

Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

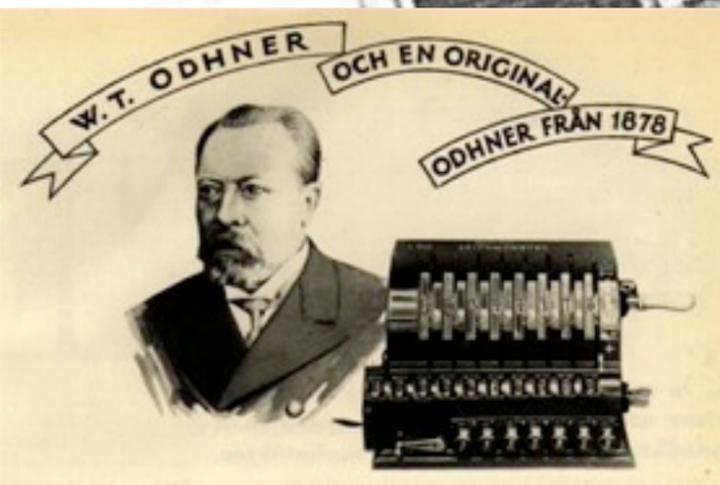
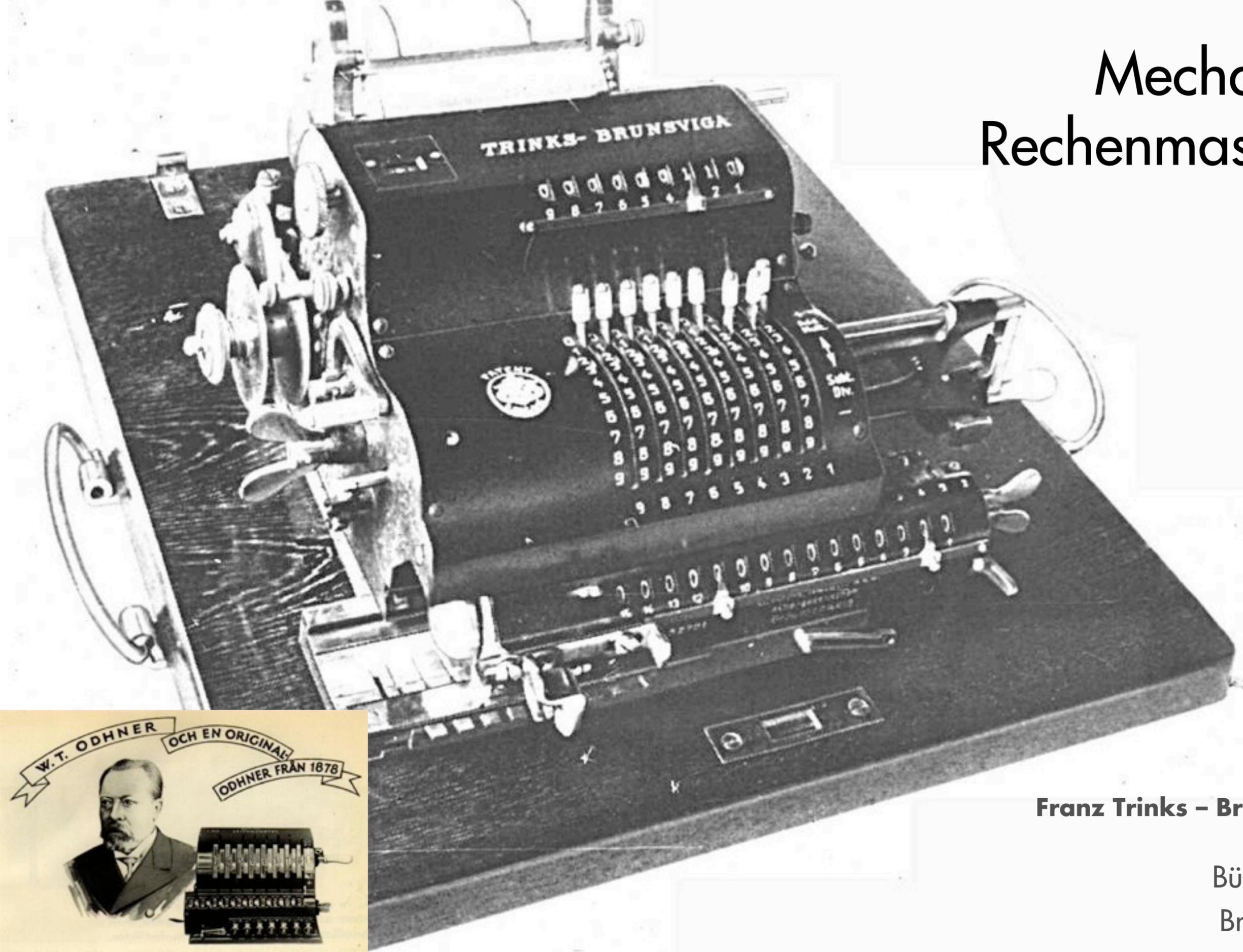
01 – Ursprünge

Prof. Dr. Jochen Koubek



Technikgeschichte

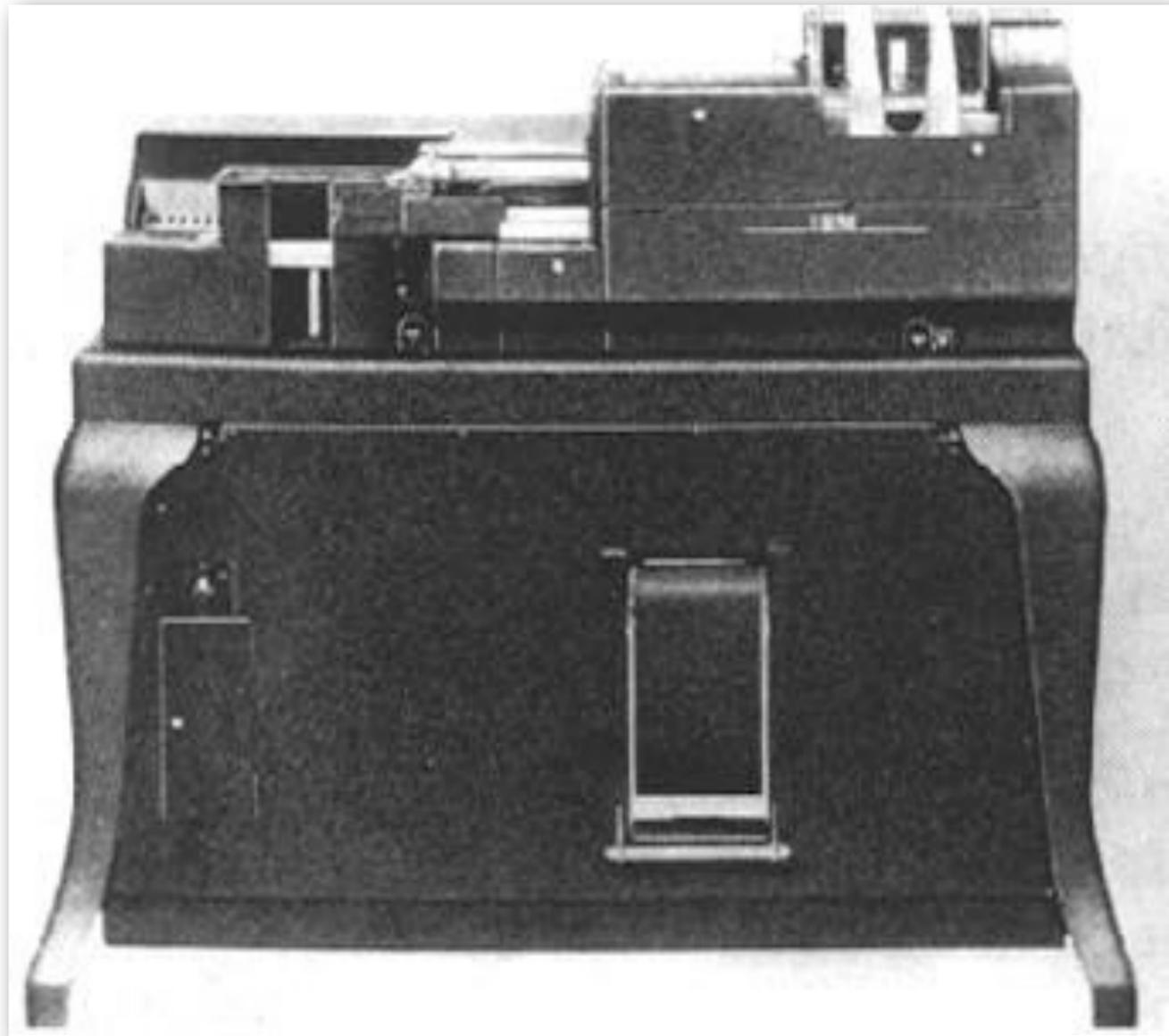
Mechanische Rechenmaschinen



**Franz Trinks - Brunsviga, Grimme,
Natalis & Co.**

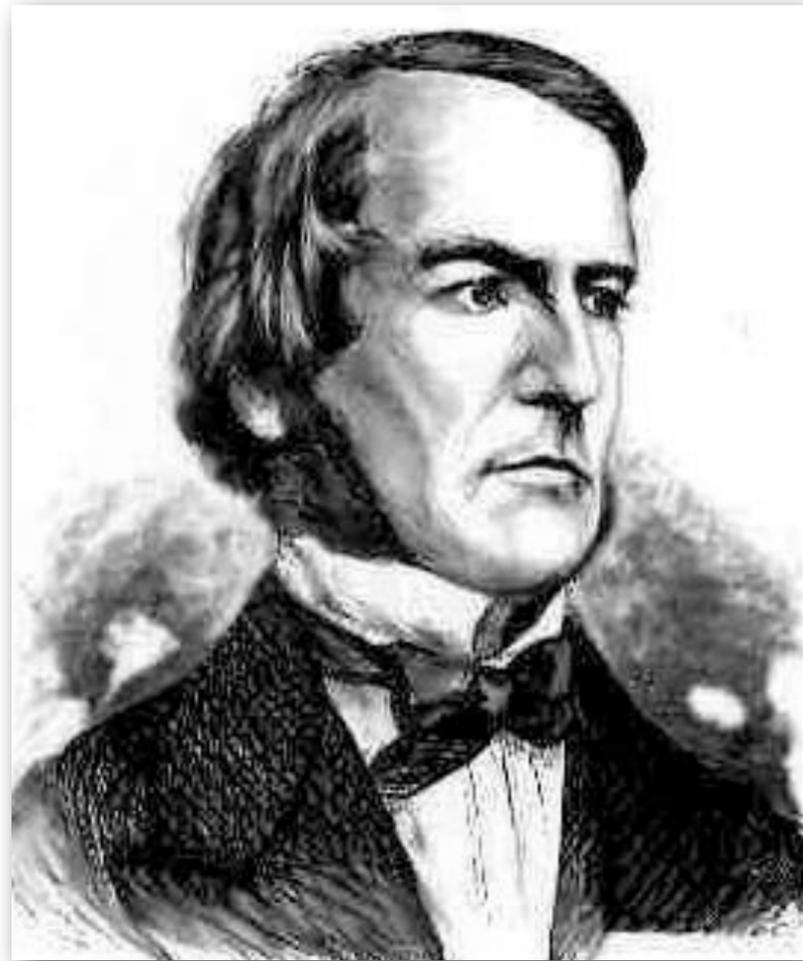
Bürorechenmaschine
Braunschweig 1892

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

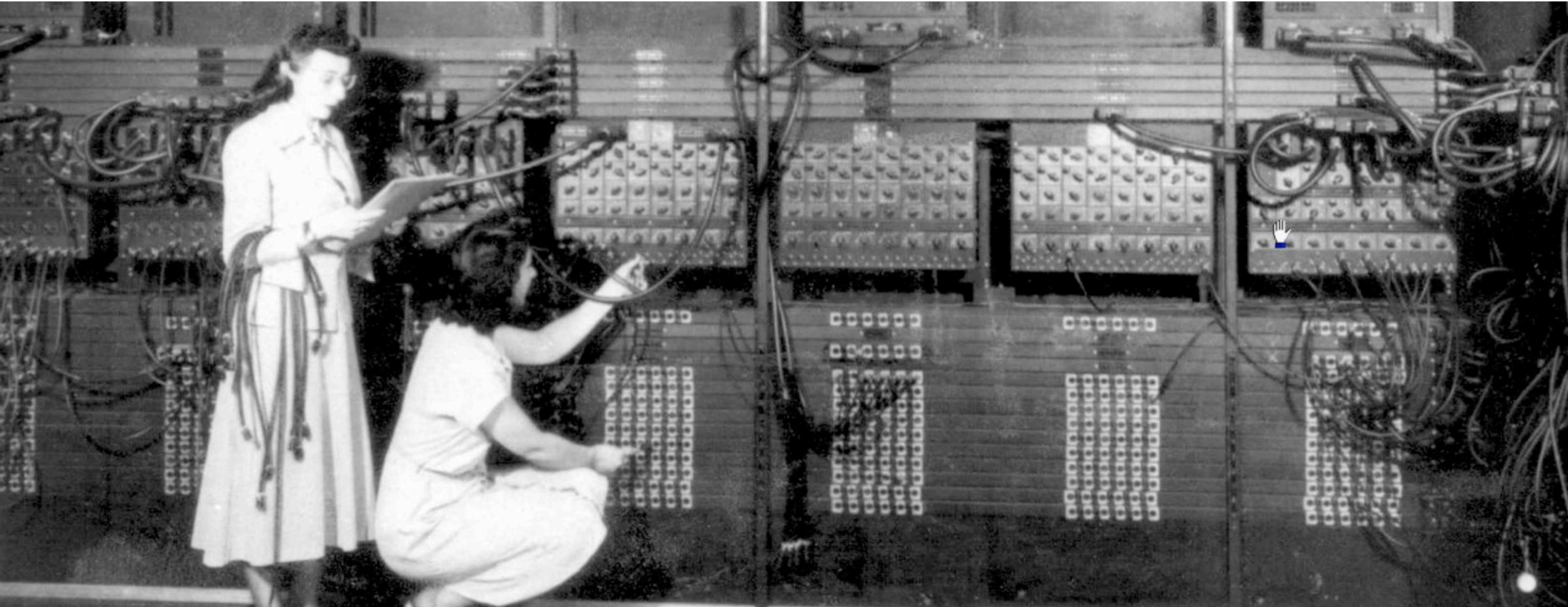
Computer und Kriegstechnologie



ENIAC, ab 1942

Universalmaschine

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



Programmieren der ENIAC durch die Gloria Gordon und Ester Gerston.

