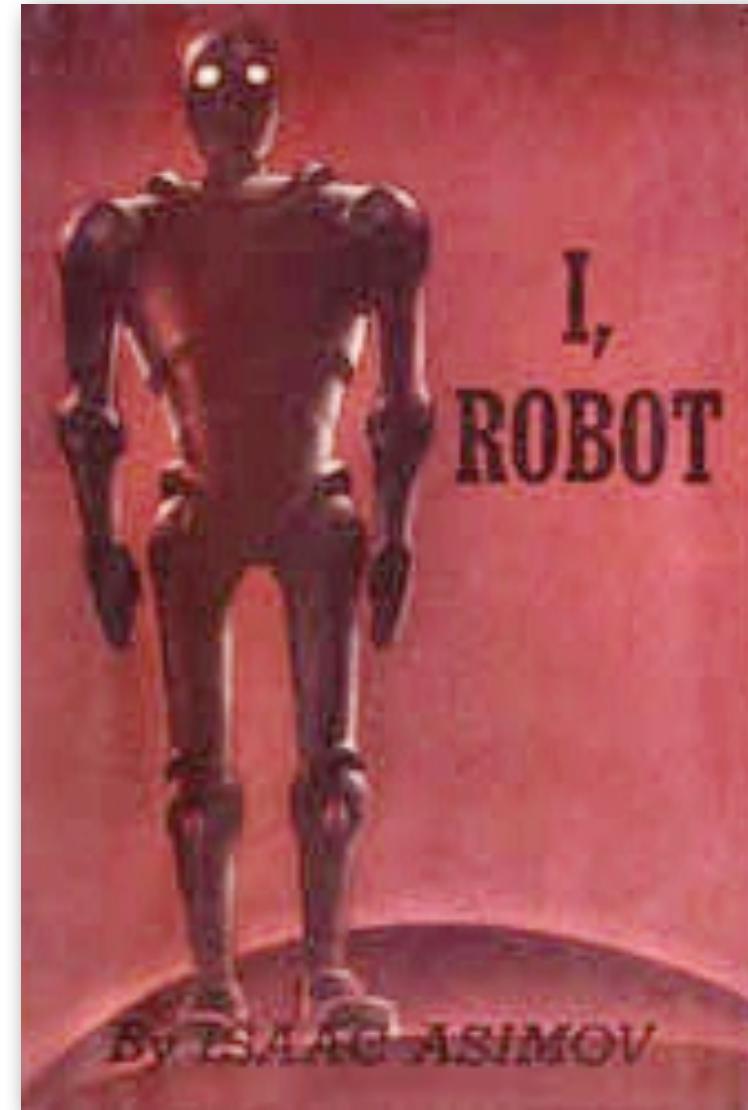




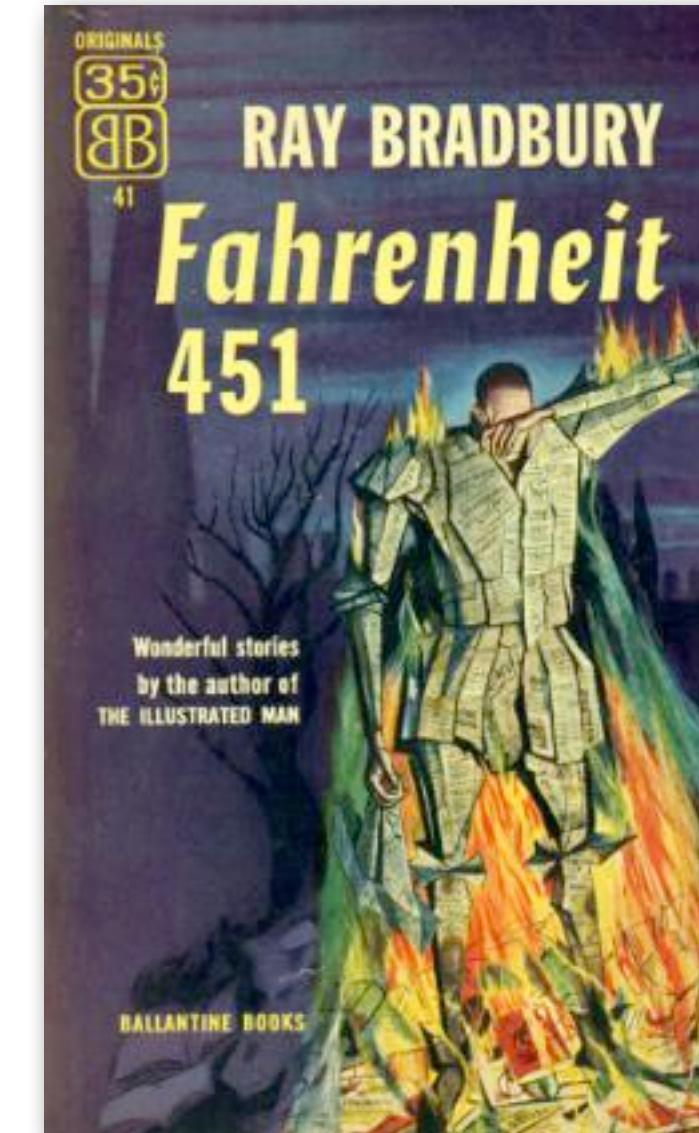
Golden Age of Science Fiction



