

# Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

1977-1982

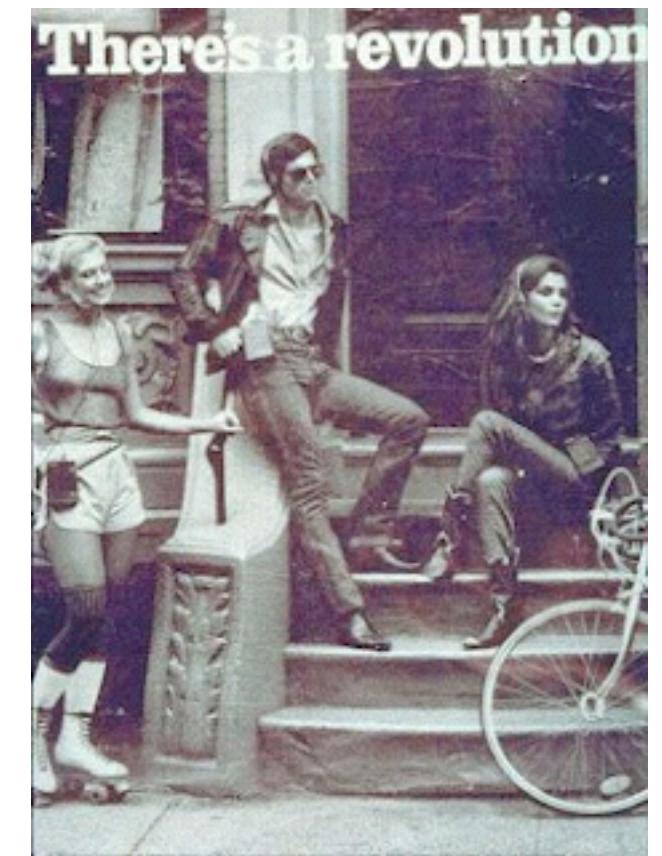
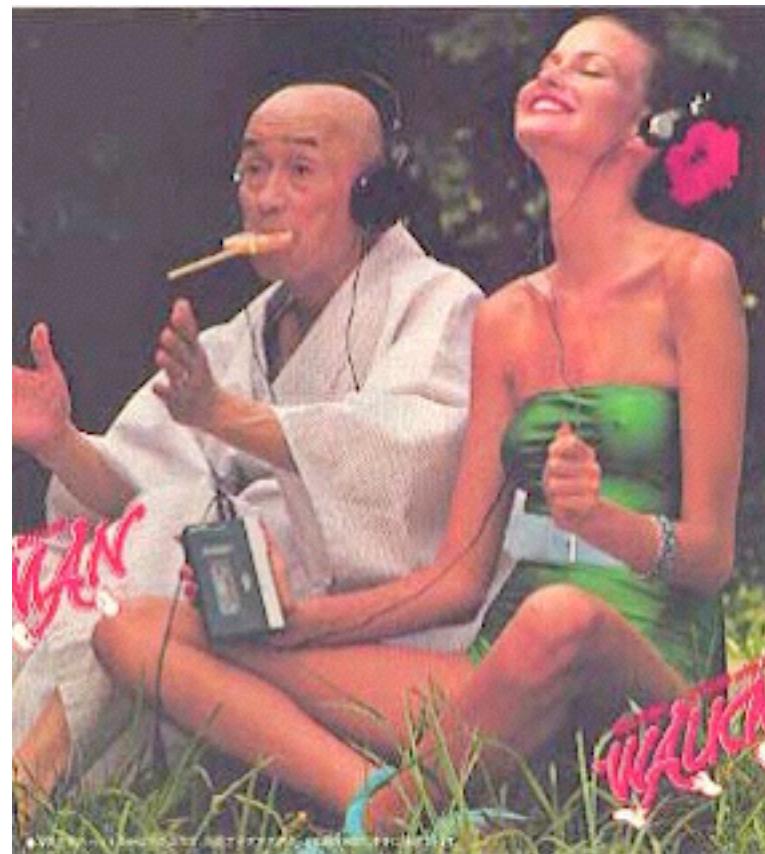
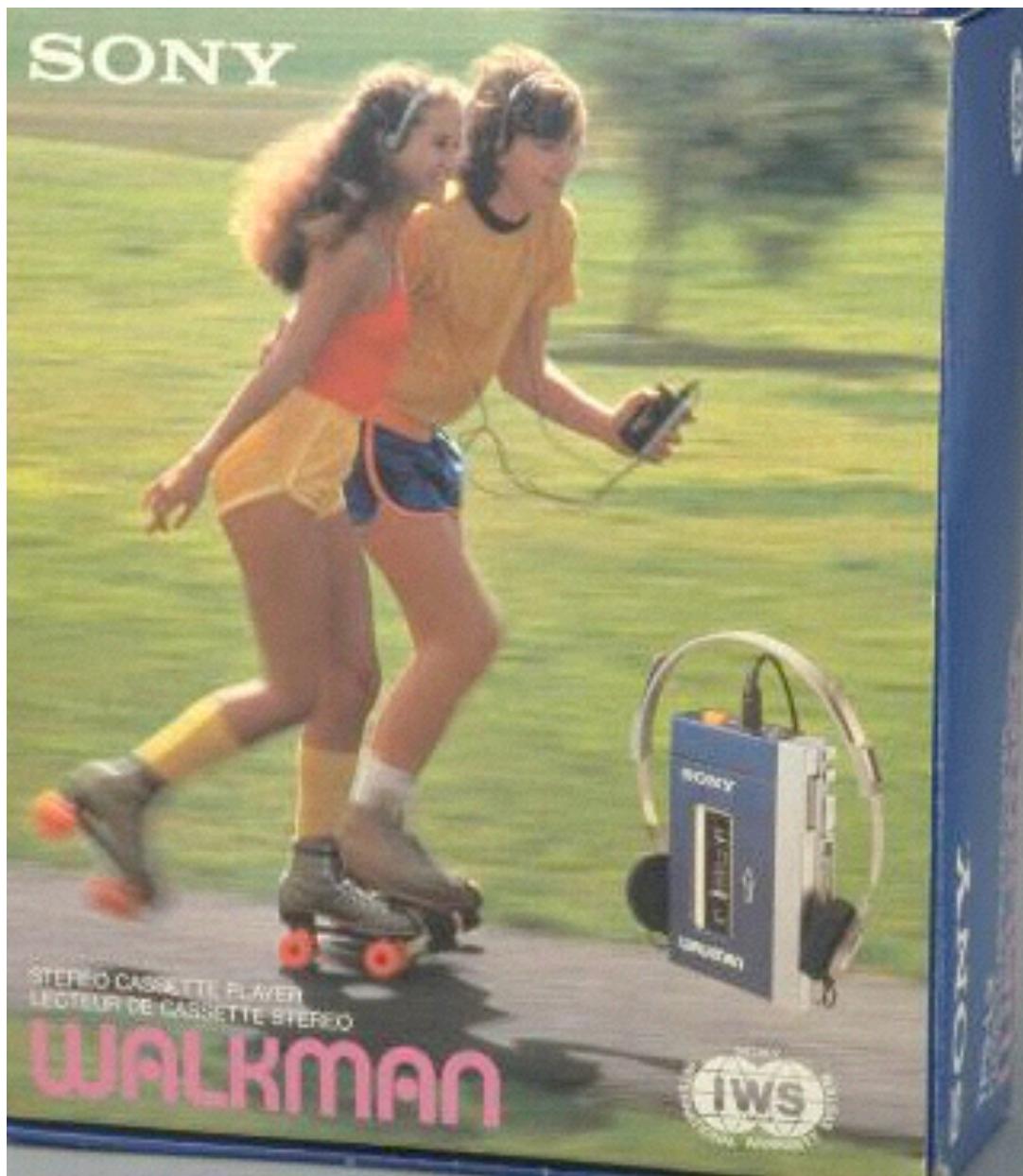
Prof. Dr. Jochen Koubek



# 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

# 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 COM      FORMAT COM      CHKDSK COM      SYS     COM      DISKCOPY COM
DISKCOMP COM      COMP    COM      EXE2BIN EXE      MODE    COM      EDLIN   COM
DEBUG    COM      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 COM      4959  5-07-82 12:00p
                           1 File(s)
A>
```

MS-DOS 1.0, 1981