Kulturgeschichte der Audiovision und Narration

Industrialisierung und die Entzauberung der Welt



Das neue Imaginäre und die Wiederverzauberung der Welt



Fantasy

Das Erträumte



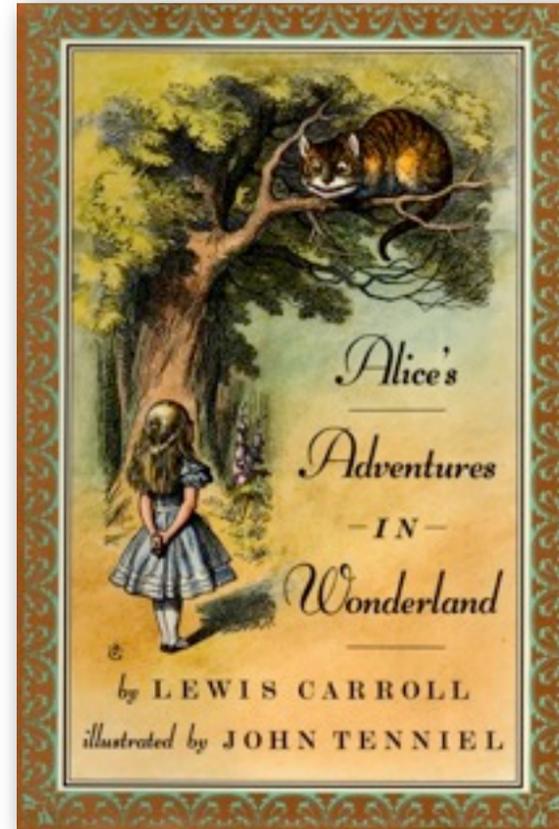
Fantasyliteratur



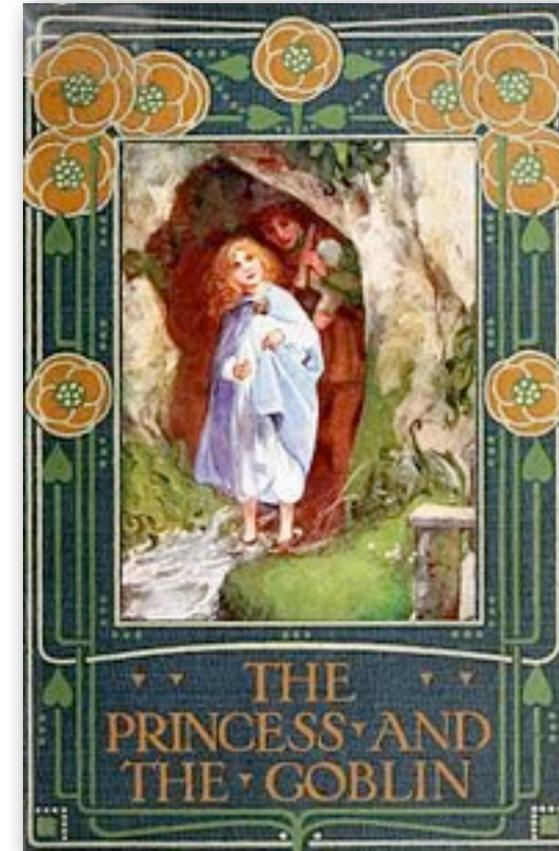
Johann und Jakob Grimm
Kinder- und Hausmärchen
1812



E.T.A. Hoffmann
Klein Zaches, genannt Zinnober
1819



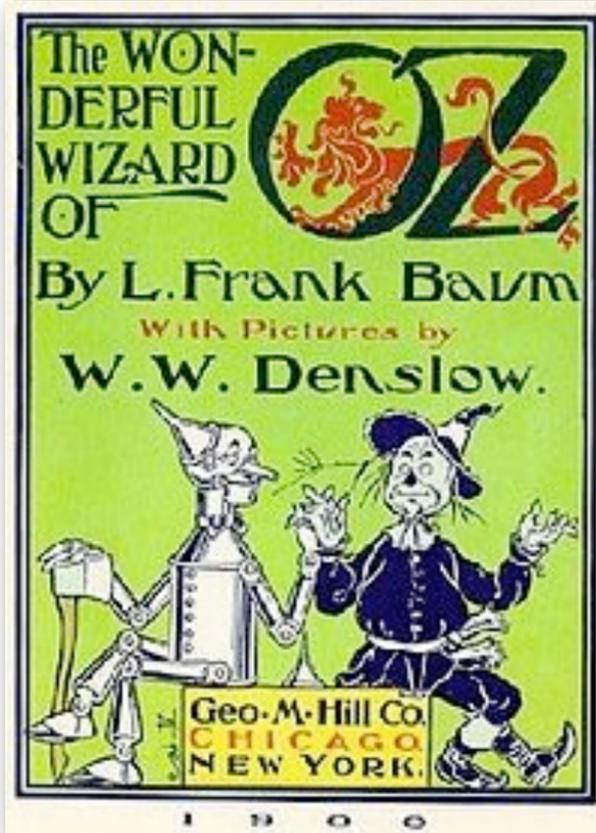
Lewis Carroll
Alice in Wonderland
1865



George MacDonald
The Princess and the Goblin
1872



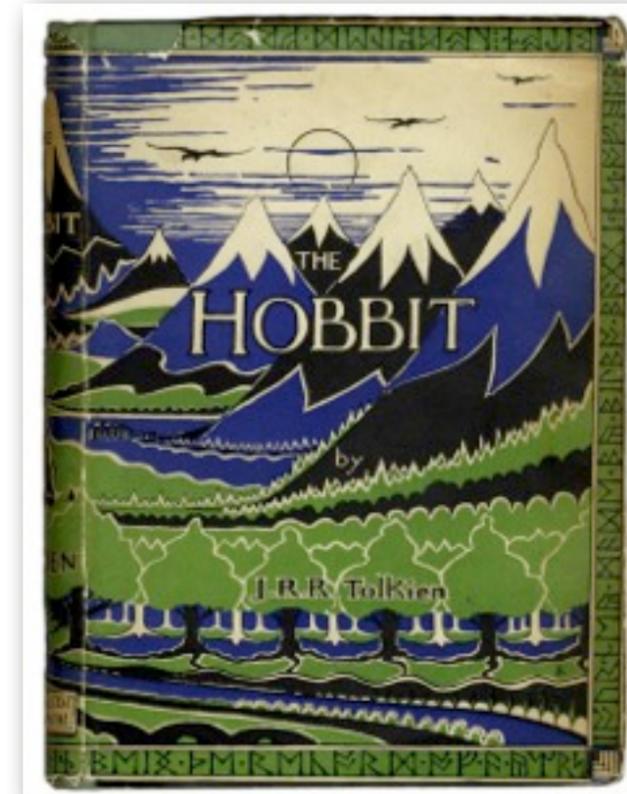
William Morris
The Well at the World's End
1896



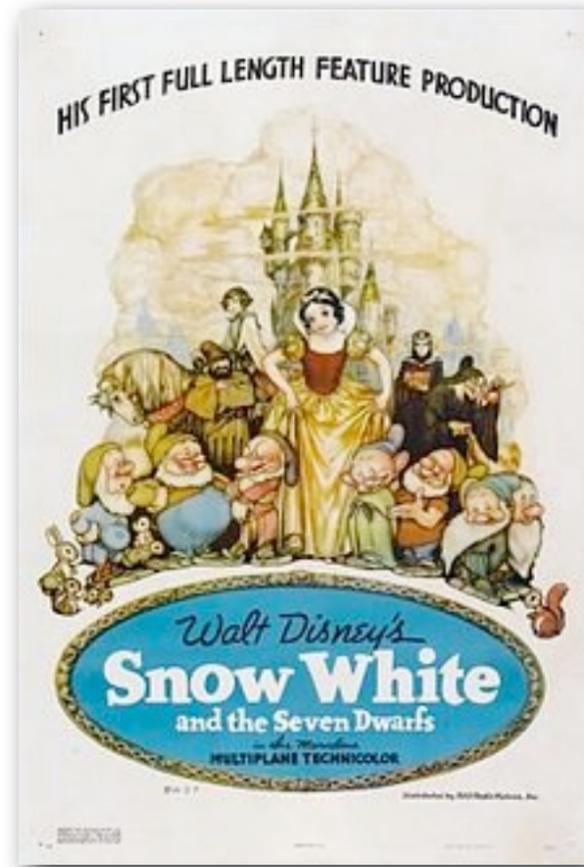
L. Frank Baum
The Wonderful Wizard of Oz
1900