1950

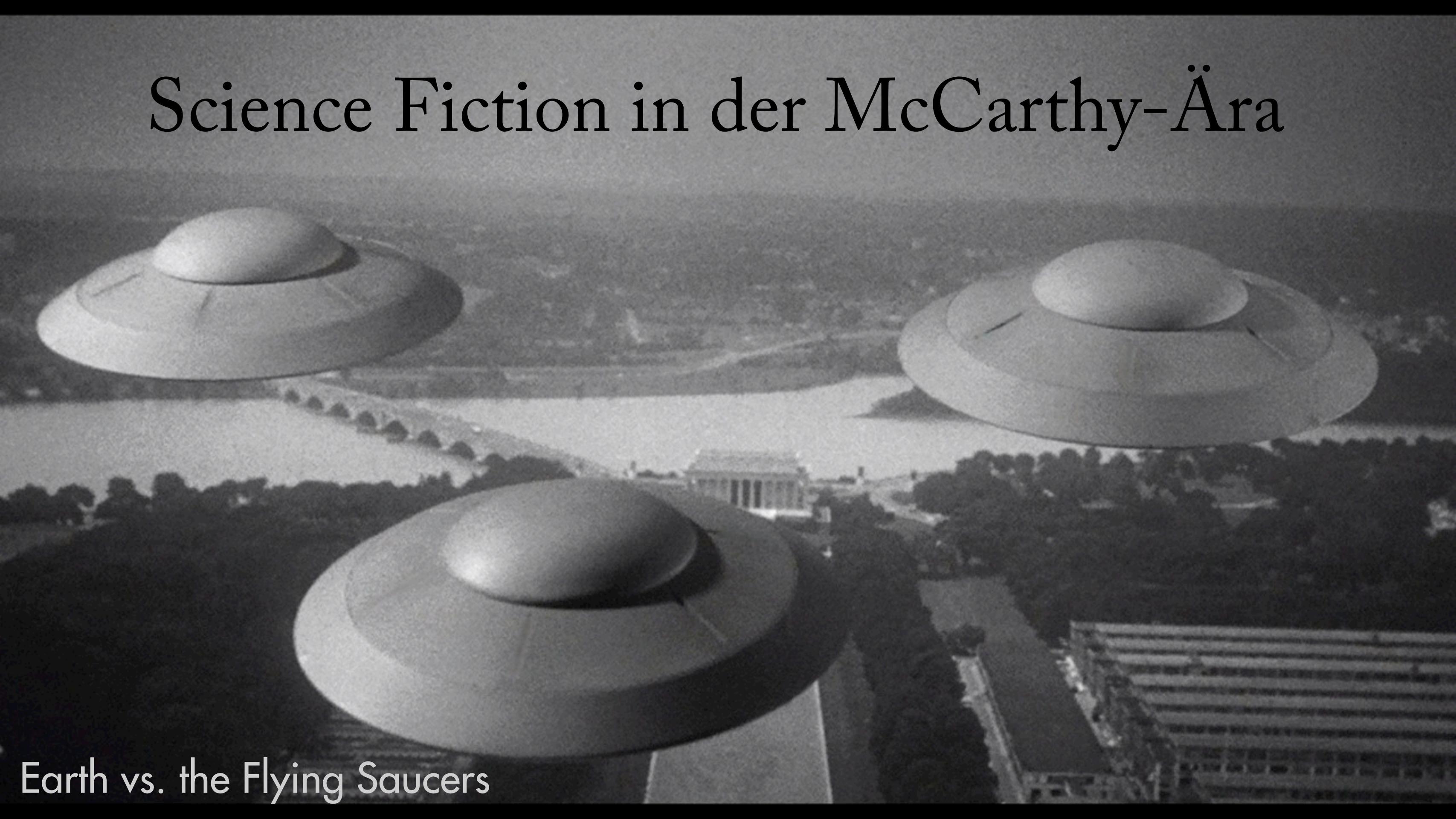


1951



1953

Science Fiction in der McCarthy-Ära