# Kulturgeschichte

## 1977-1982

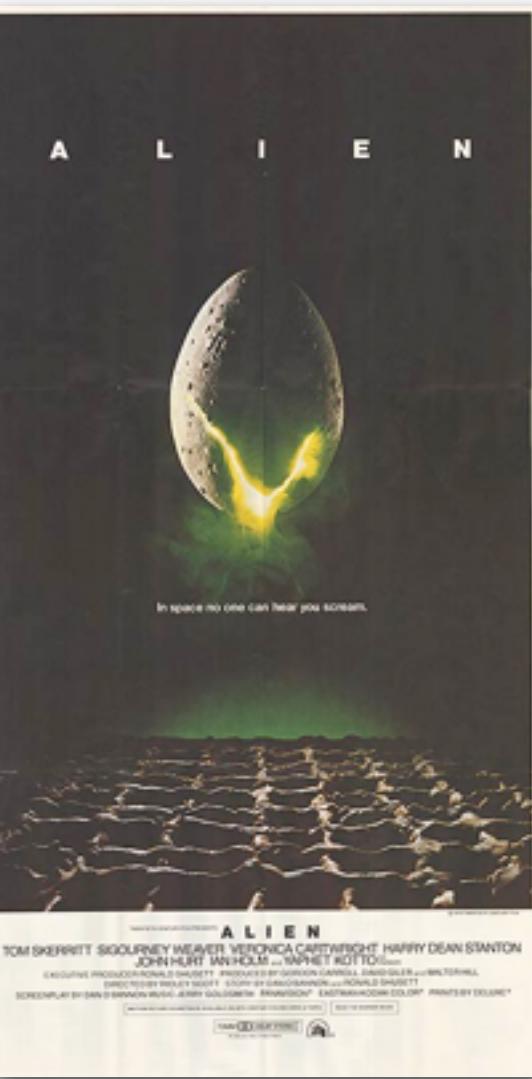
# Star Wars

George Lucas, 1977

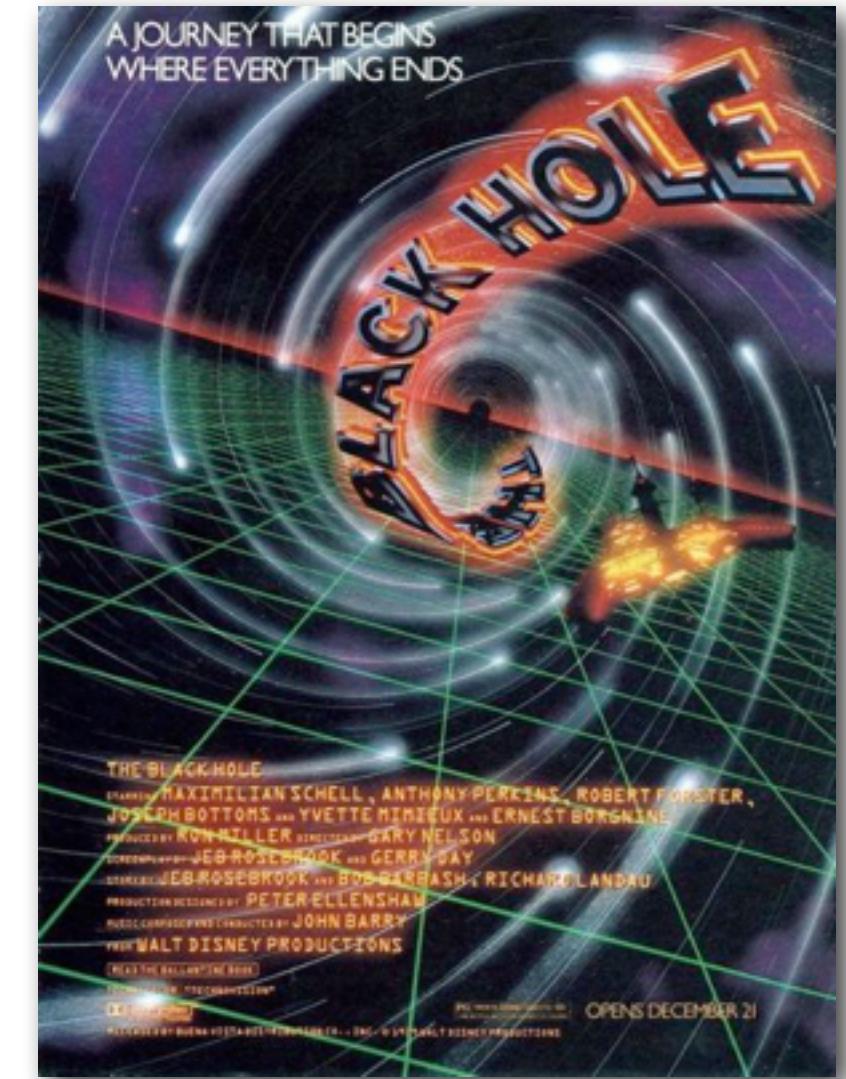




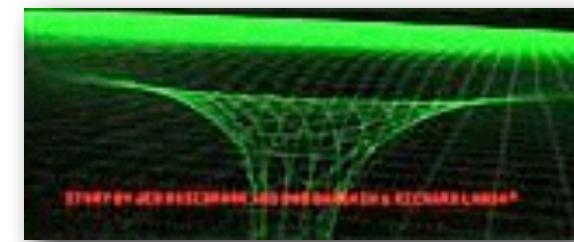
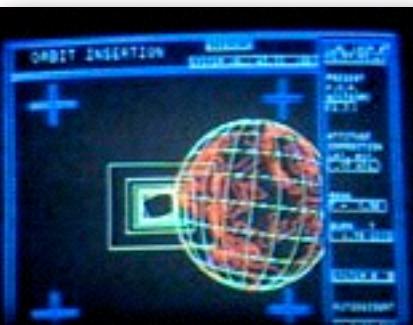
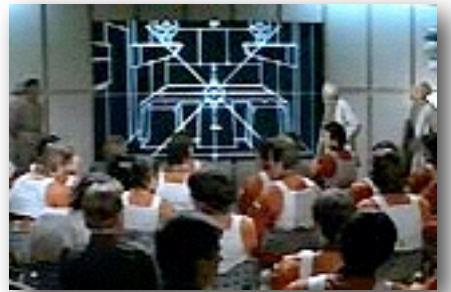
# Star Wars Episode IV: A New Hope (1977)

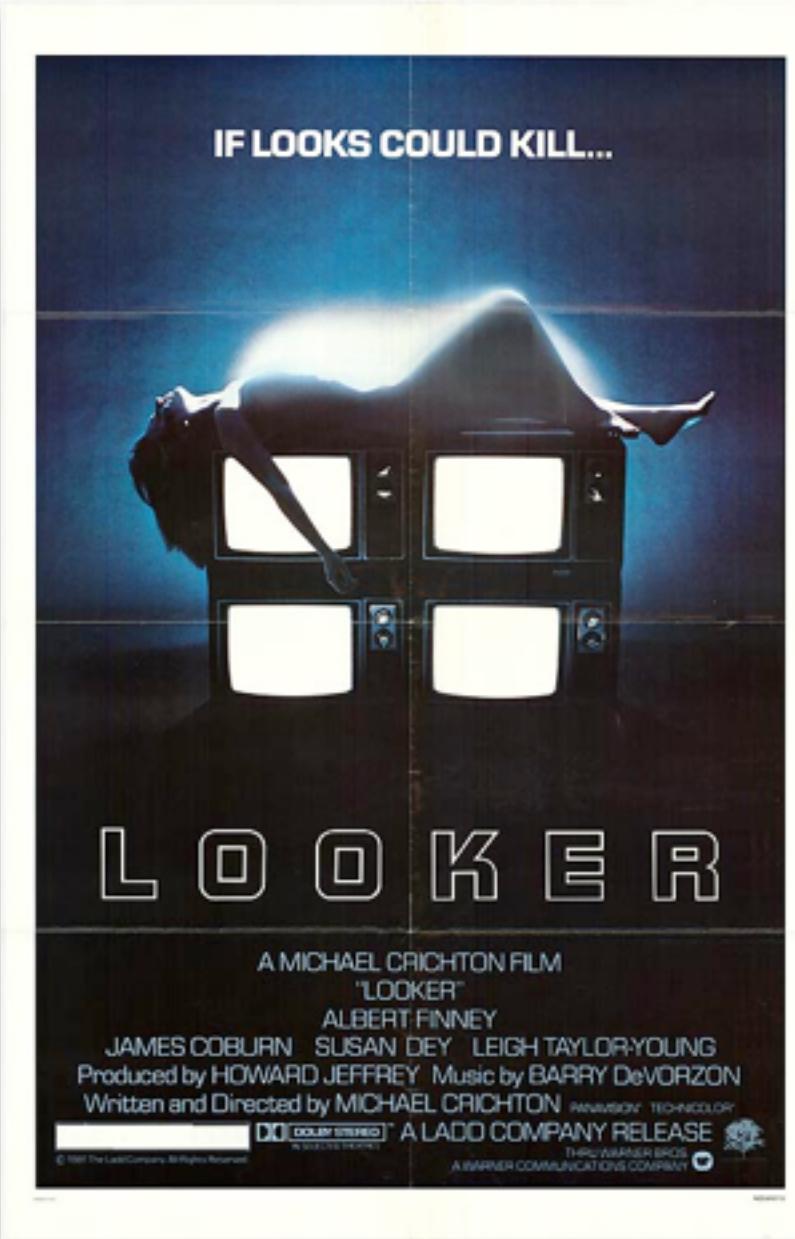


# Alien (1979)



# The Black Hole (1979)

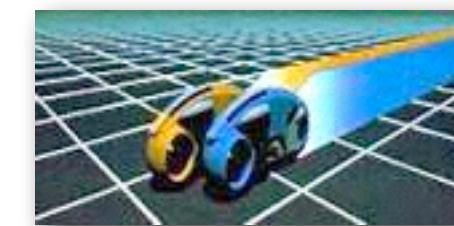
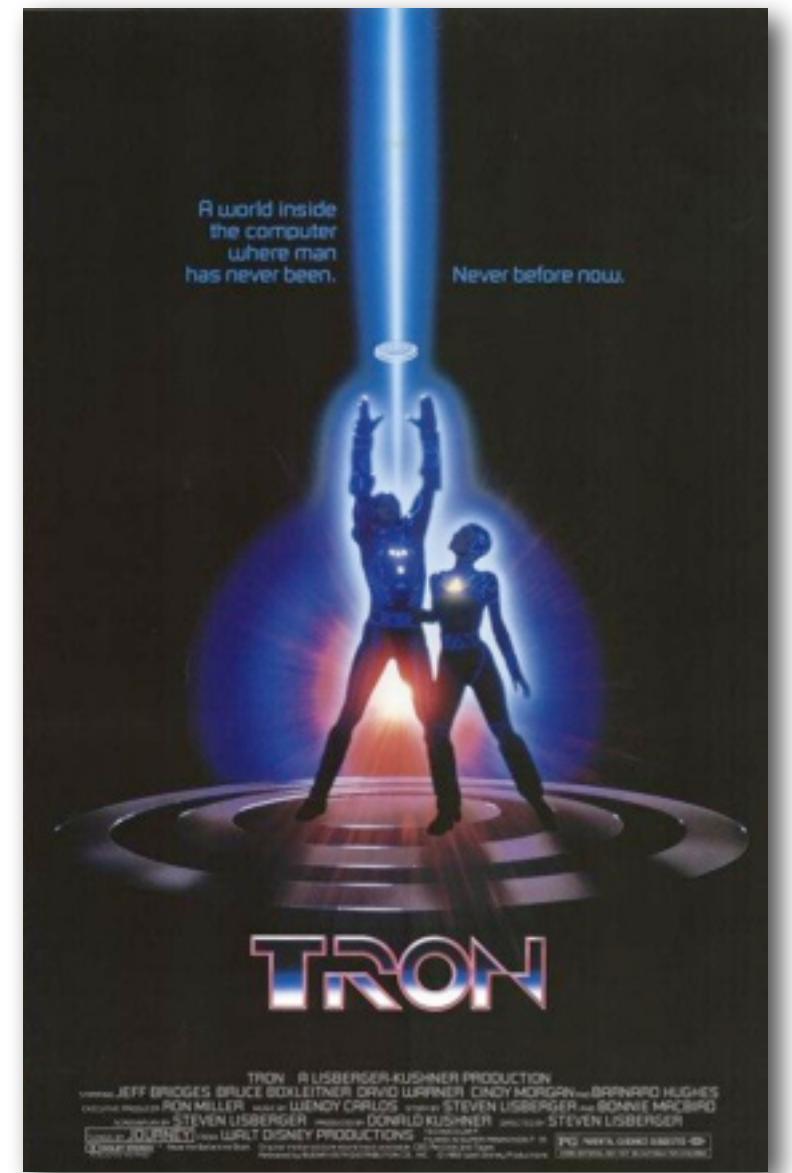




Looker (1981)



Star Trek II: The Wrath of Khan (1982)



Tron (1982)



# Mad Max



1979



# Alien

Ridley Scott, 1979

# Star Wars



Star Wars: The Empire  
Strikes Back, 1980



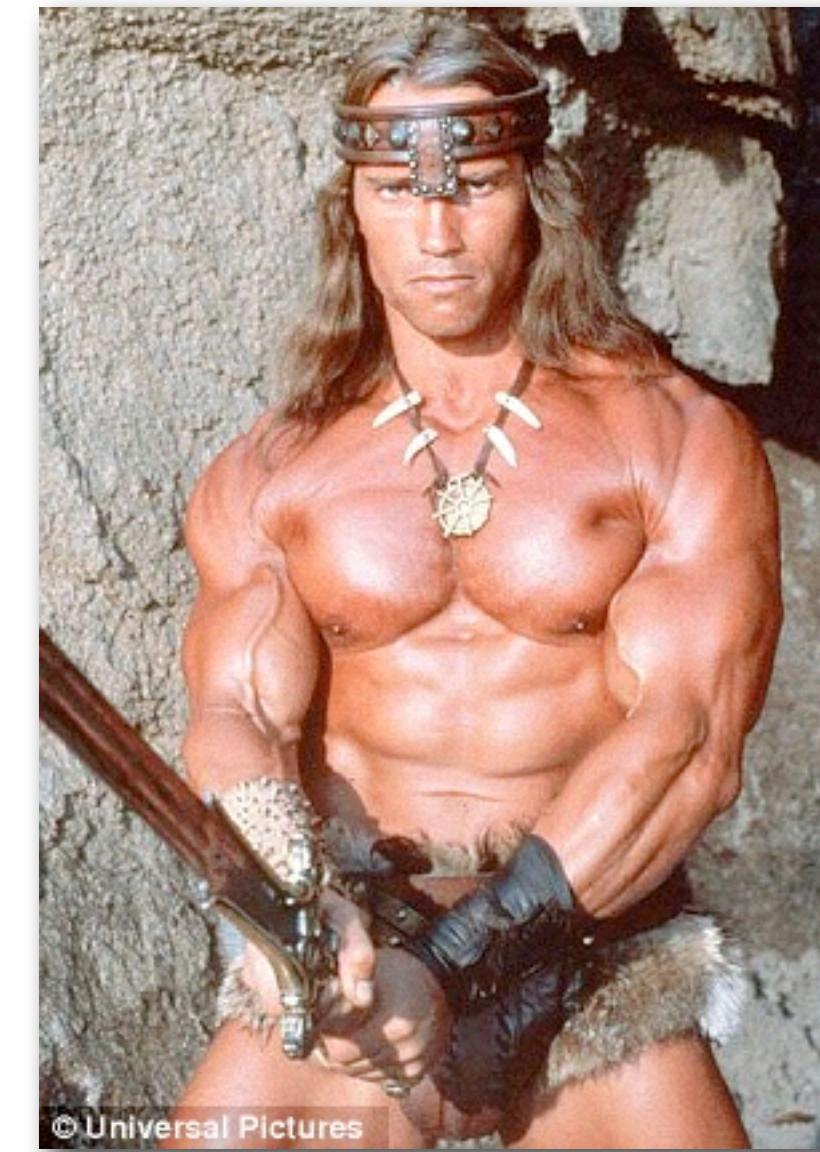