J. M. Barie
Peter Pan
1911



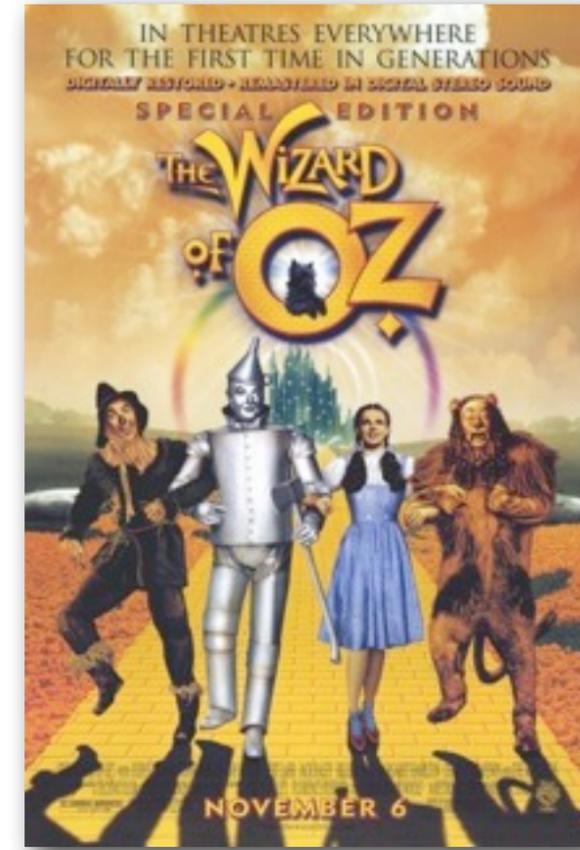
J.R.R. Tolkien
The Hobbit
1937



1937



1924

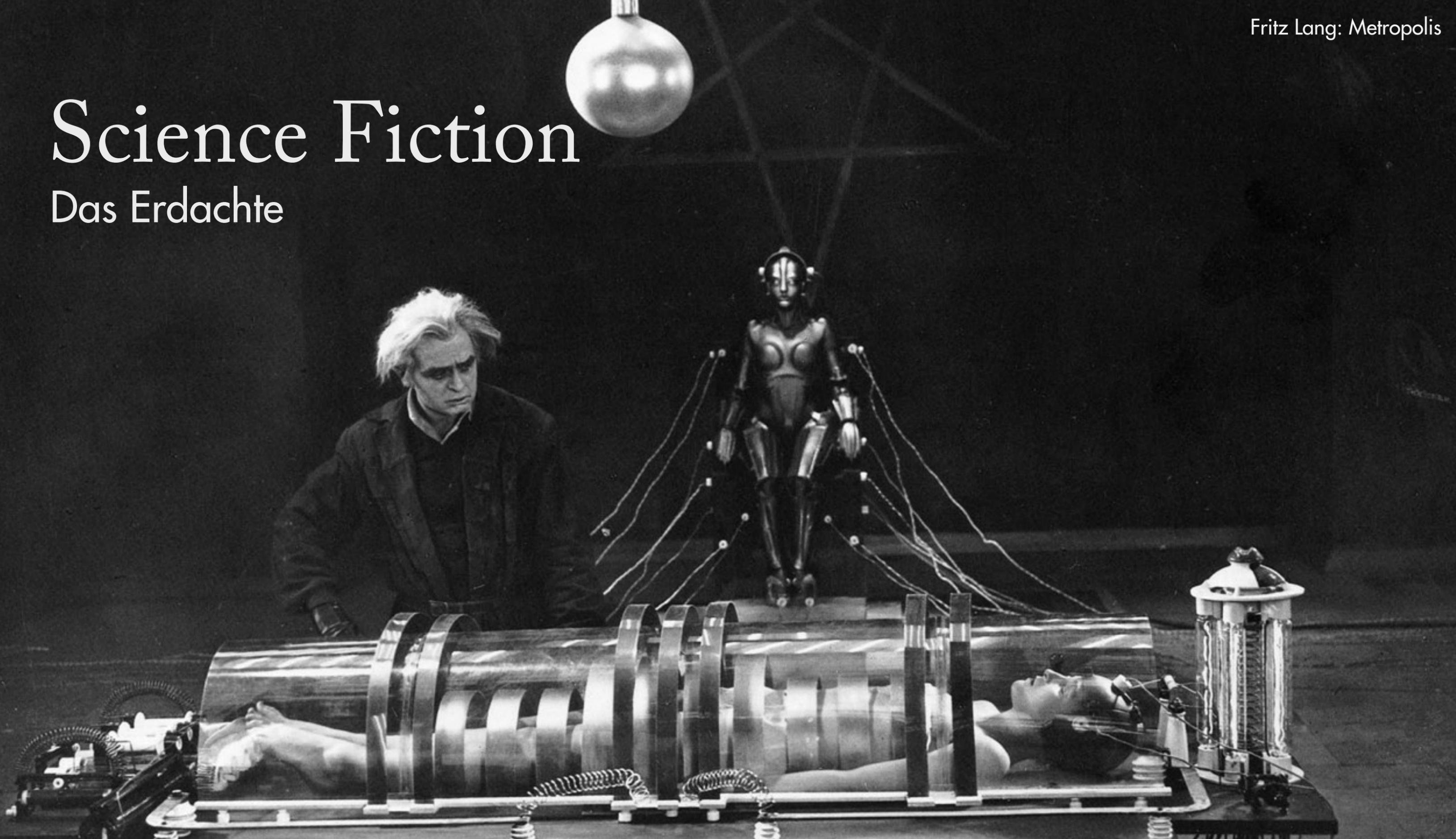


1939

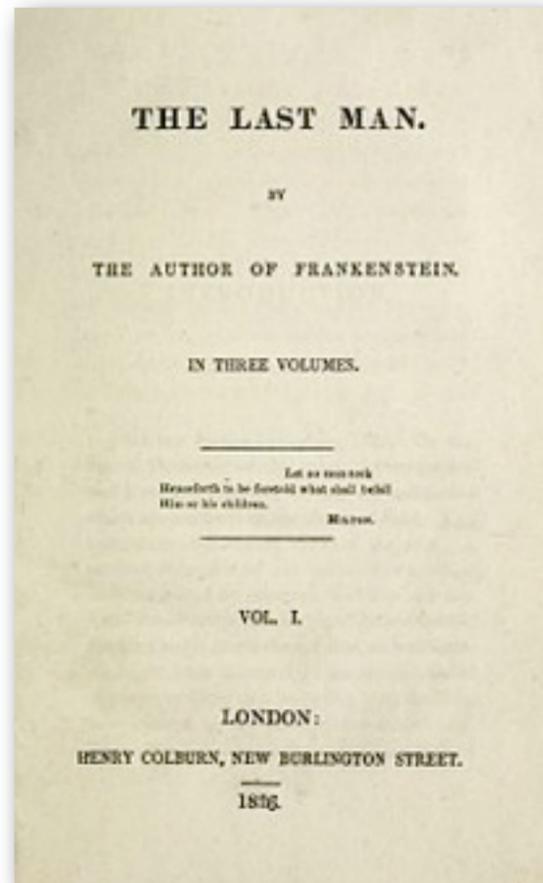


Science Fiction

Das Erdachte



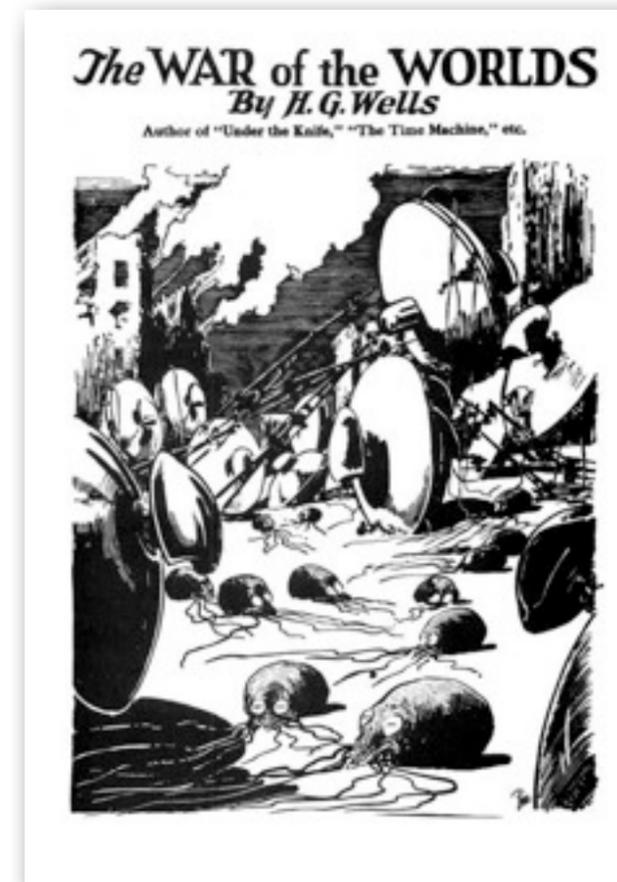
Proto-Science-Fiction-Romane



Mary Shelley
The Last Man
1826



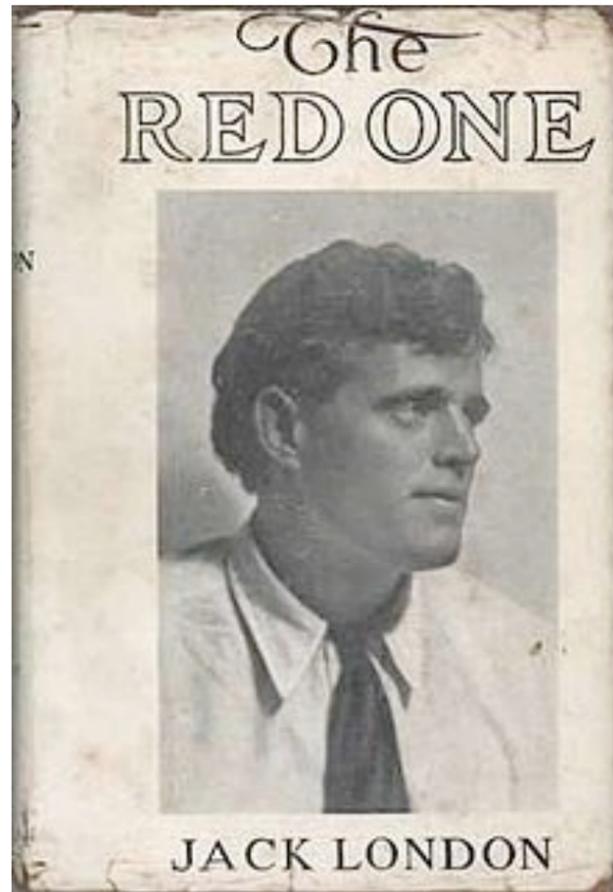
Jules Verne
De la Terre à la Lune
1865



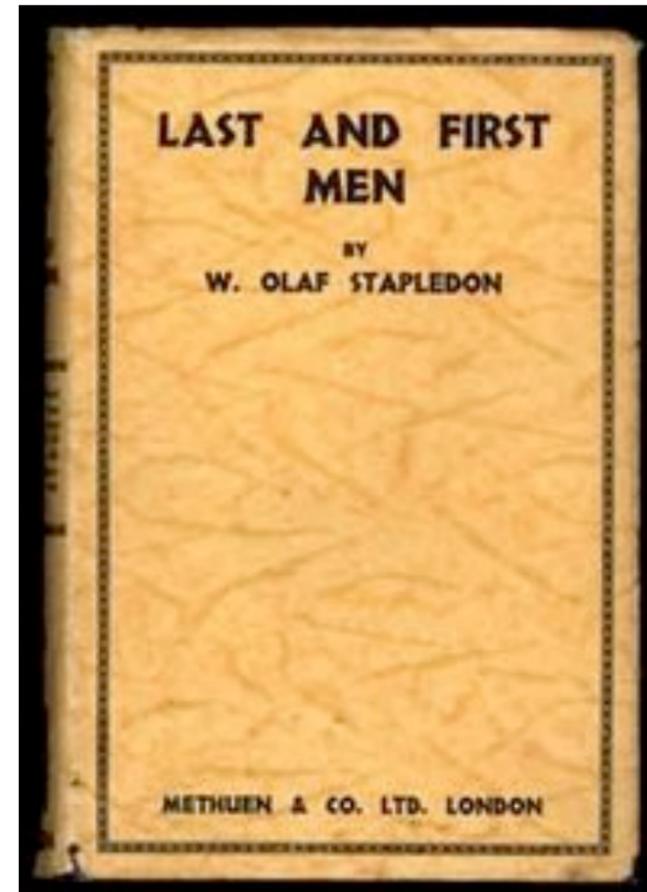
Herbert George Wells
War of the Worlds
1898