Earth vs. the Flying Saucers

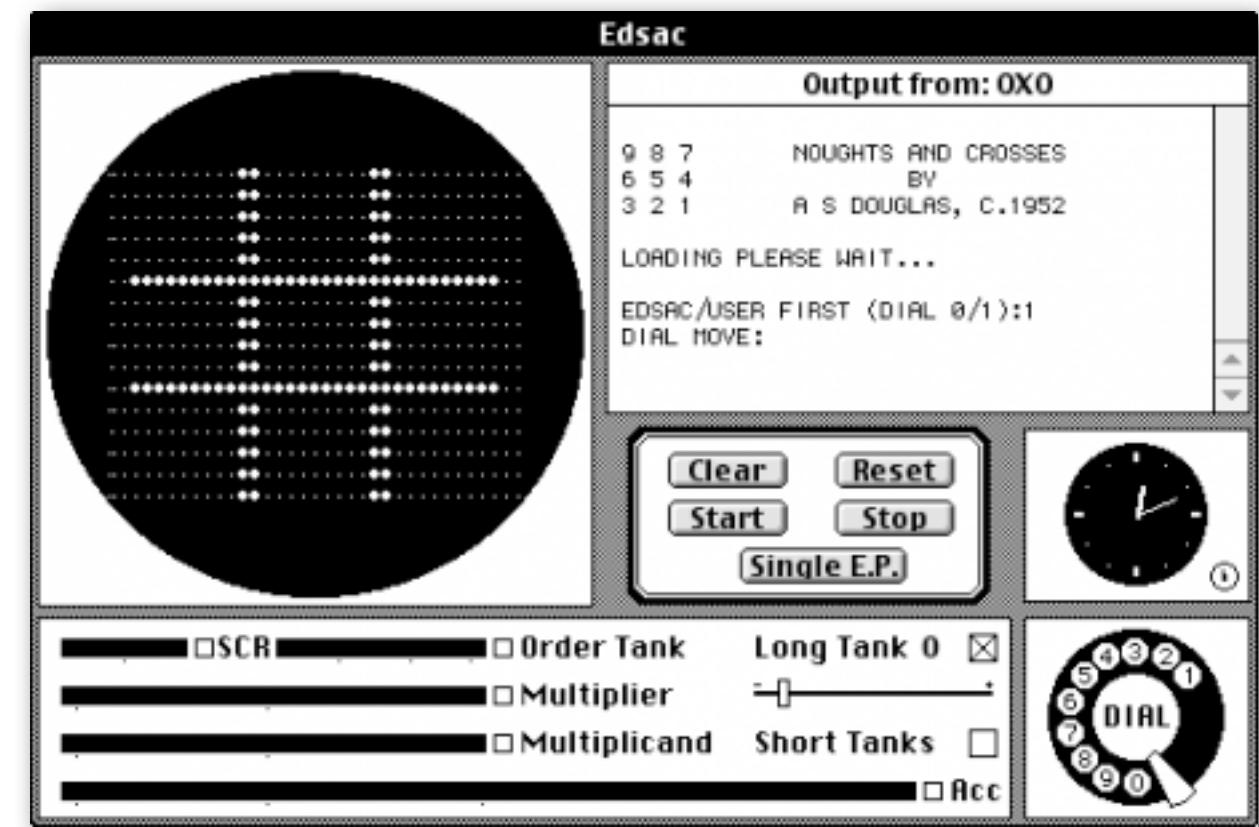
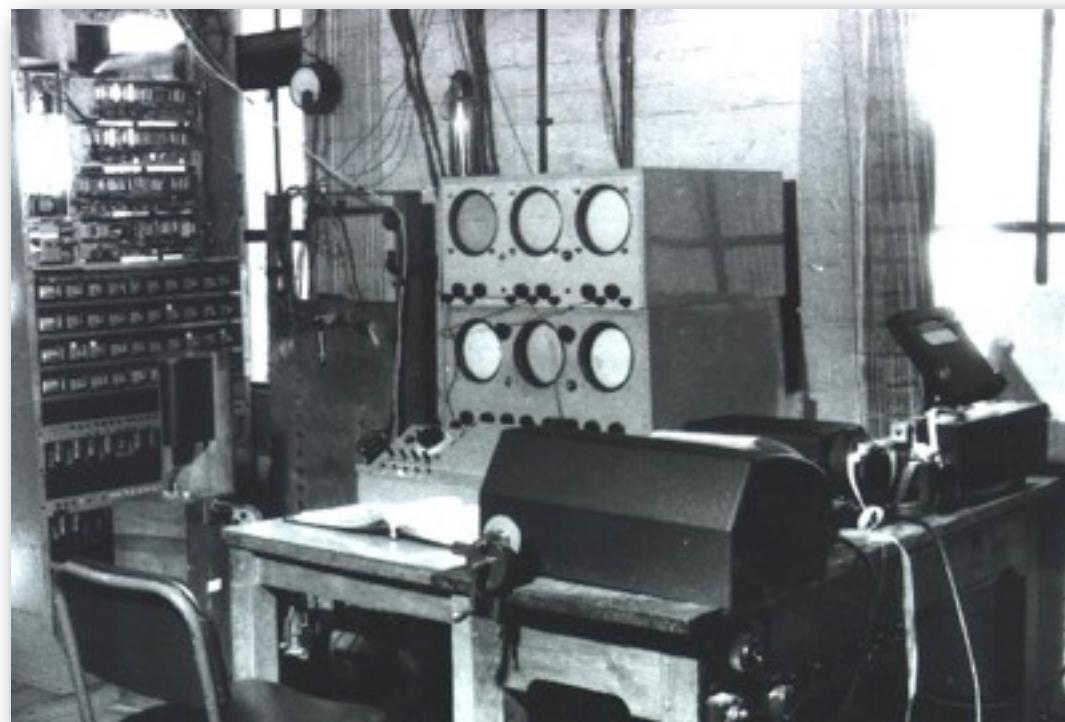