# Indiana Jones 1



1981



# Conan der Barbar



1982

# Masters of the Universe



Mattel 1982

# STALLONE

This time he's fighting for his life.



MARIO KASSAR and ANDREW VAJNA Present

A TED KOTCHEFF Film

SYLVESTER STALLONE FIRST BLOOD RICHARD CRENNA

Starring BRIAN DENNY Music by JERRY GOLDSMITH Director of Photography ANDREW LAMOUR Executive Producers MARIO KASSAR and ANDREW VAJNA  
Co-Executive Producer HEBO MINES Produced by BOZZ FEITCHER Screenplay by MICHAEL KOZIEK & WILLIAM TACKHEIM and SYLVESTER STALLONE

R RESTRICTED PARENTAL GUIDANCE ADVISED FOR SOME ADULT THEMES  
Based on the novel by DAVID MORRILL Directed by TED KOTCHEFF DOLBY STEREO An ORION PICTURES Release  
Rated R - Adults 17 and older  
1982 © 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)

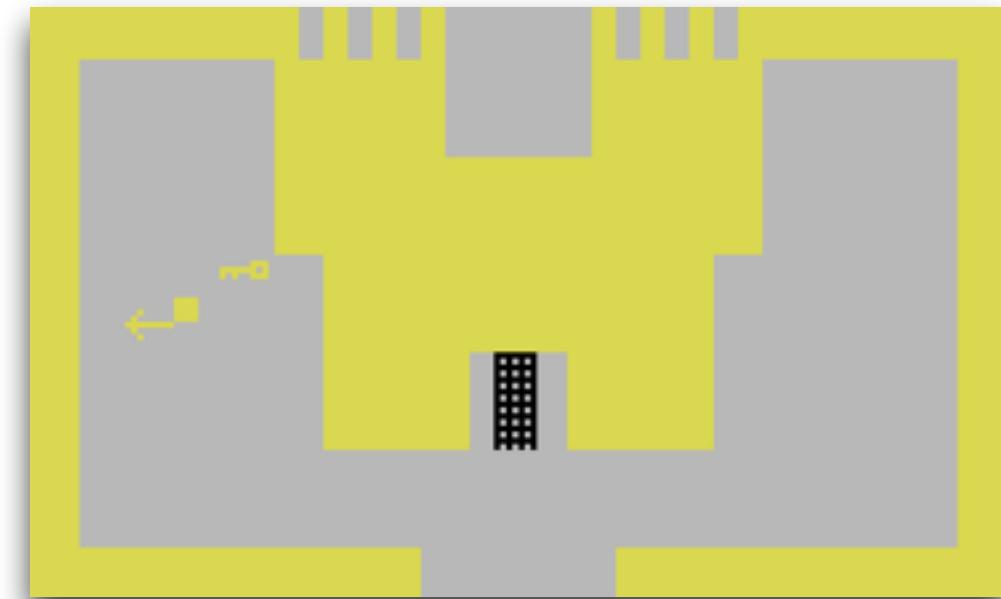
1978

Breakout  
Sky Diver

1979

Adventure  
Atari 2600 Basic Programming  
Video Chess

# Atari VCS 2600 Adaption



1979 Adventure

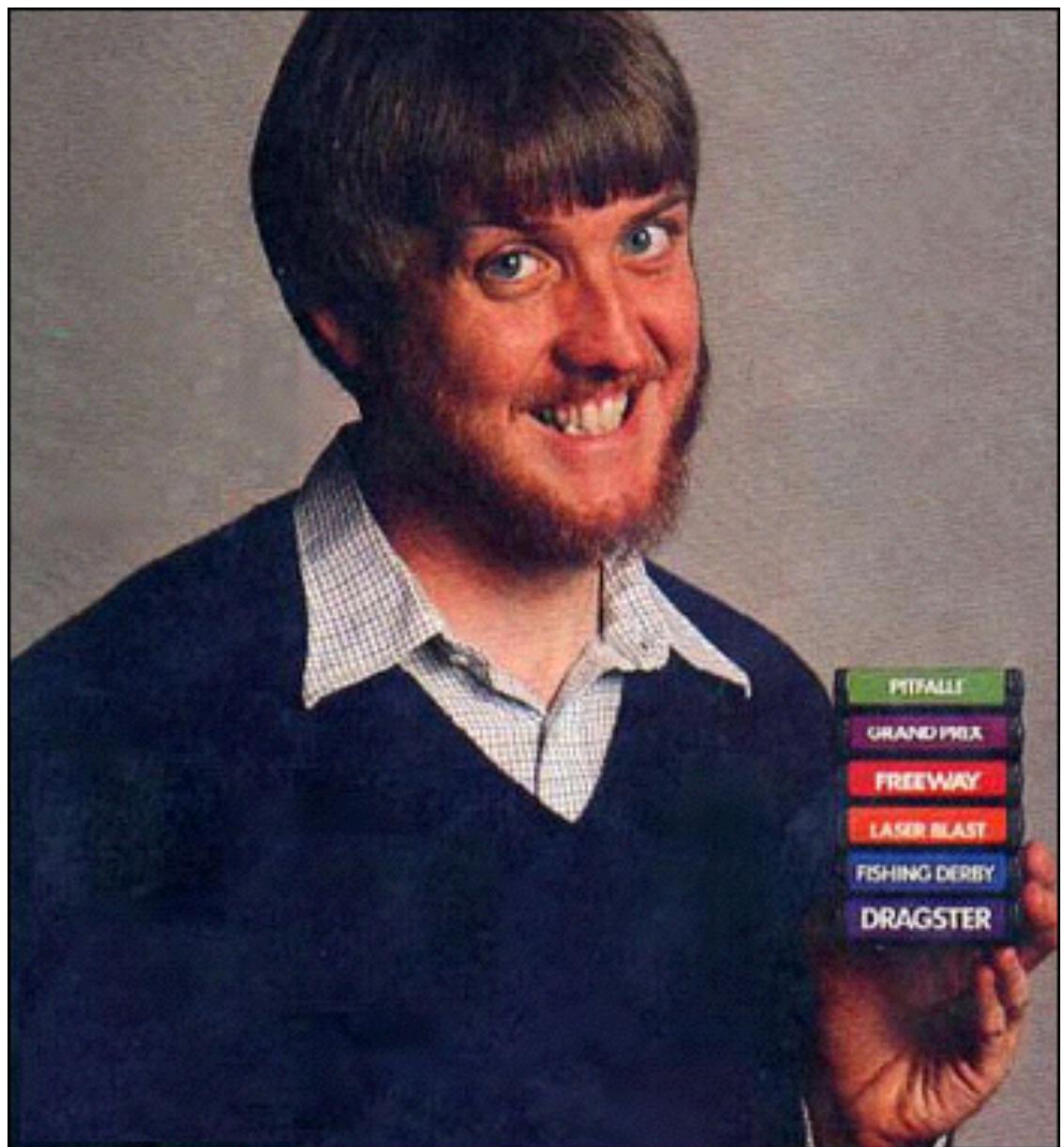


1980 Space Invaders



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

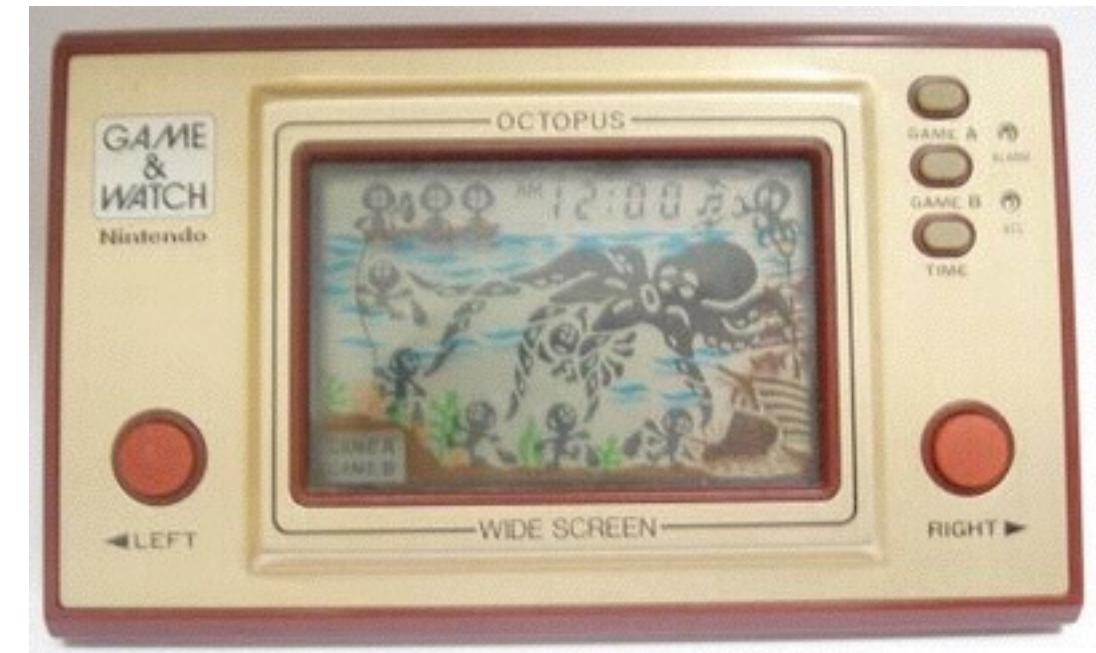
1979

# Handhelds

## Nintendo Game & Watch



Ball, 1980



Octopus, 1981

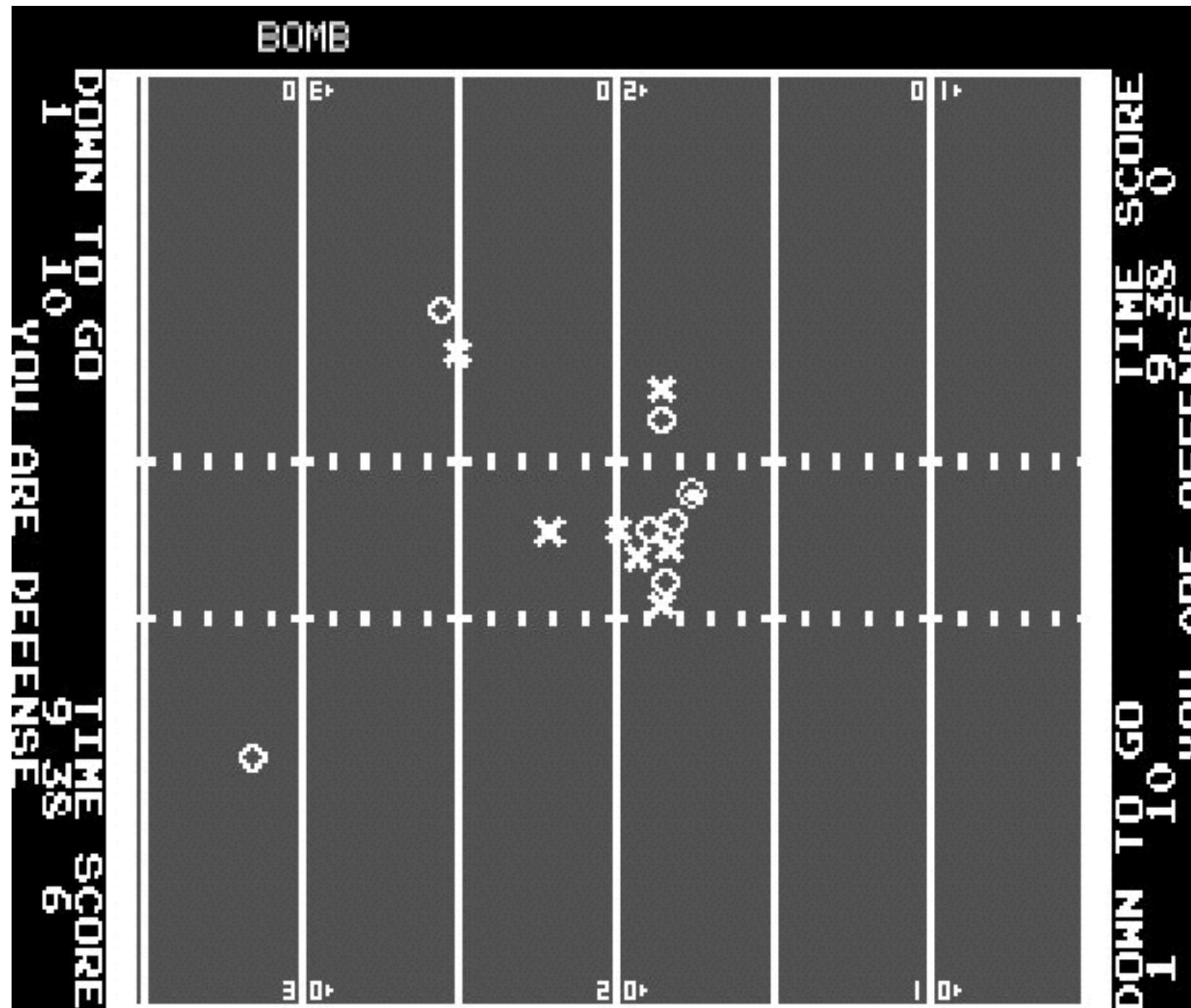


## Dispositive Strukturen

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