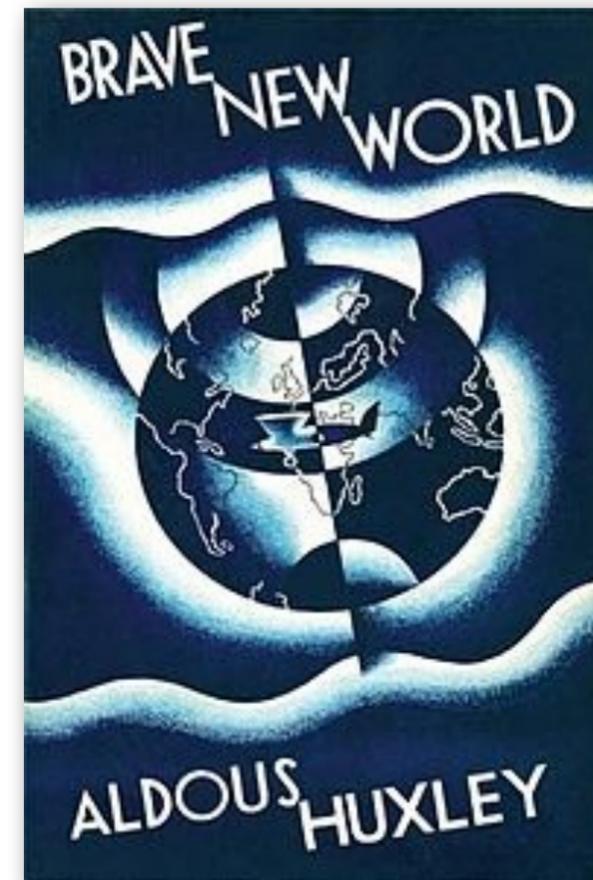
Kurd Laßwitz
Auf zwei Planeten
1897



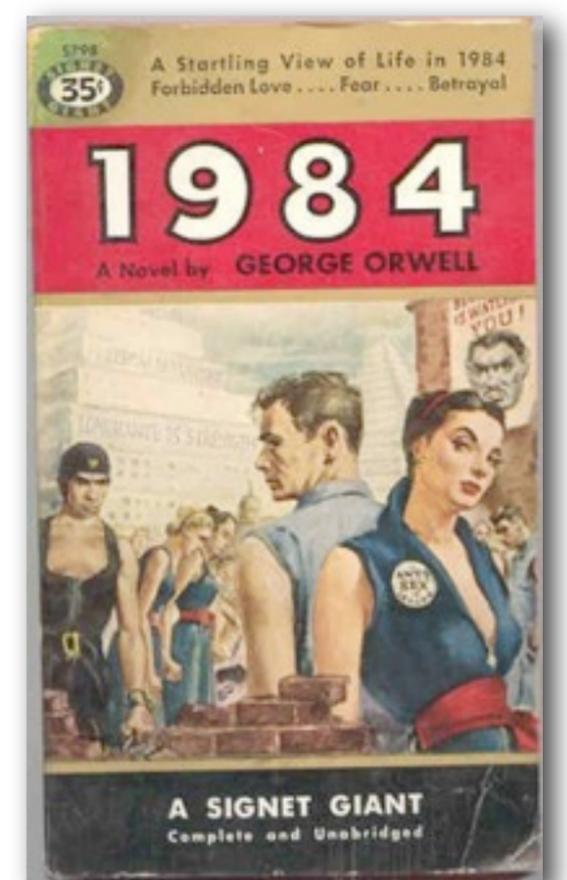
Jack London
The Red One
1918



Olaf Stapledon
Last and First Men
1930



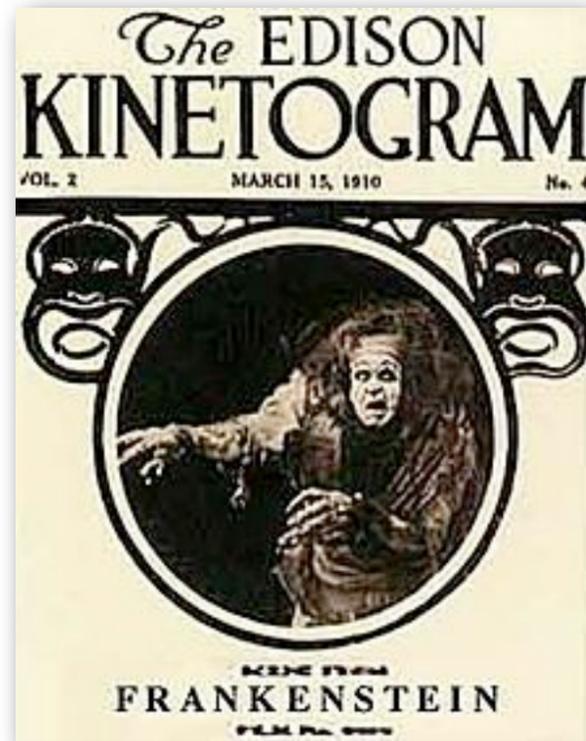
Aldous Huxley
Brave New World
1932



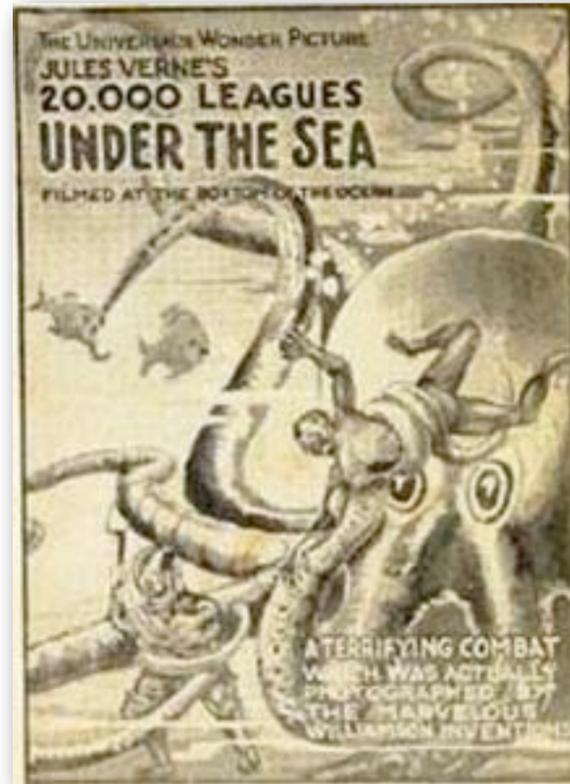
George Orwell
1984
1949



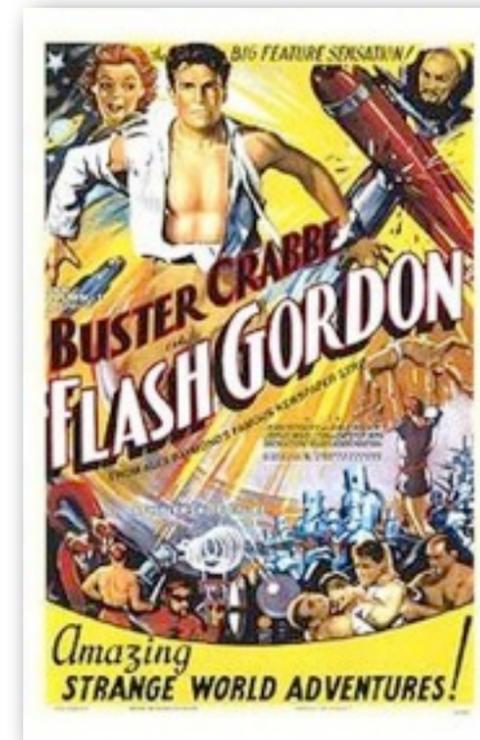
Méliès, 1902



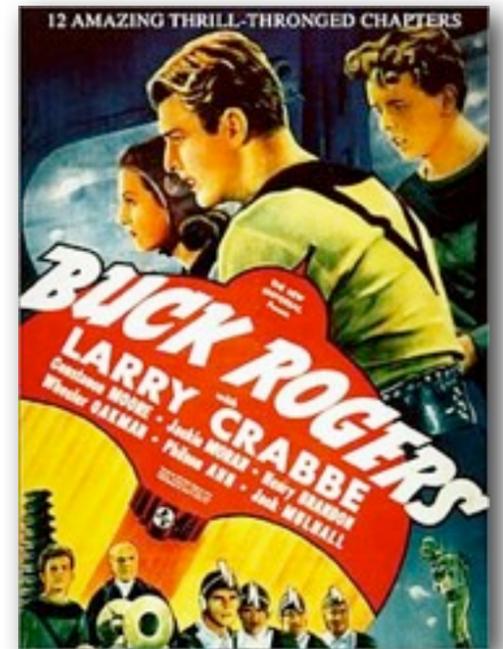
1910



1916



1936



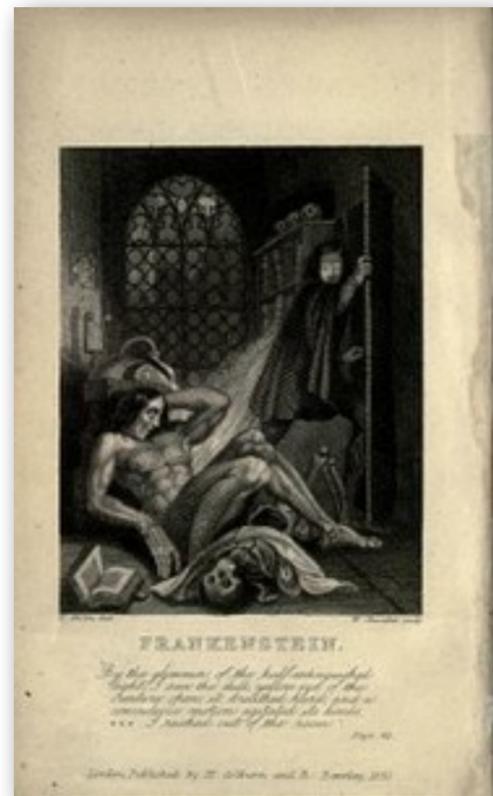
1939

Horror

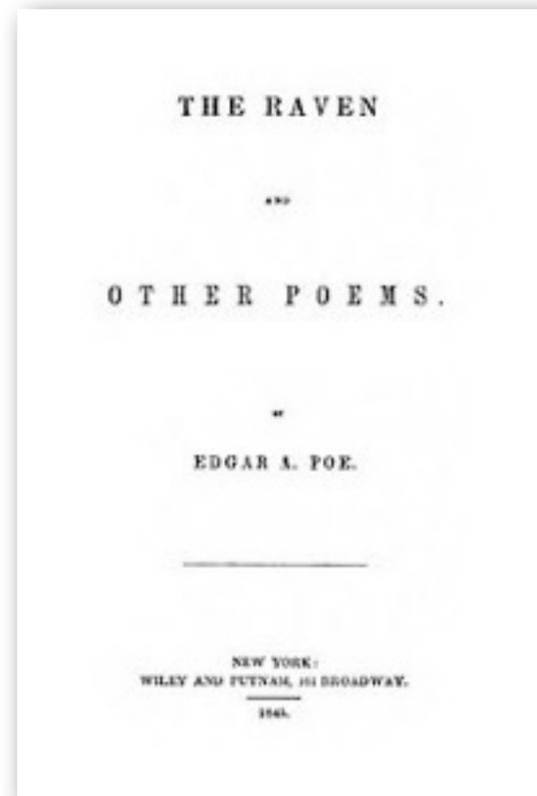
Das Verdrängte



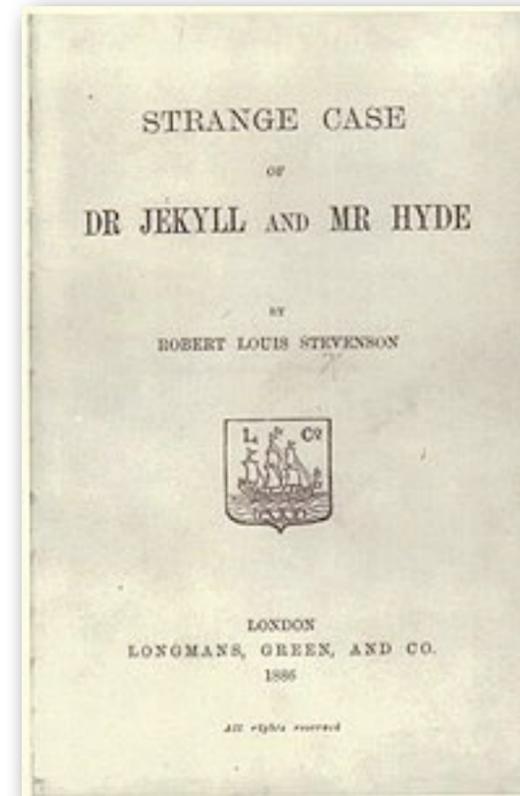
Horrorliteratur



Gothic Novel
Mary Shelley: Frankenstein, 1818



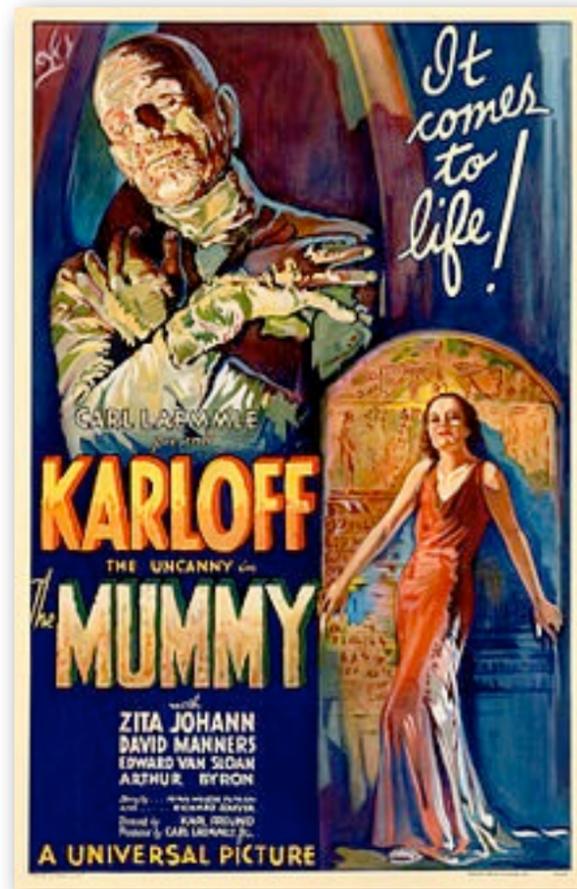
Edgar A. Poe:
The Raven 1845