Nimrod



Ferranti, 1951

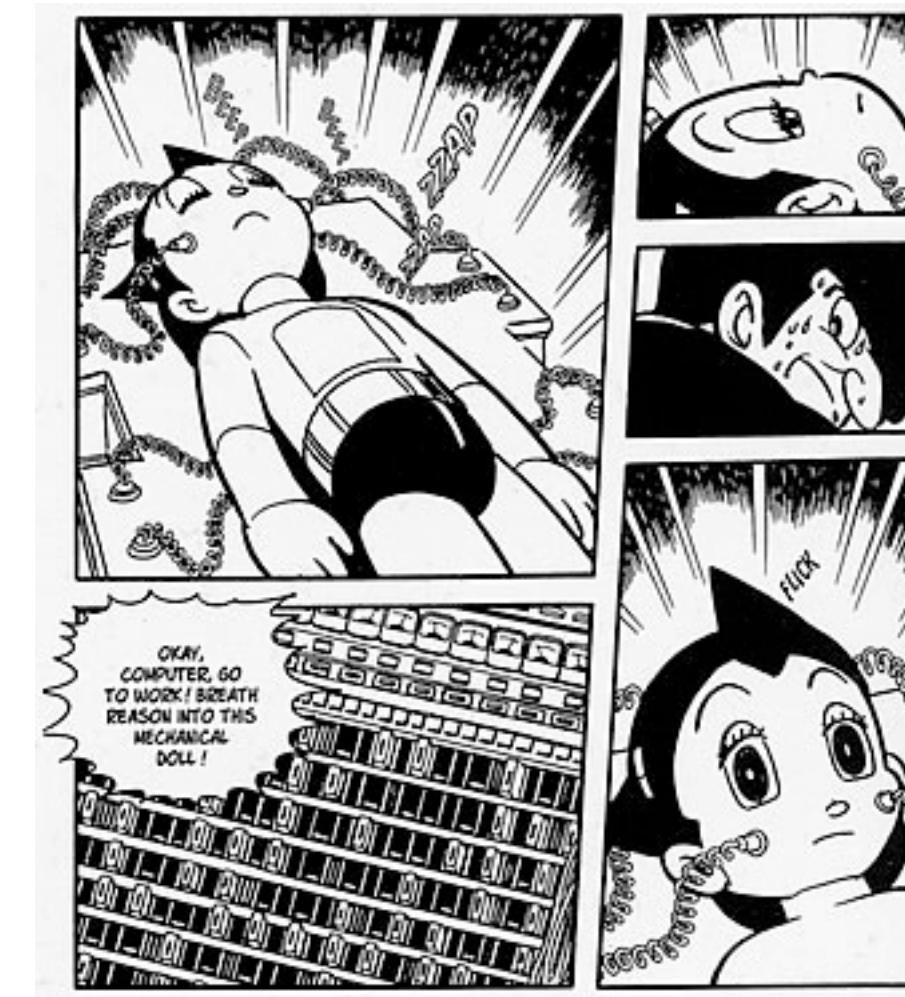
Noughts and Crosses (OXO)