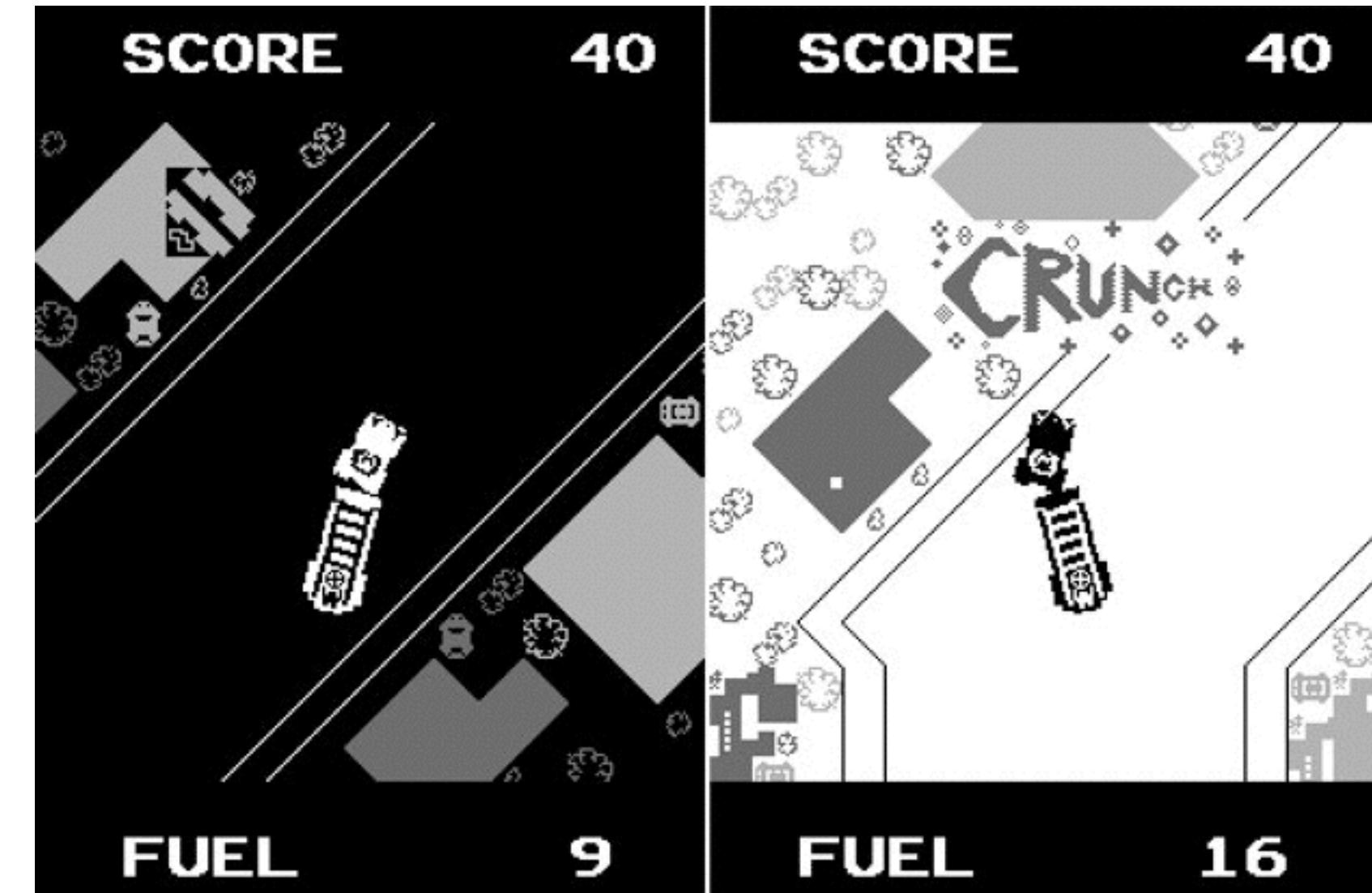
# Football



Scrolling:  
Atari Football 1978

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

# Fire Truck



Kooperation:  
Fire Truck 1978

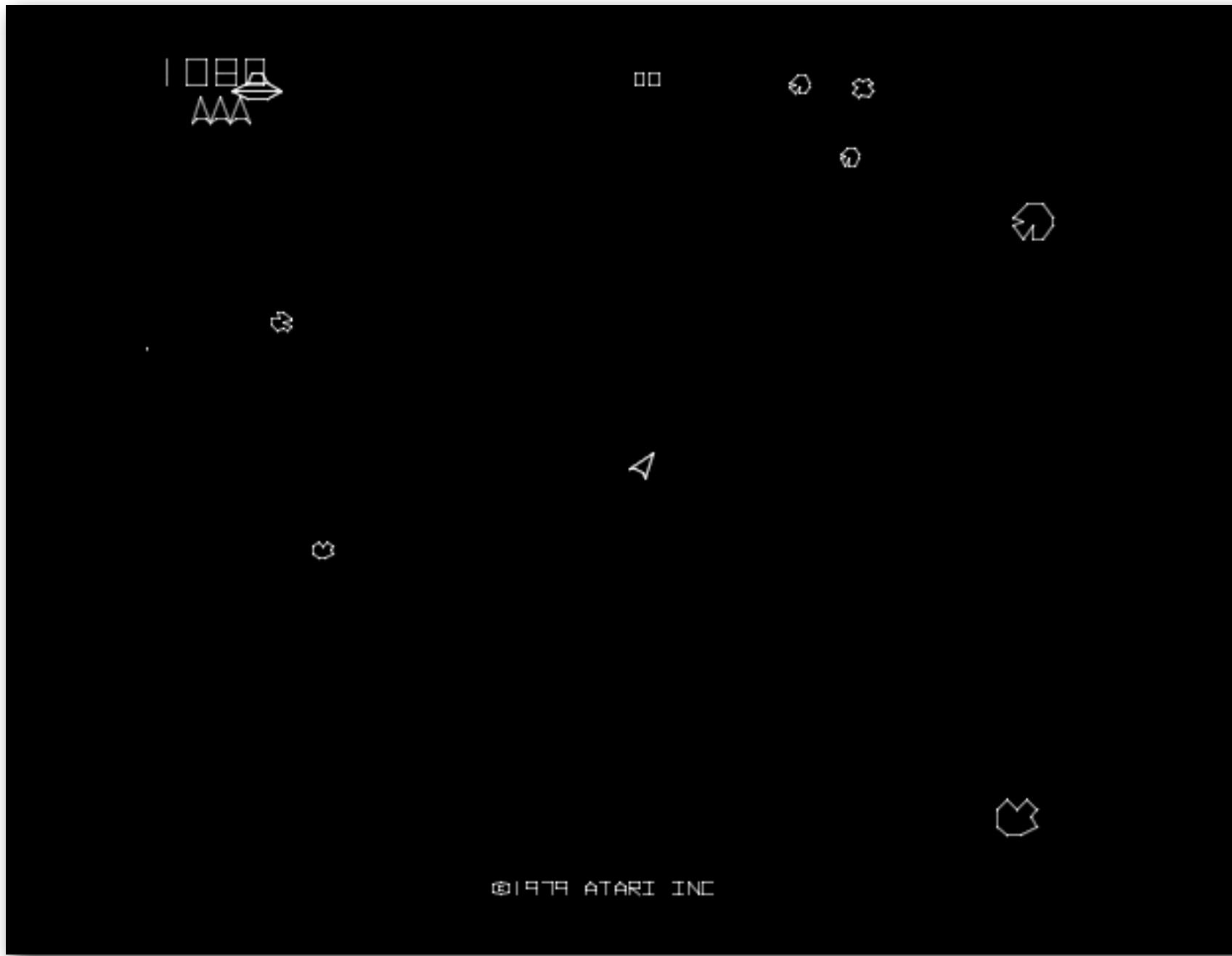
# Space Invaders



Science Fiction  
Taito: Space Invaders, 1978

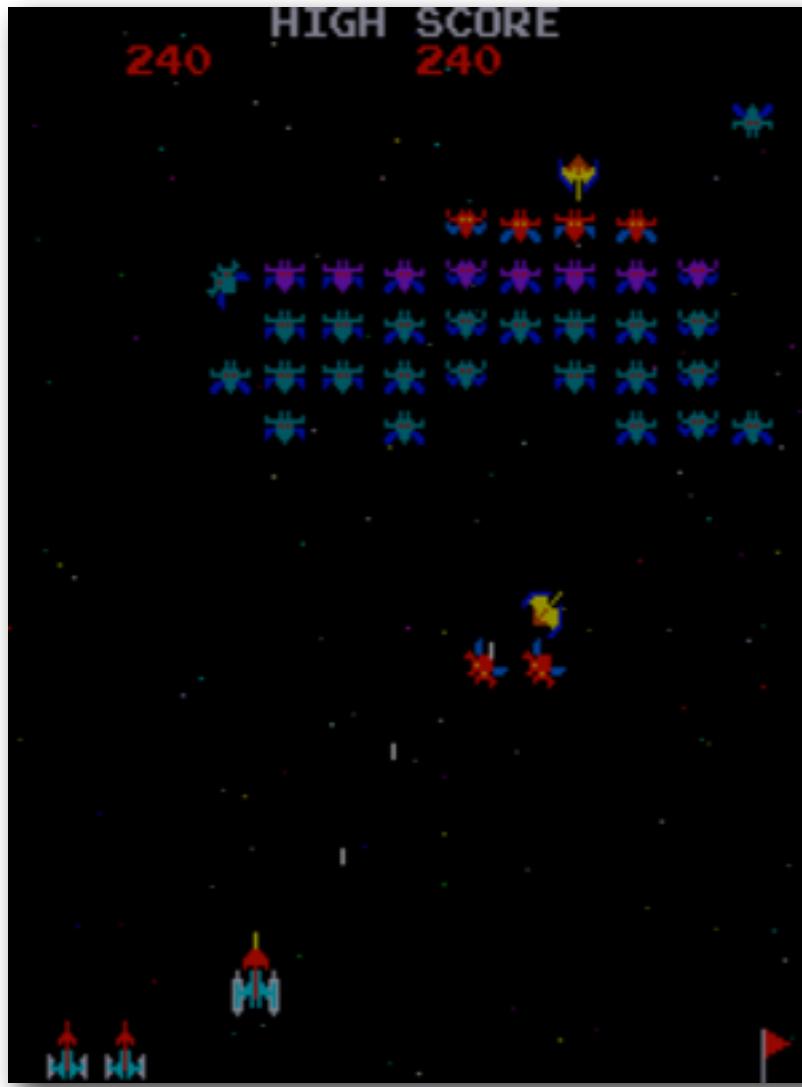


# Asteroids

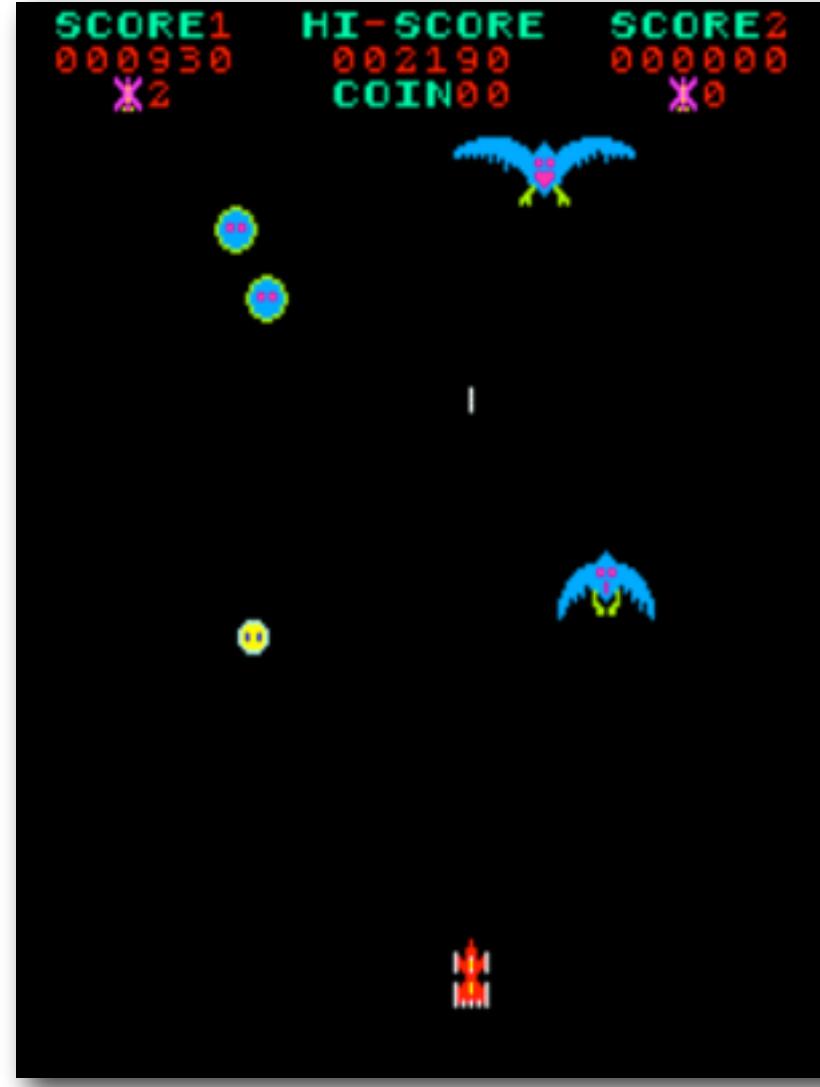


High Scores  
Atari: Asteroids, 1979

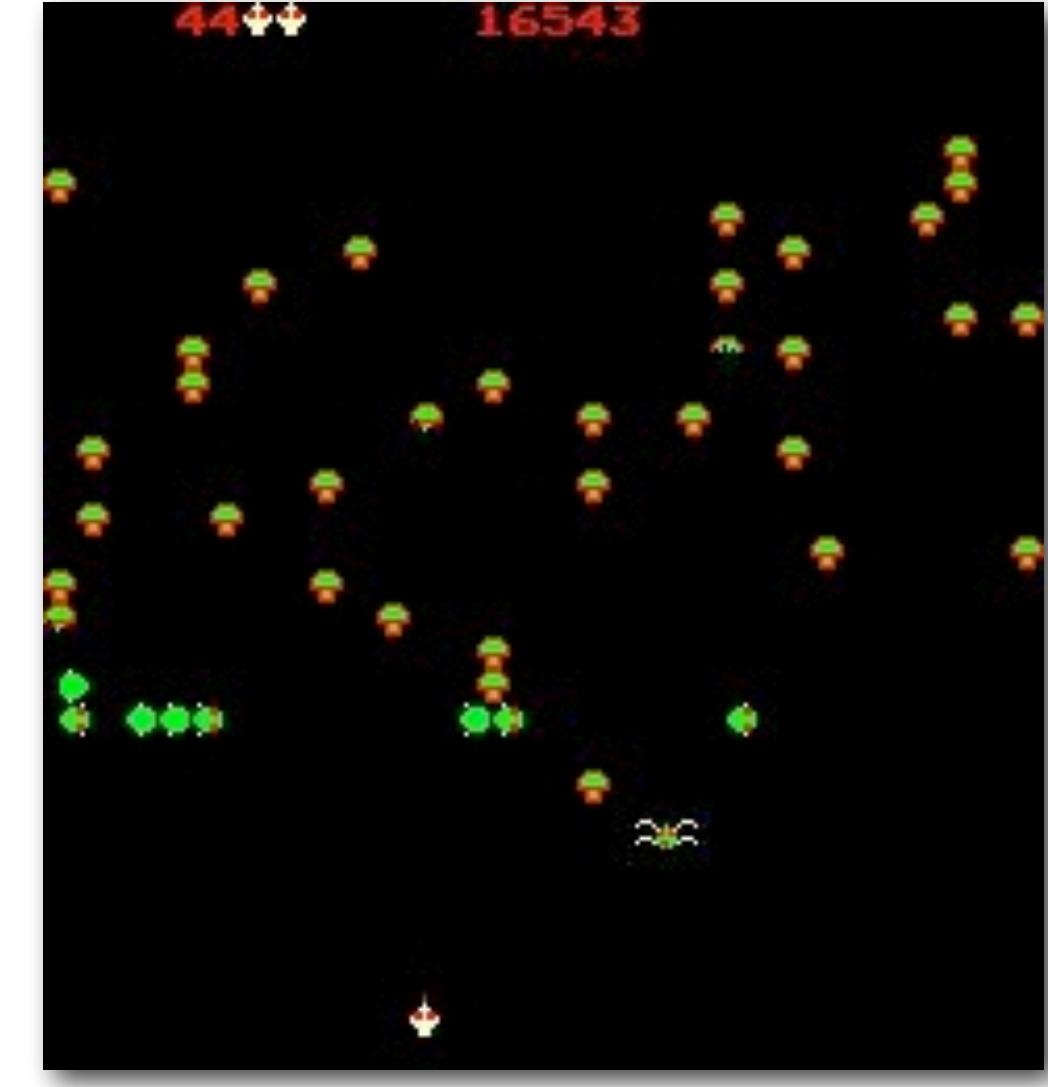
# Shmup – Shoot 'em Up



Namco: Galaxians, 1979

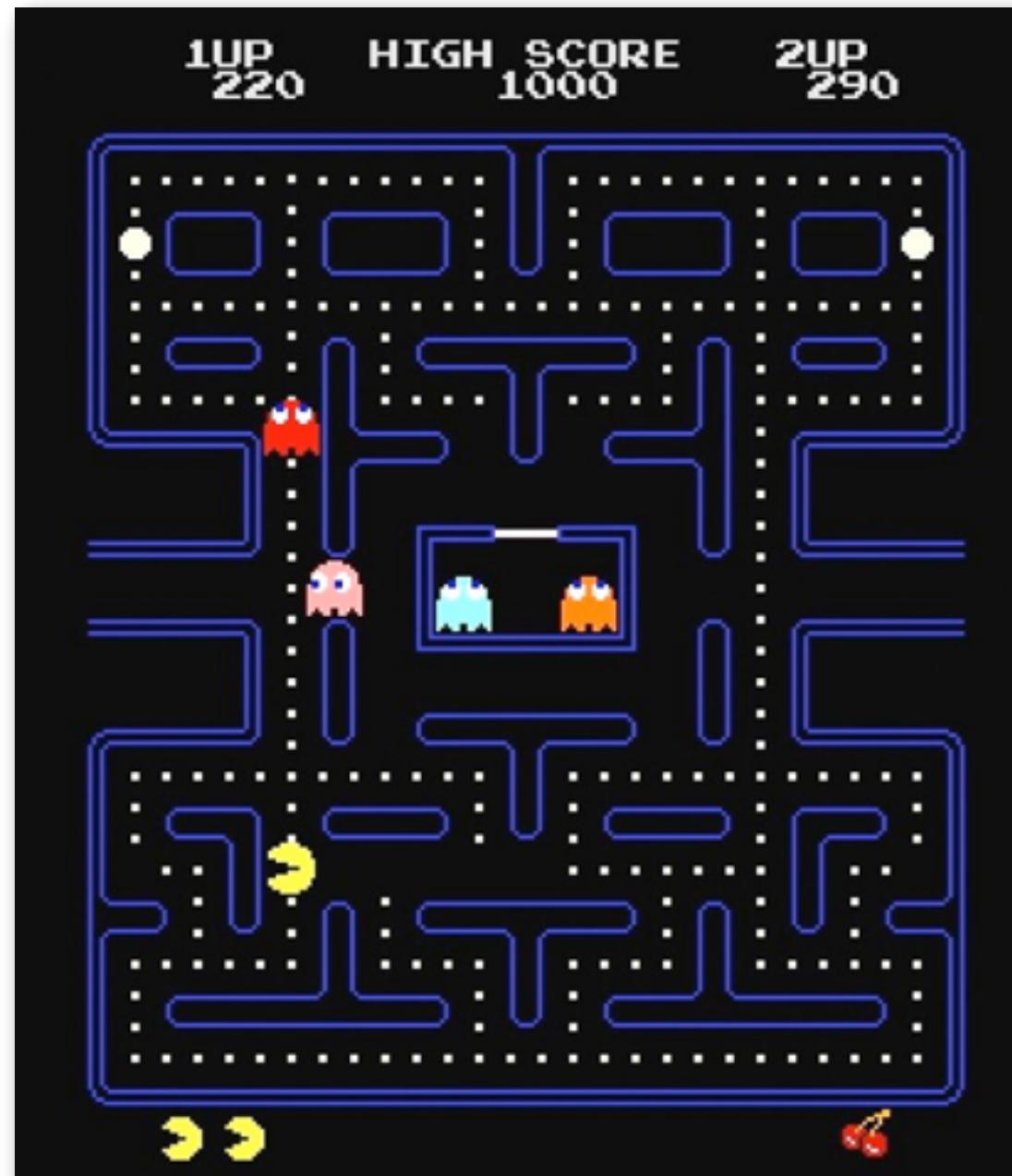


Taito: Phoenix, 1980



Atari: Centipede, 1980

# Pac Man



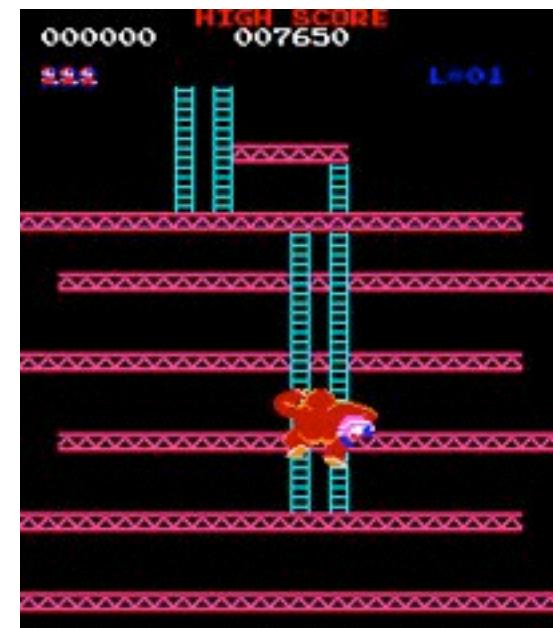