Robert Louis Stevenson
Dr. Jeckyl & Mr. Hyde
1886



Viktorianischer Horror
Bram Stoker: Dracula 1896



1931



1932



1932

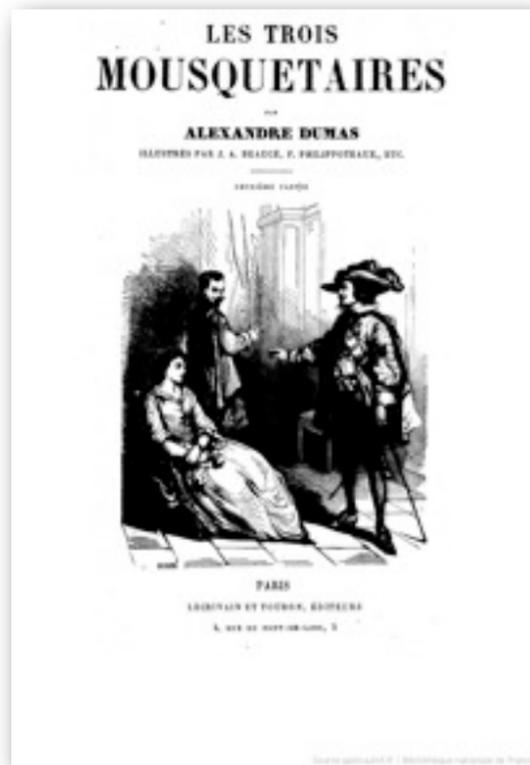


1941

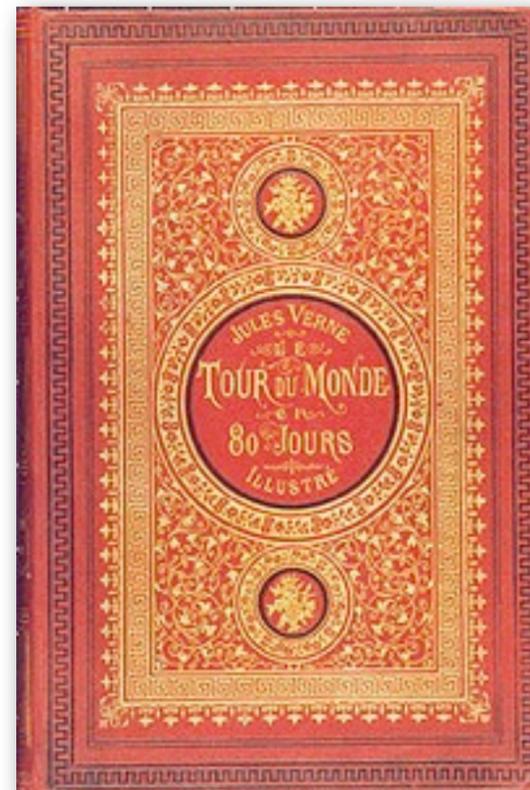
Abenteuer

Das Ersehnte

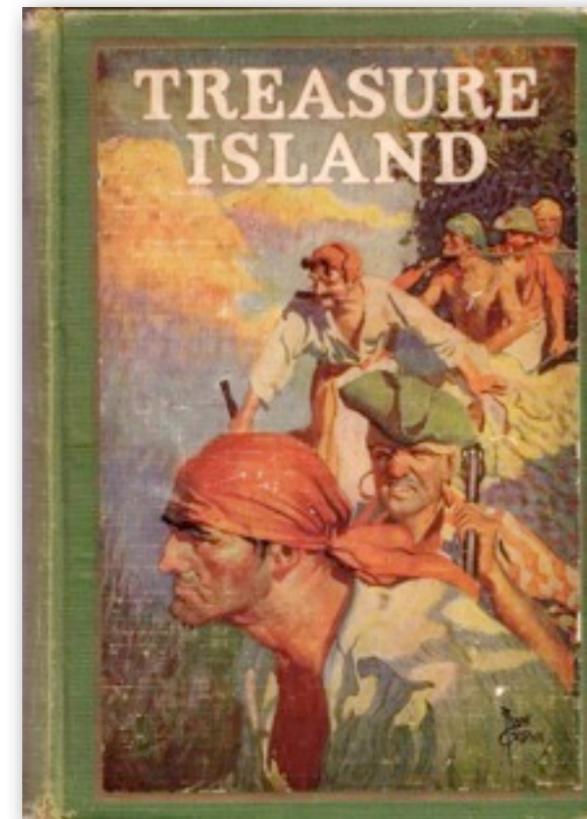
Abenteuerromane



Alexandre Dumas:
Les trois mousquetaires
1843/44



Jules Verne: Tour du
Monde en 80 Jours
1875



Robert Louis Stevenson:
Treasure Island
1883



Karl May: Der Schatz im Silbersee,
1890/91



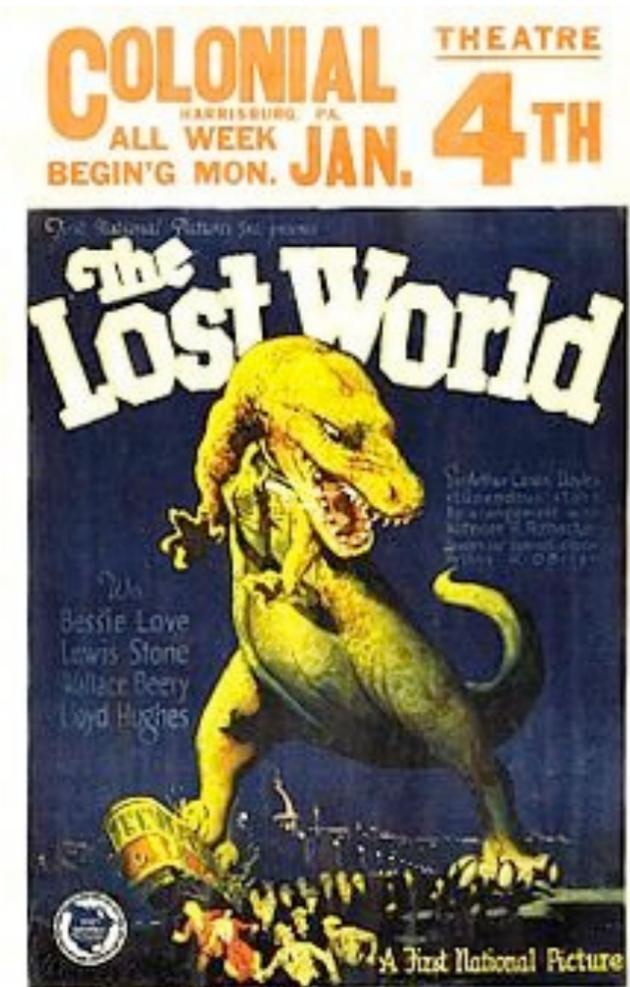
Mask of Zorro 1920



Robin Hood 1922



Thief of Bagdad 1924



1925



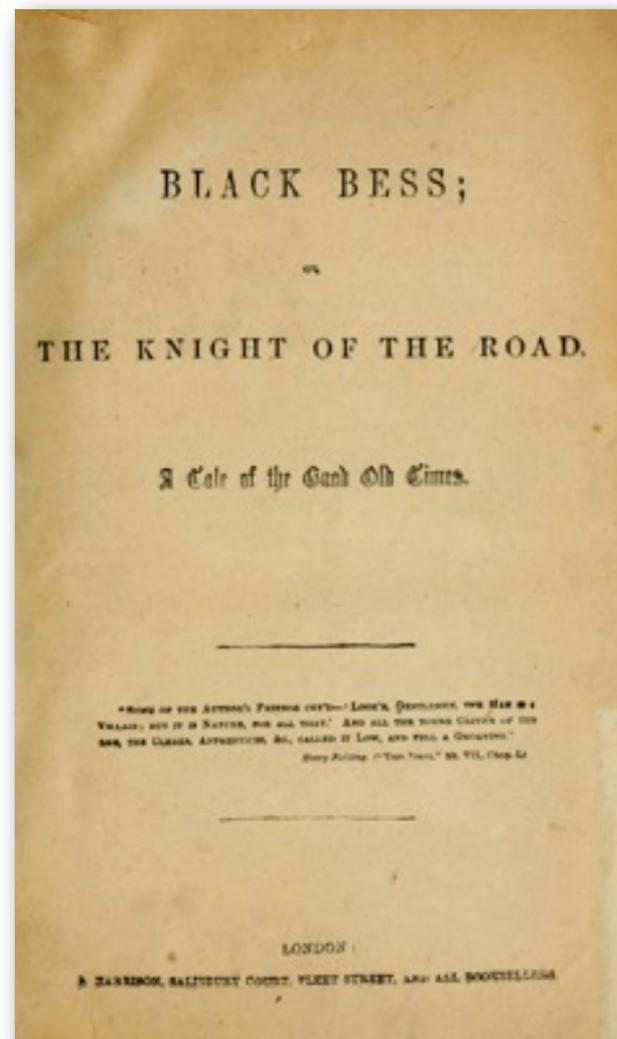
1932



1933



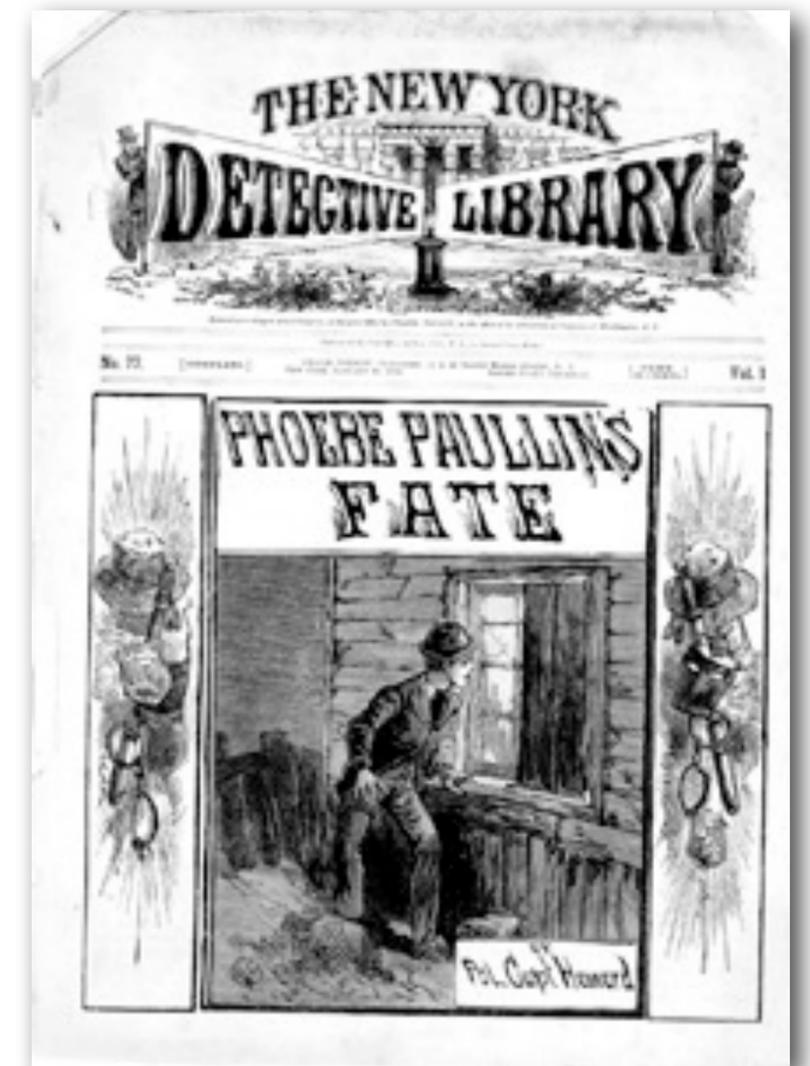
Penny Dreadful / Dime Novel Groschenheft