Alexander Sandy Douglas,
1952 EDSAC



Manga



Osamu Tezuka: Astro Boy
ab 1952



Godzilla, 1954

THE
FELLOWSHIP
OF THE RING



J. R. R. TOLKIEN

1954

THE TWO
TOWERS

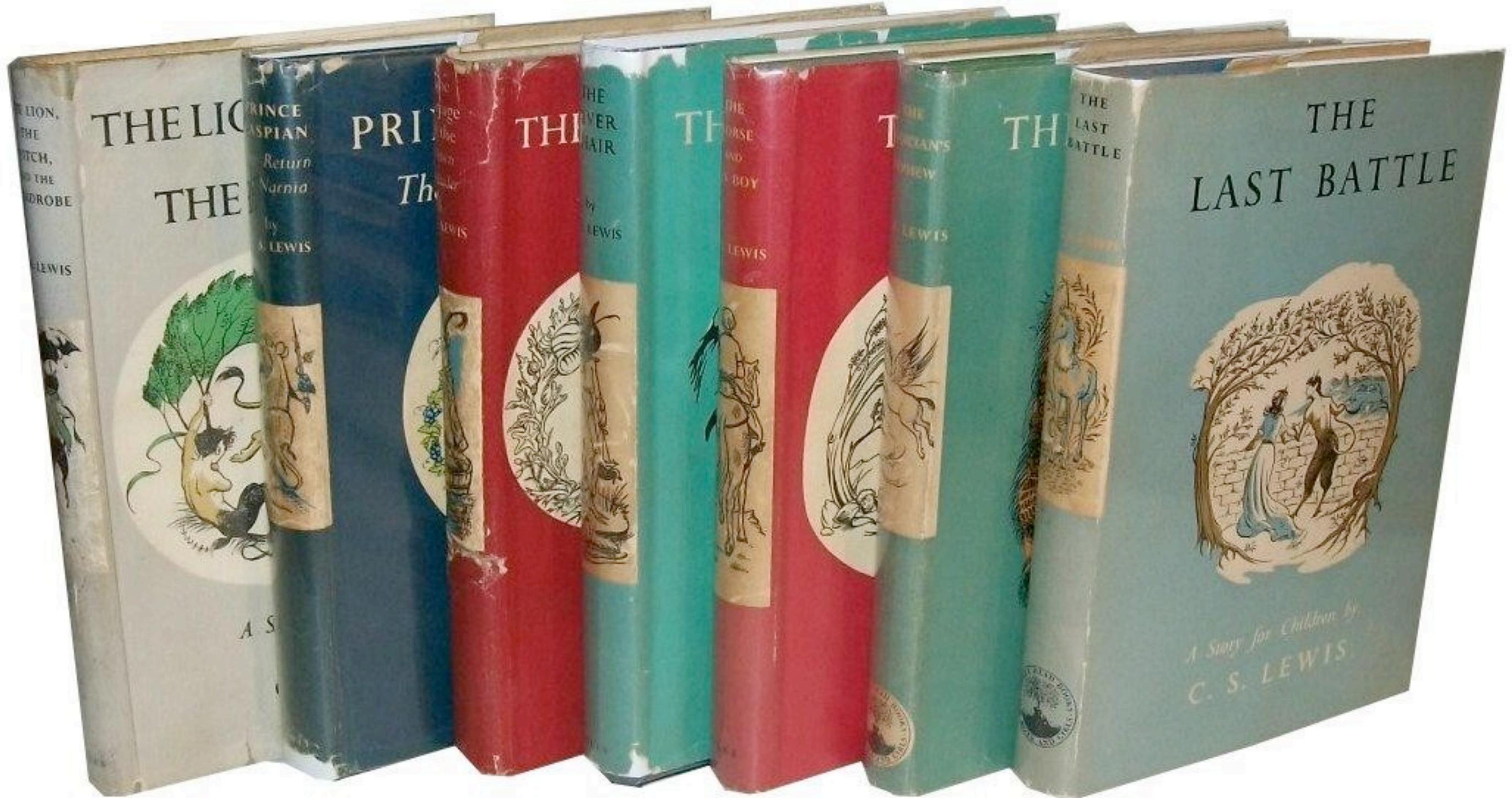


J. R. R. TOLKIEN

THE