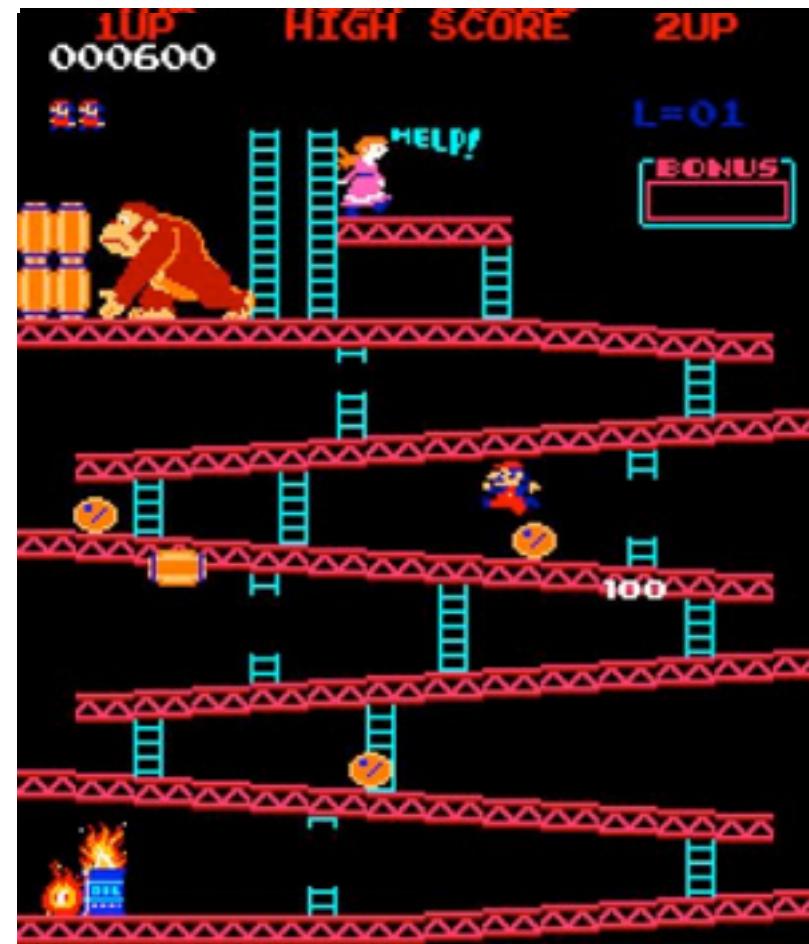
Maskottchen, Labyrinth, Power Up, Cutscene  
Namco: Pac Man, 1980



Tori Iwatani

# Labyrinth-Spiele

|                     |                              |                          |
|---------------------|------------------------------|--------------------------|
| 1980 Pac-Man        | 1982 Ali Baba and 40 Thieves | 1983 Eggor               |
| 1981 Amidar         | 1982 Blue Print              | 1983 Jr. Pac-Man         |
| 1981 Crush Roller   | 1982 Check Man               | 1983 Kick Boy            |
| 1981 Jungler        | 1982 Dazzler                 | 1983 Lover Bay           |
| 1981 Lady Bug       | 1982 Dig Dug                 | 1983 Marvin's Maze       |