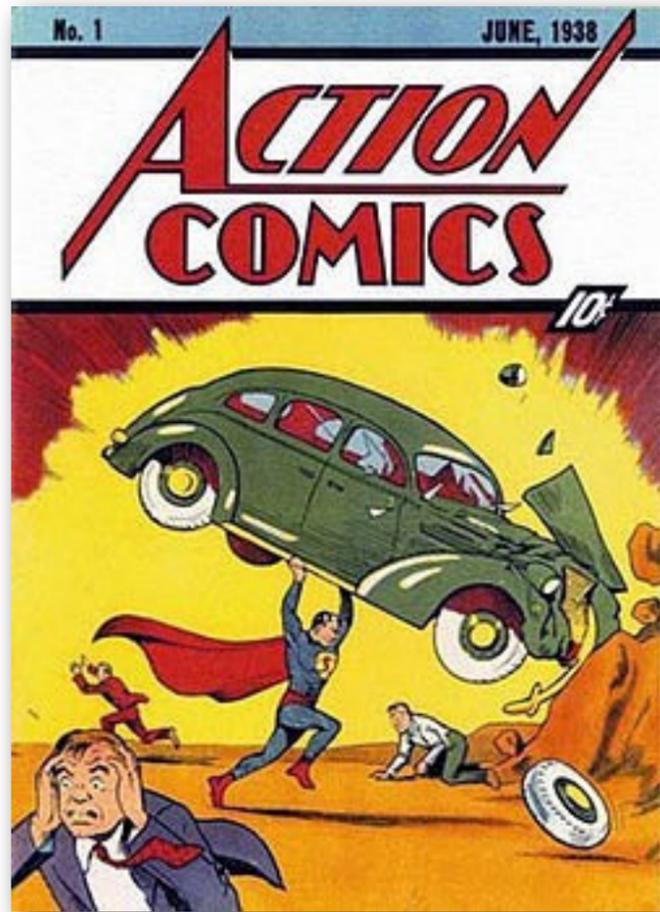
1866



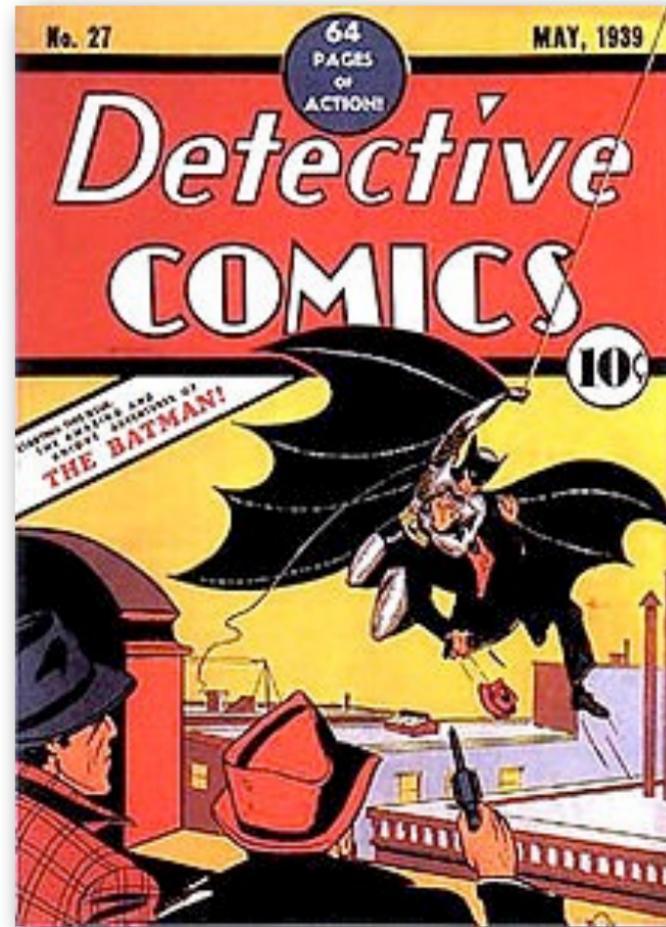
1874



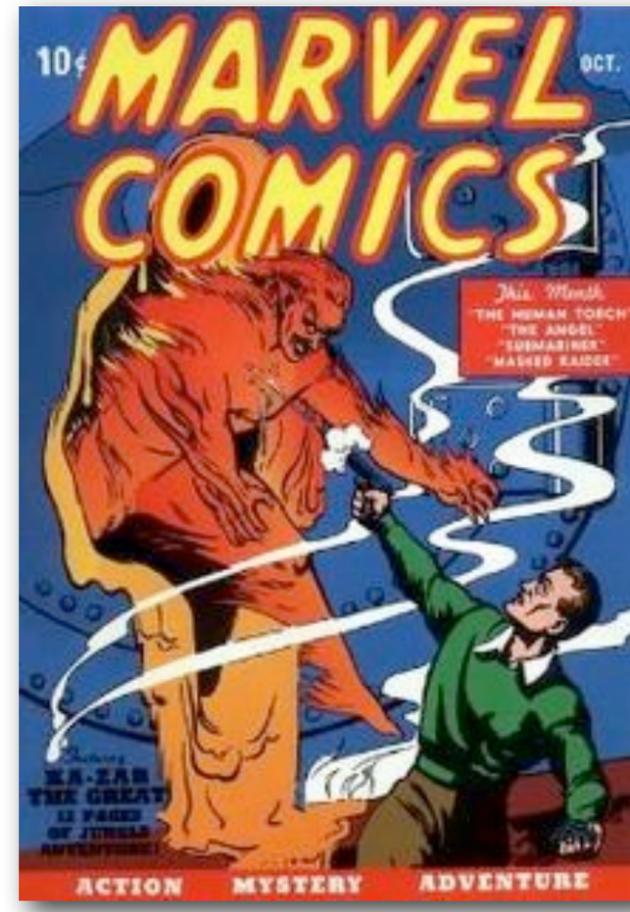
1877



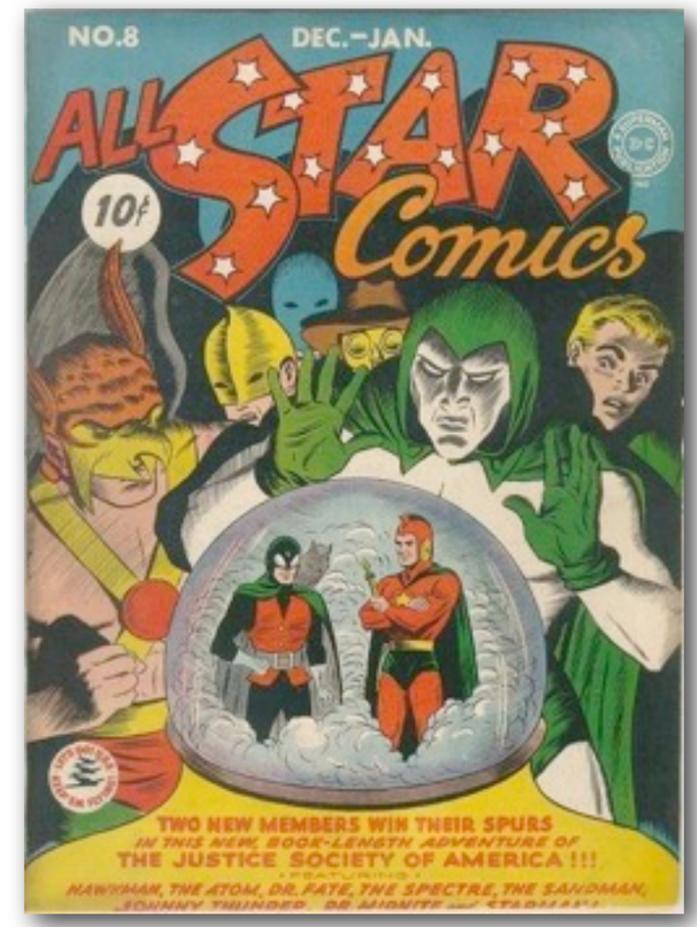
1938



1939

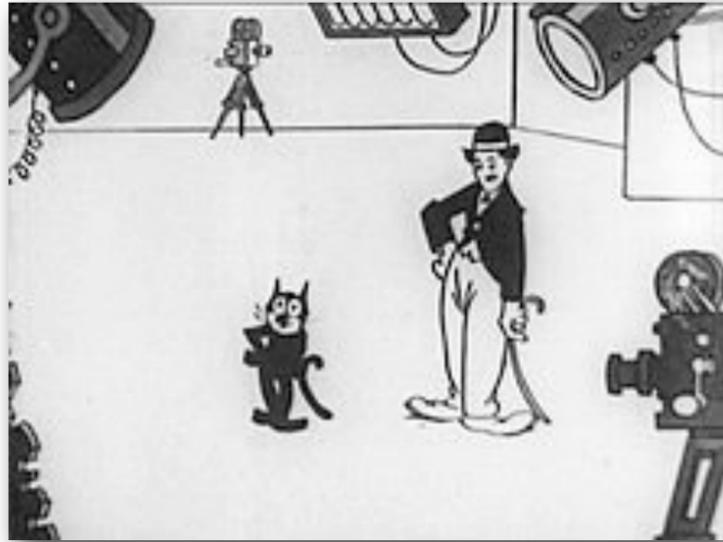


1939

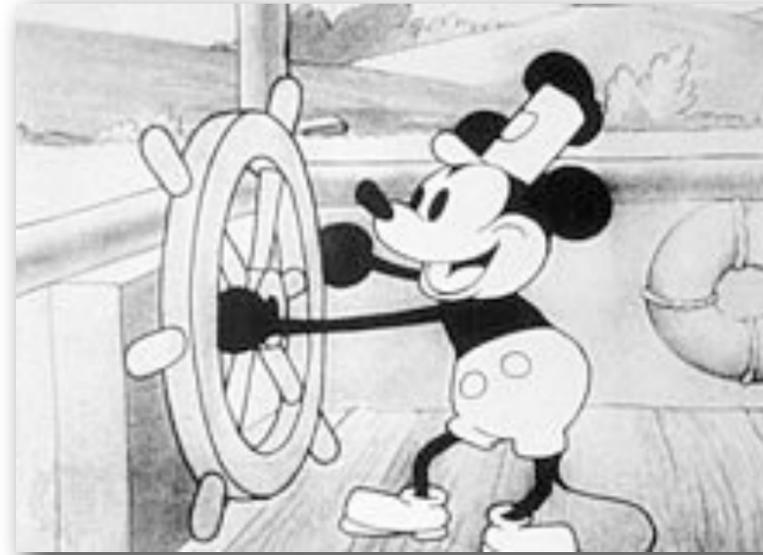


1941

Animationsfilm



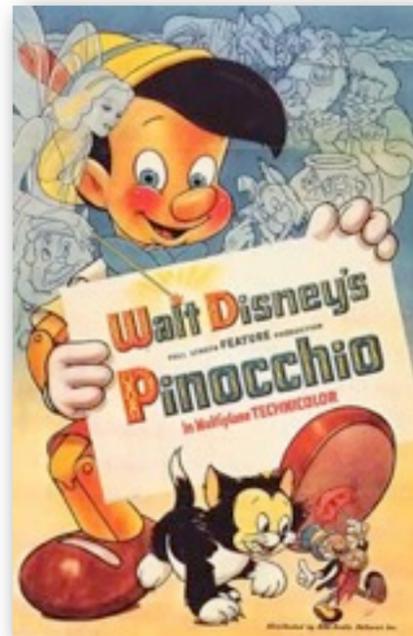
Felix, ab 1919



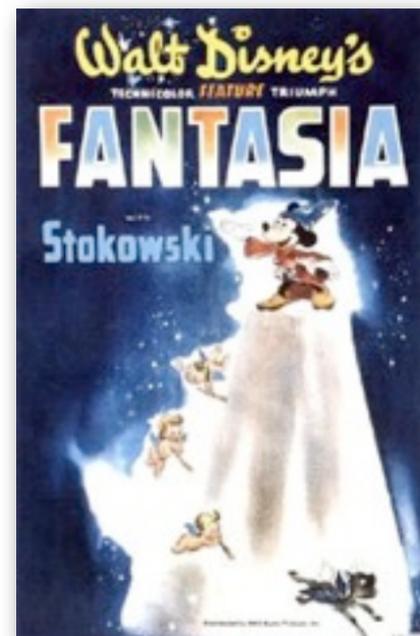
Steamboat Willie, 1928



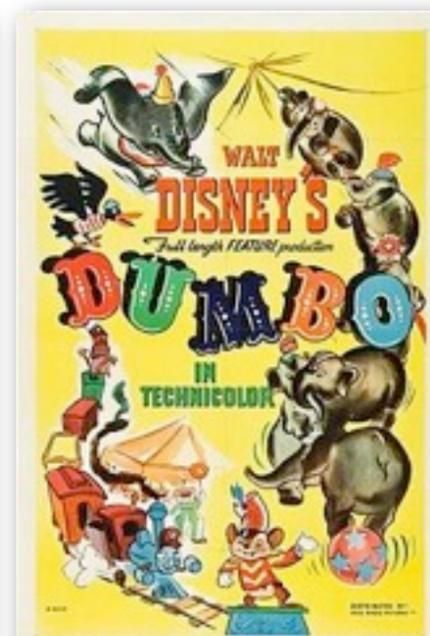
Betty Boop, ab 1930



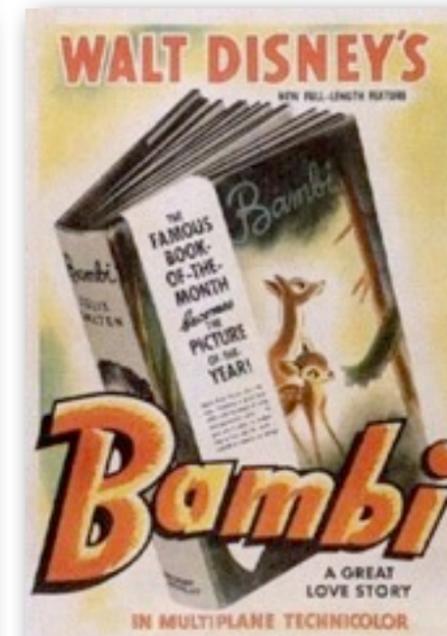
1940



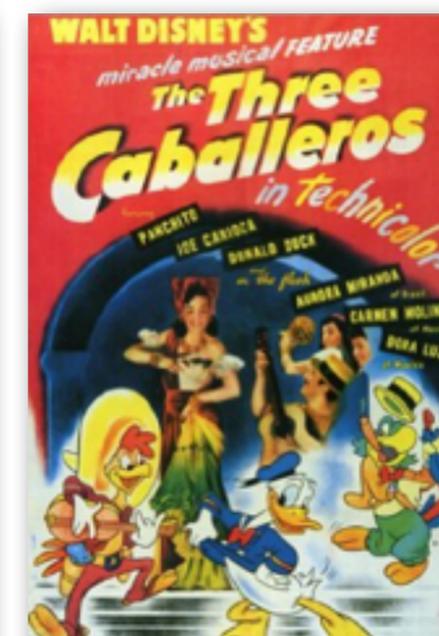
1940



1941



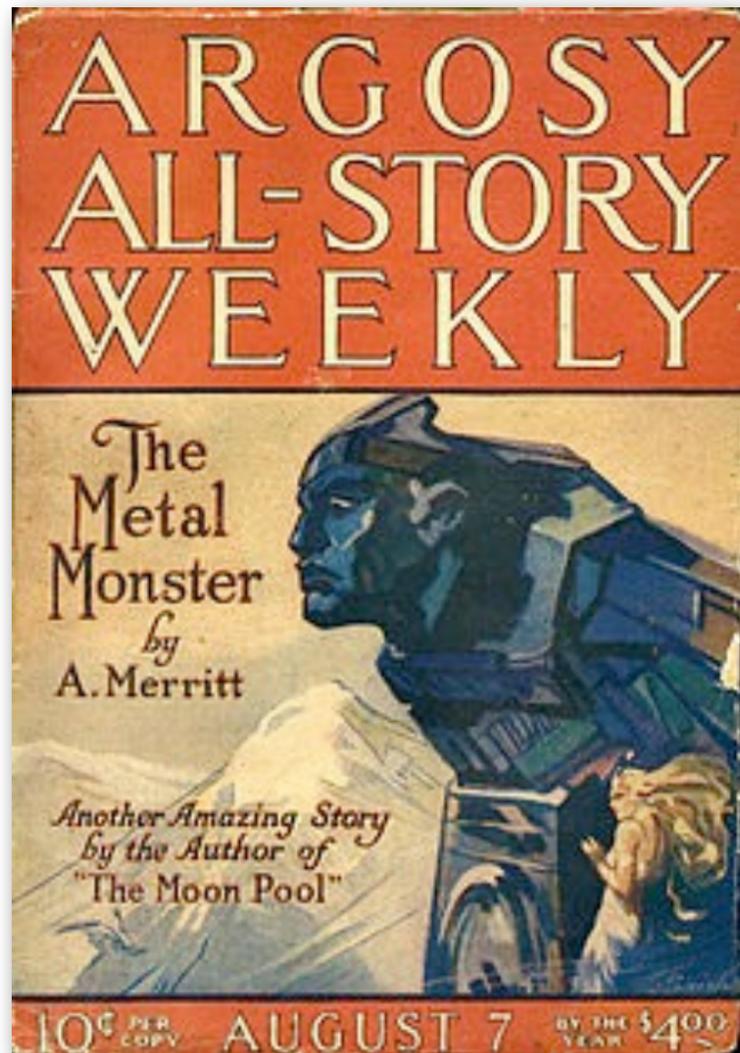
1942



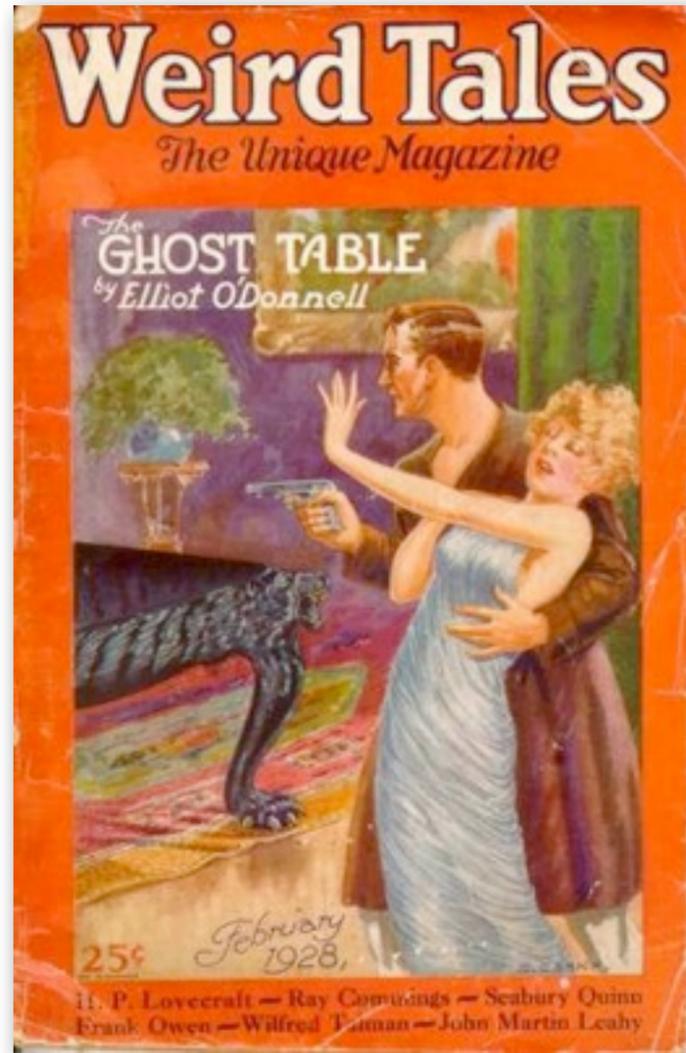
1944

Pulp Magazine

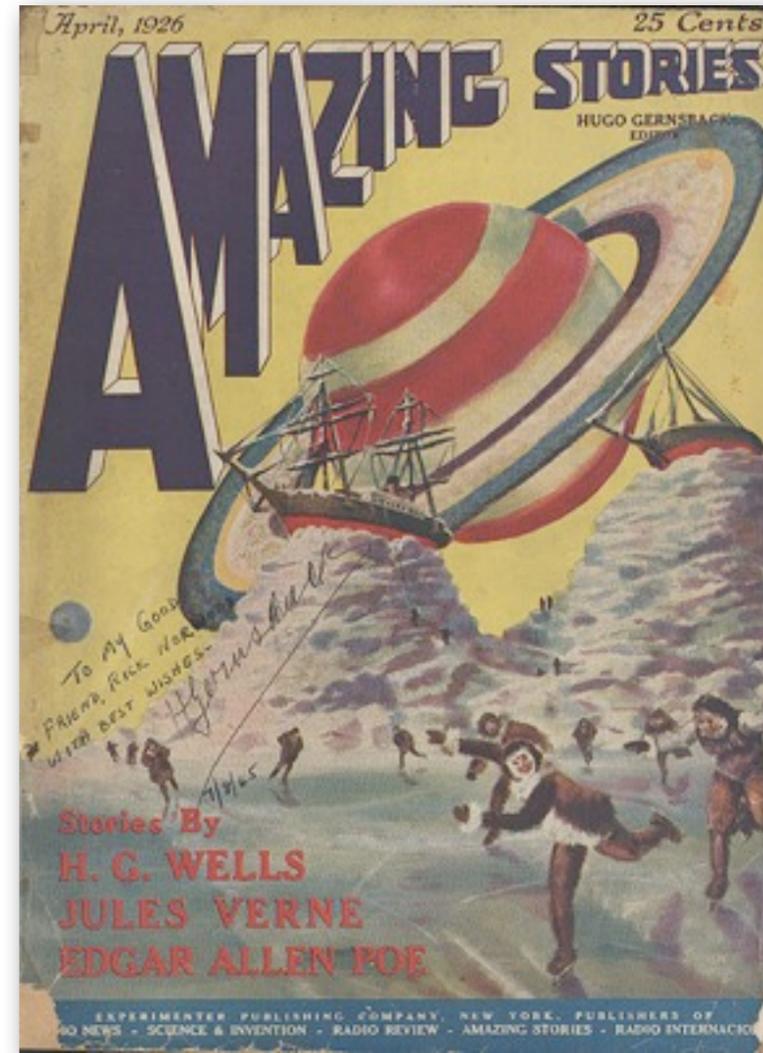