RETURN OF
THE KING



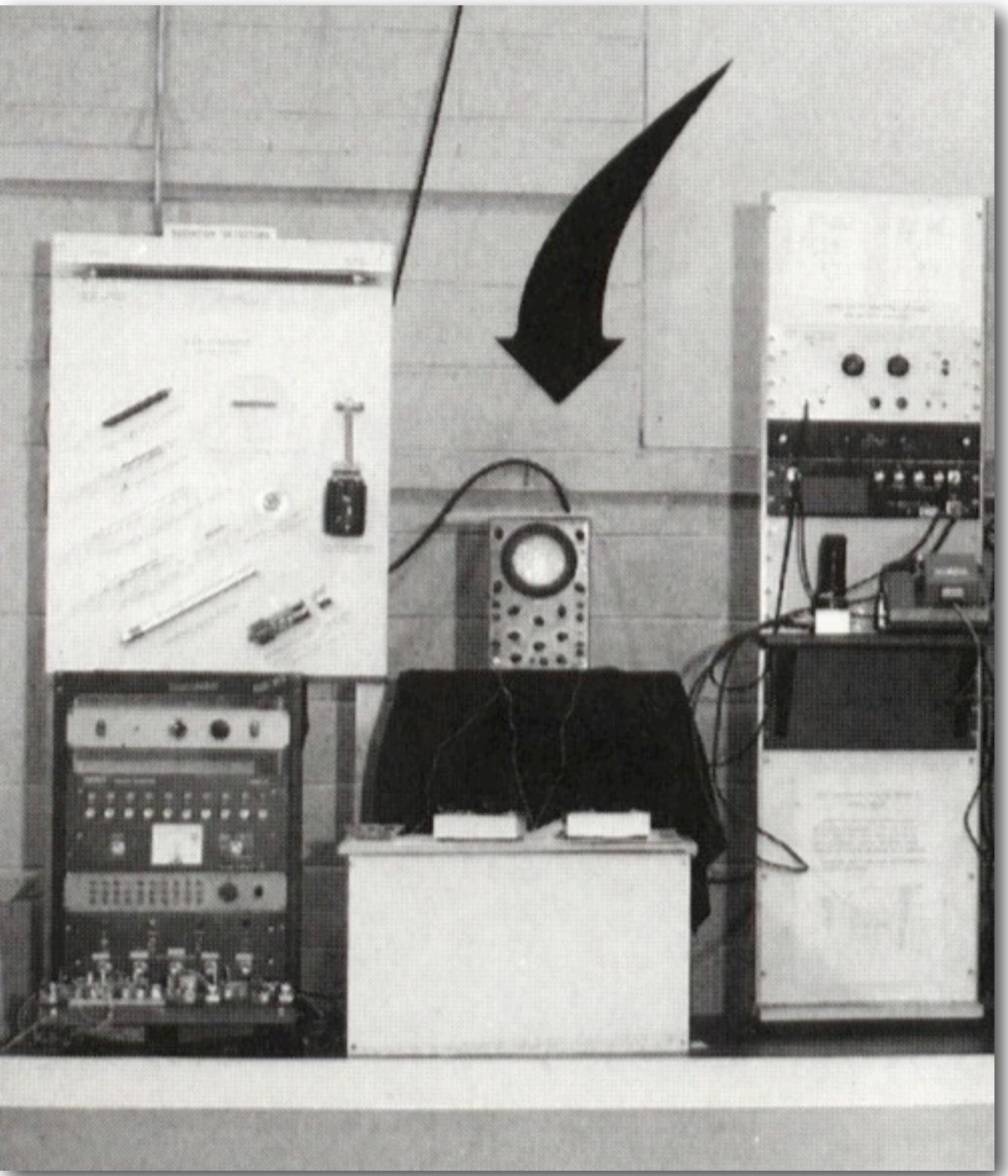
J. R. R. TOLKIEN



C. S. Lewis: *Chronicles of Narnia*, 1949-54

Der Sputnik-Schock, 1957





Tennis for Two :: 1958



William A. Higinbotham & Robert V. Dvorak, 1958