Conan, Cthullhu, Tarzan, Zorro



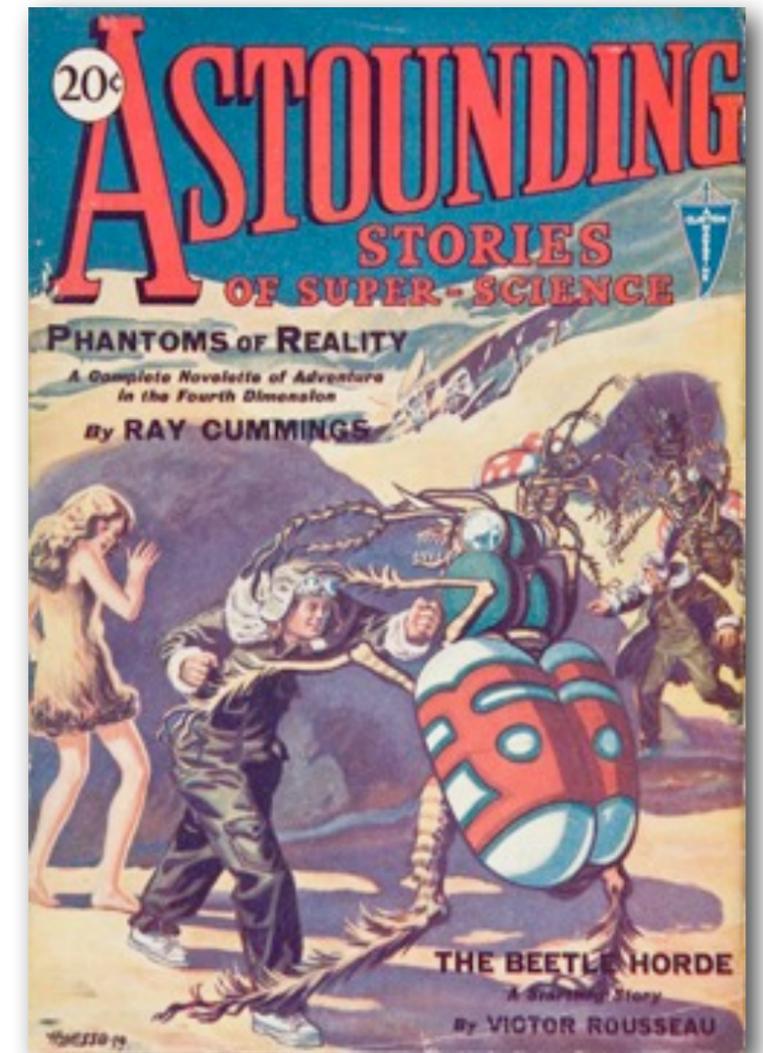
ab 1897



ab 1923



ab 1926



ab 1929



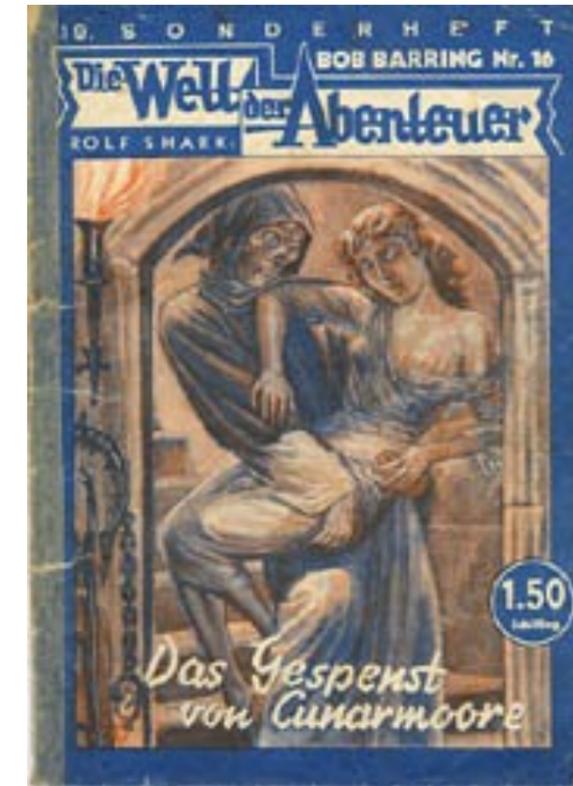
Schmutz und Schund

Die Verachtung der Unterhaltungsliteratur

1920 Reichsfilmgesetz.

1926 Gesetz zur Bewahrung der Jugend vor Schund- und Schmutzschriften.

1953 Gesetzes über die Verbreitung jugendgefährdender Schriften.



Spielgeschichte Geschichte der Ludition

Kriegsspiel

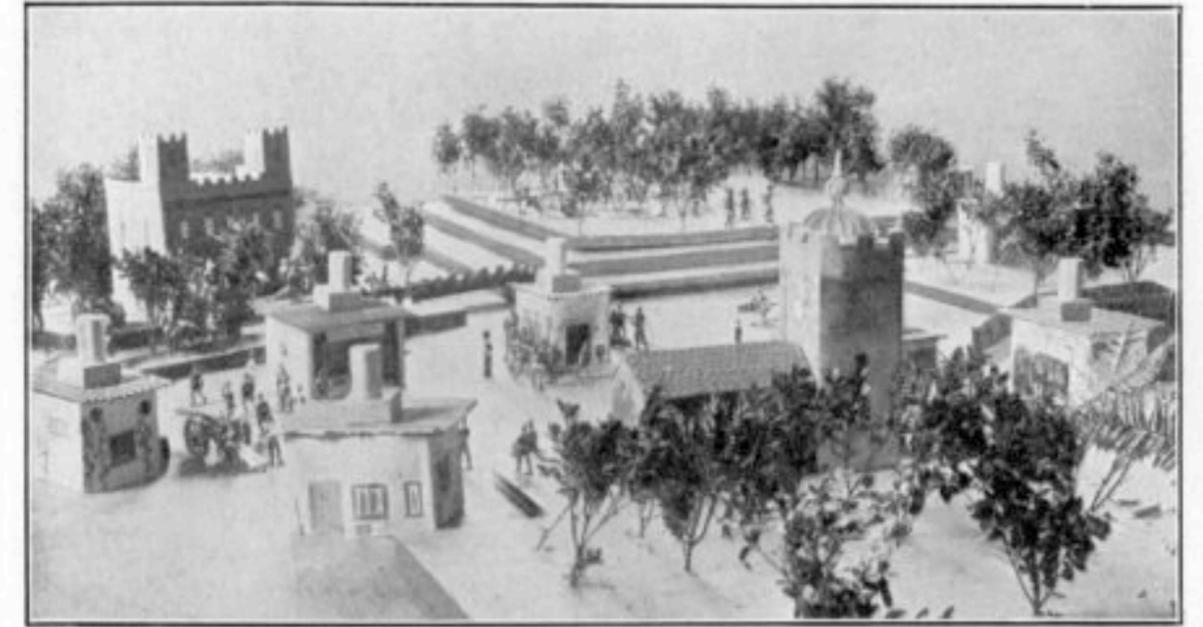
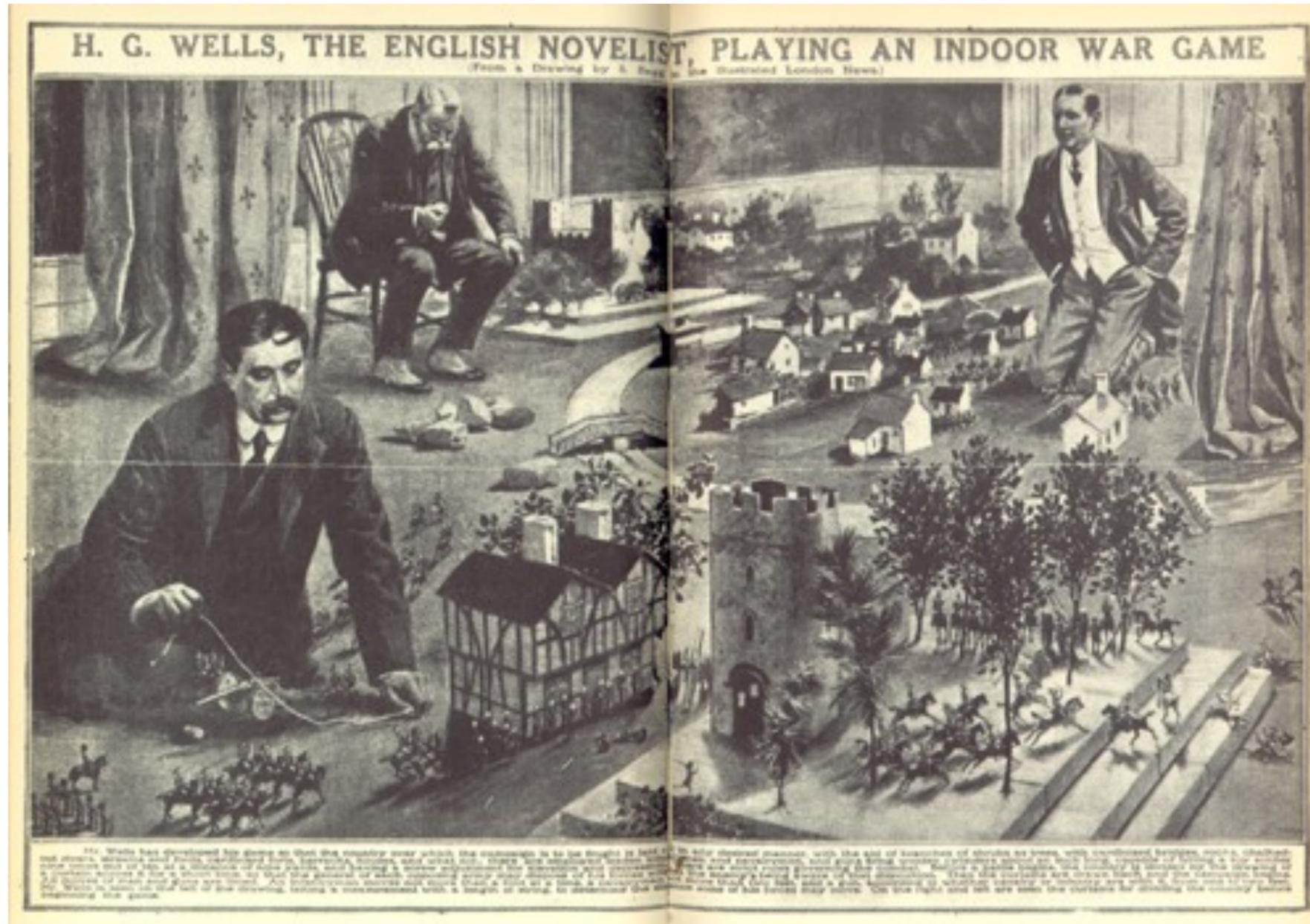
Georg Leopold von Reisswitz, 1812



Little Wars

H.G. Wells 1913

Little Wars: a game for boys from twelve years of age to one hundred and fifty and for that more intelligent sort of girl who likes boys' games and books.



<http://www.gutenberg.org/files/3691/3691-h/3691-h.htm>



SHOWING COUNTRIES PREPARED FOR THE WAR GAME.

s. Klassiker der Spielgeschichte am 10.04.

Spielautomaten

(No Model.)

R. W. PAGE.

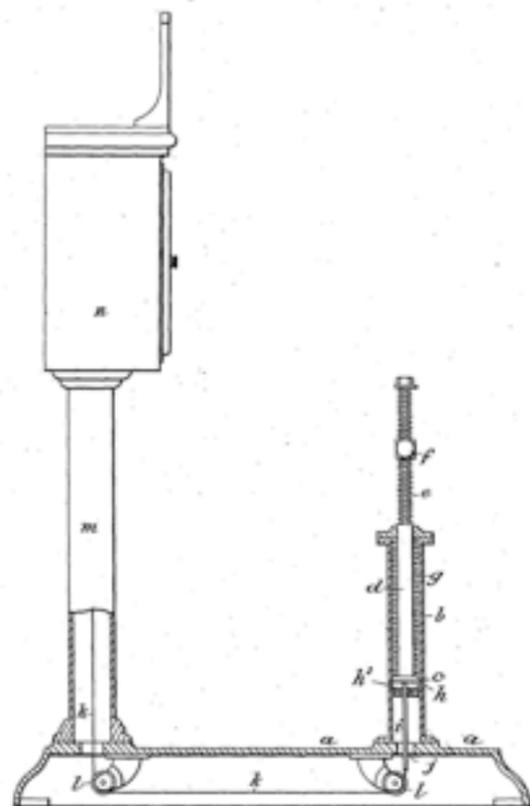
7 Sheets—Sheet 1.

COIN OPERATED STRENGTH TESTING MACHINE.

No. 373,942.

Patented Nov. 29, 1887.

Fig. 1.



Witnesses
Wm. H. Johnson
Chas. M. Lowell

Inventor
Robert W. Page
 by *John J. Halsted* for
 his Assign.

U. S. PATENT OFFICE, WASHINGTON, D. C.

(No Model.)

R. W. PAGE.

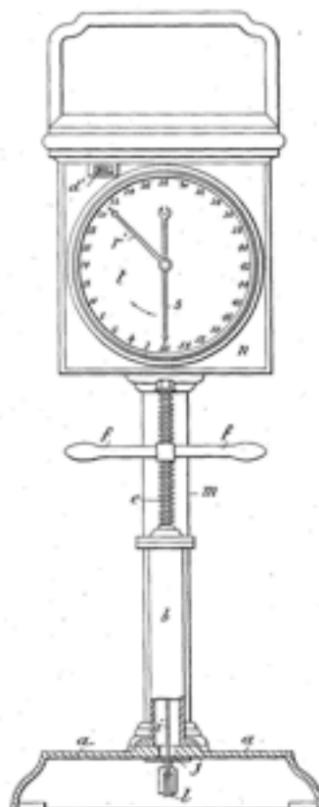
7 Sheets—Sheet 2.

COIN OPERATED STRENGTH TESTING MACHINE.

No. 373,942.

Patented Nov. 29, 1887.

Fig. 2.



Witnesses
Wm. H. Johnson
Chas. M. Lowell

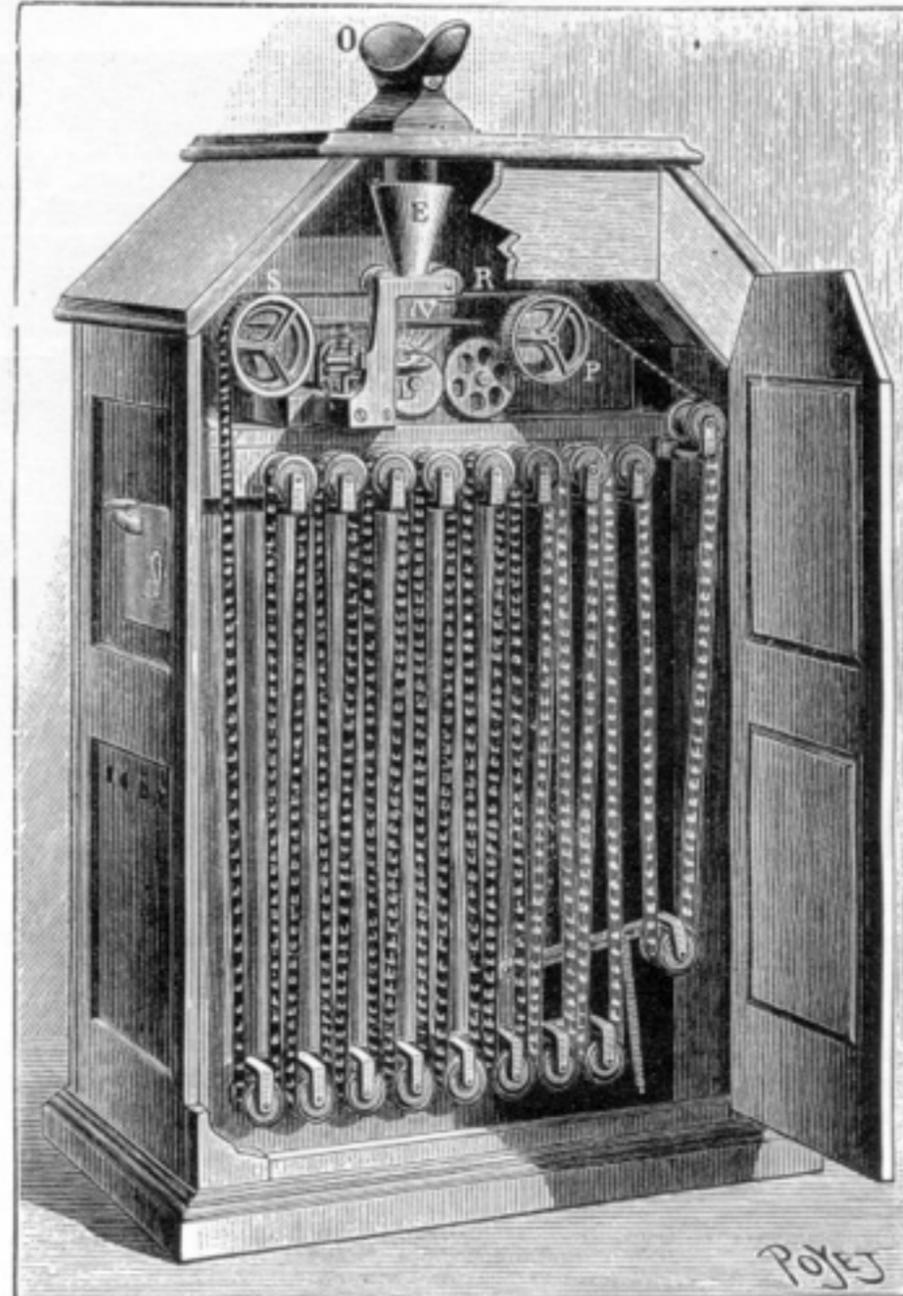
Inventor
Robert W. Page
 by *John J. Halsted* for
 his Assign.

U. S. PATENT OFFICE, WASHINGTON, D. C.



Try your luck, 1890

Kinetoscope / Kinetophone



Edison, ab 1894



The Handshake
»Uncle Same«
Floor Athletic Machine
1904-1905

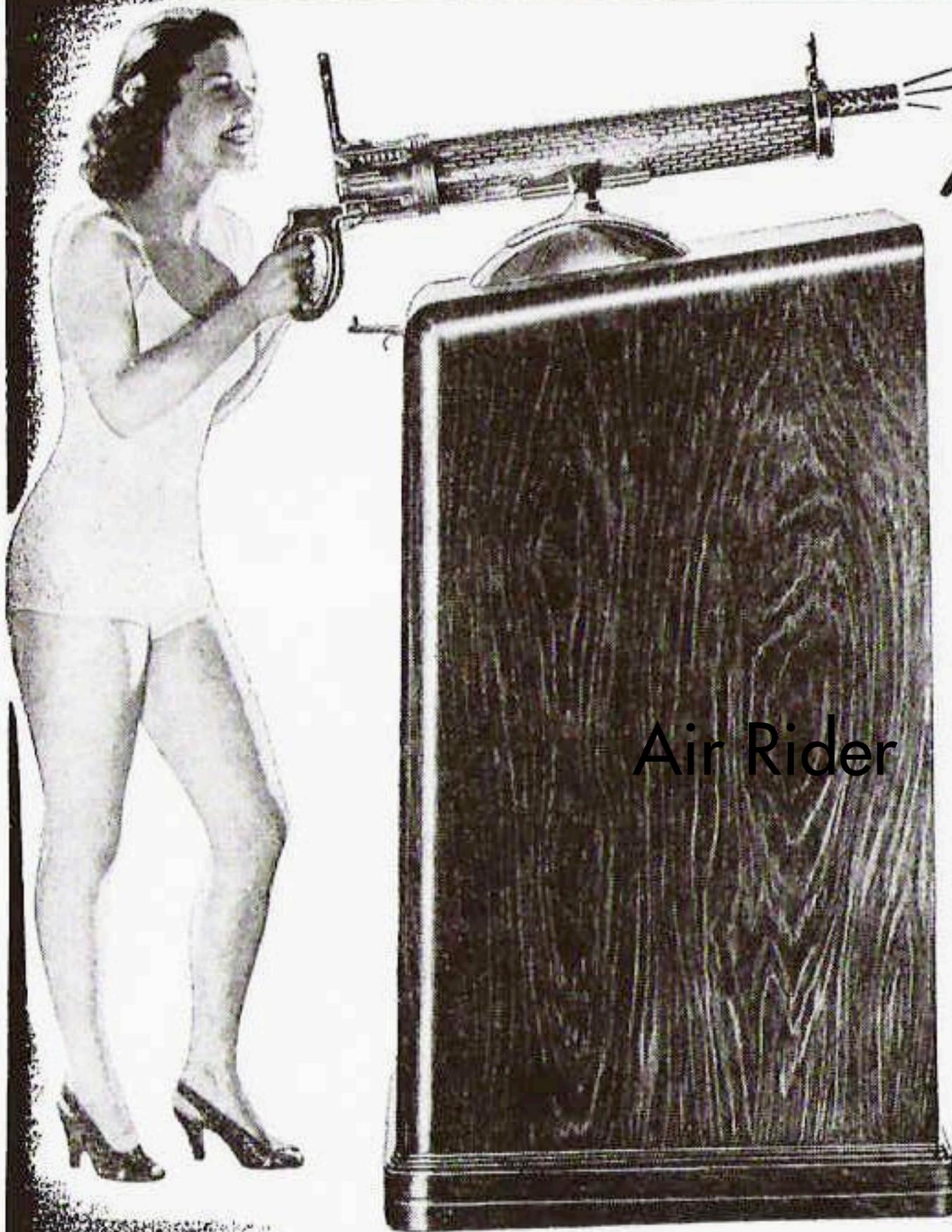


Ballerspiel

Target Skill Counter Target Game
1926-1930



Princess Doraldina
1928-1932



Air Rider

Keeney's
**ANTI-AIRCRAFT
MACHINE GUN**

***BREAKING ALL
PROFIT RECORDS!***

Being Featured

BY THE WORLD'S LEADING DISTRIBUTORS!

J. H. KEENEY & CO., NOT
INC.

"The House that Jack Built"

2001 CALUMET AVENUE, CHICAGO, ILL.





1940 Air Raider



Arthur Paulin, Whiffle Board 1930



Ballyhoo 1931

Pinball / Flipper



Happy Days, 1934



Humpty Dumpty, 1947



Spot Bowler, 1950



1941



Penny Arcade
Rolling Green Park
1941