| 1981 Lock 'n' Chase | 1982 Dorodon                 | 1983 Mr. TNT             |
| 1981 Maze Invaders  | 1982 Eyes                    | 1983 New Sinbad 7        |
| 1981 Mous Trap      | 1982 Leprechaun              | 1983 Rootin' Tootin'     |
| 1981 Ms. Pac Man    | 1982 Orca                    | 1983 Swinging Singles    |
| 1981 Oli-Boo-Chu    | 1982 Pac-Man Plus            | 1984 Botanic             |
| 1981 Qix            | 1982 Pengo                   | 1984 Jack Rabbit         |
| 1981 Round Up       | 1982 Q-Bert                  | 1985 I'm Sorry           |
| 1981 The Hand       | 1982 Tyl                     | 1986 Merlin's Money Maze |
| 1981 Thief          | 1983 Bomberman               | 1991 Sel Feena           |
| 1981 Turtles        | 1983 Dingo                   |                          |

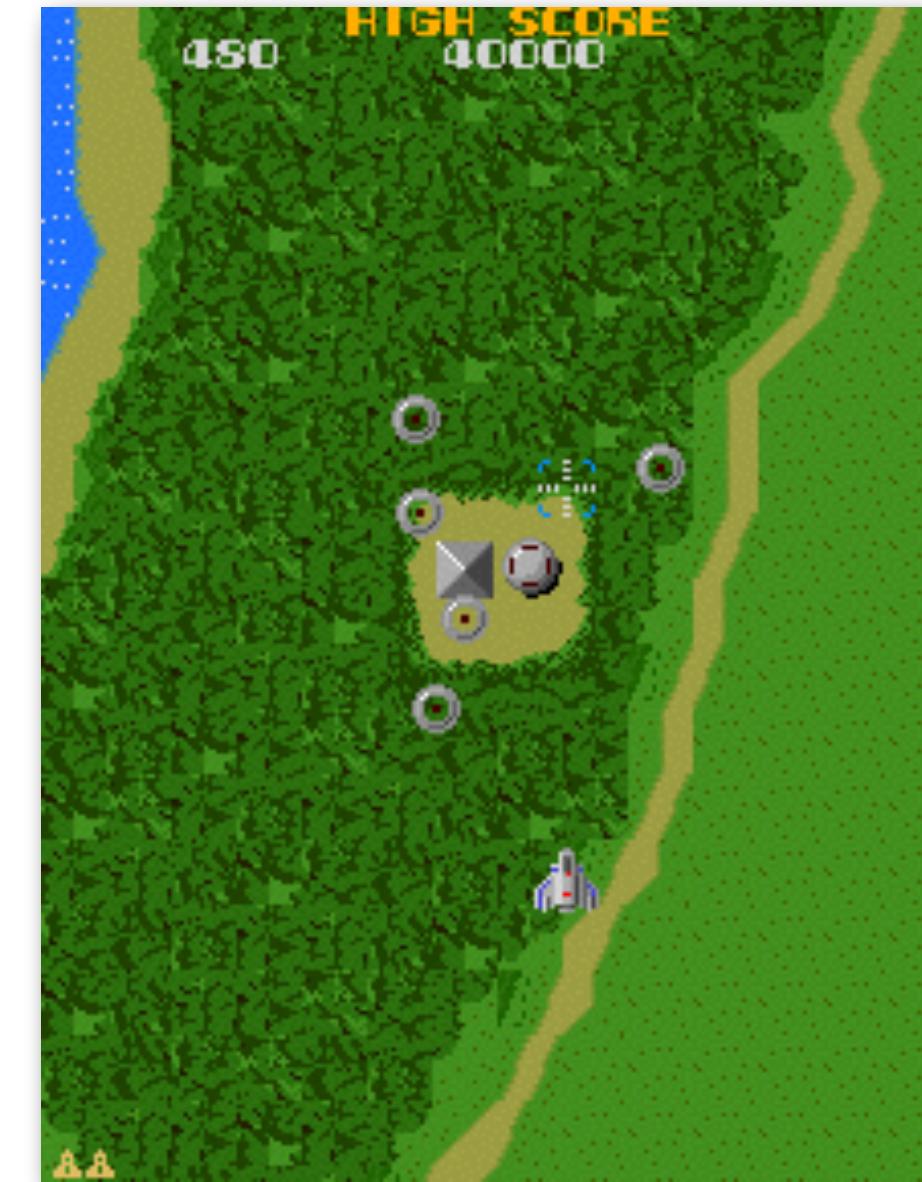


Jump ,n' Run; Story; Damsel in Distress  
Donkey Kong, 1981

# Arcade



Tube Shooter  
Atari: Tempest, 1980

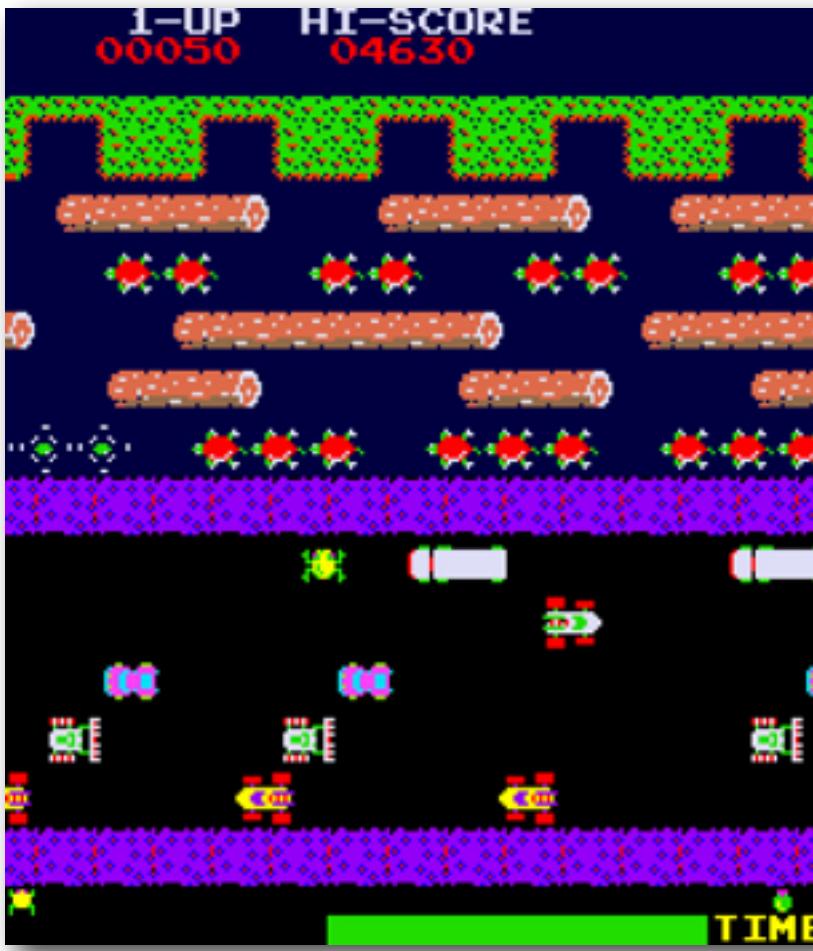


Vertical Scroller  
Namco: Xevious, 1982

# Arcade



Multi-Level Shmup; Refuel  
Konami: Scramble, 1981



Ikone  
Konami: Frogger, 1981



Parallax Scrolling  
Irem: Moon Patrol, 1982

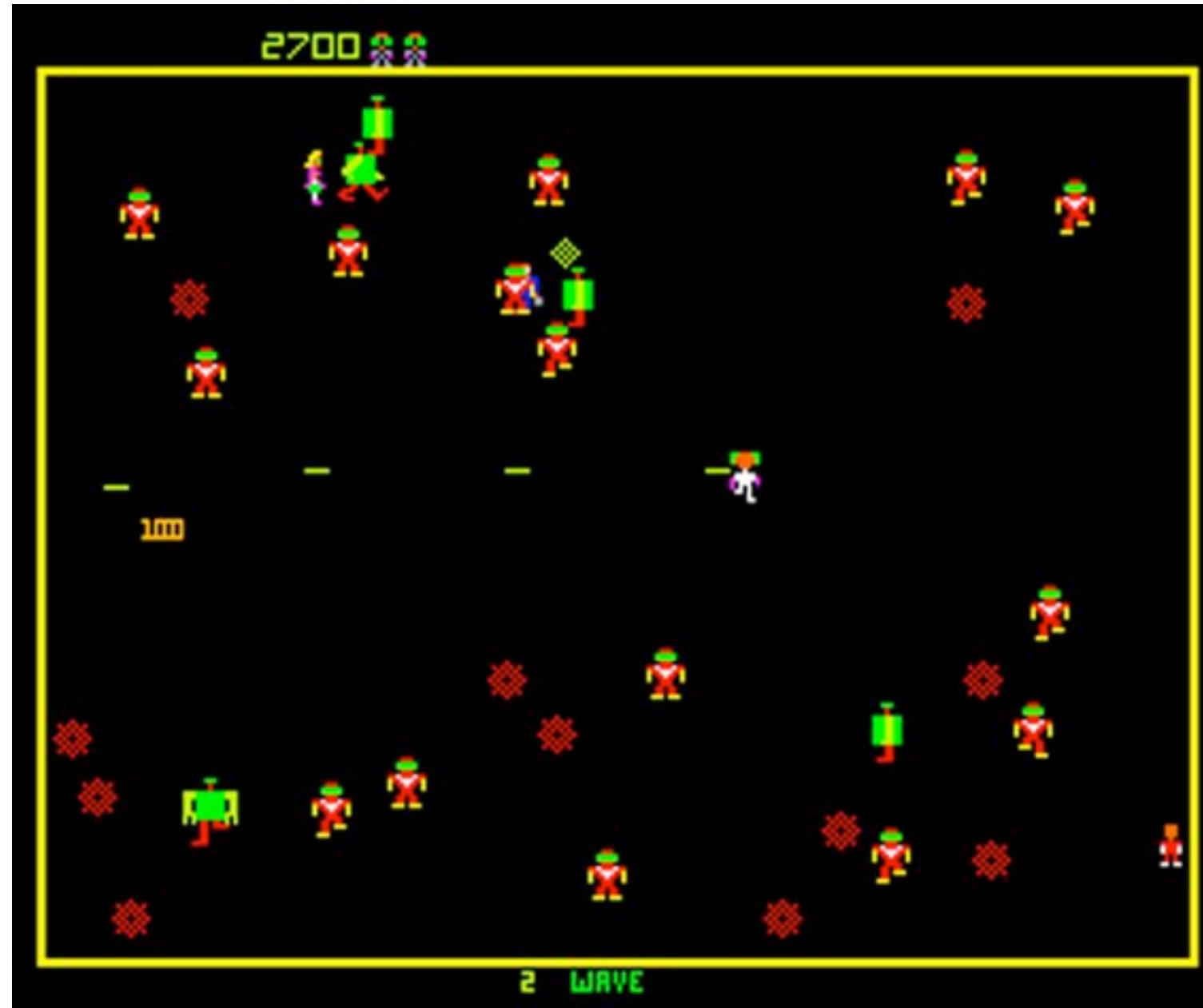
# Arcade



Simulation, Product Placement  
Namco: Pole Position, 1982

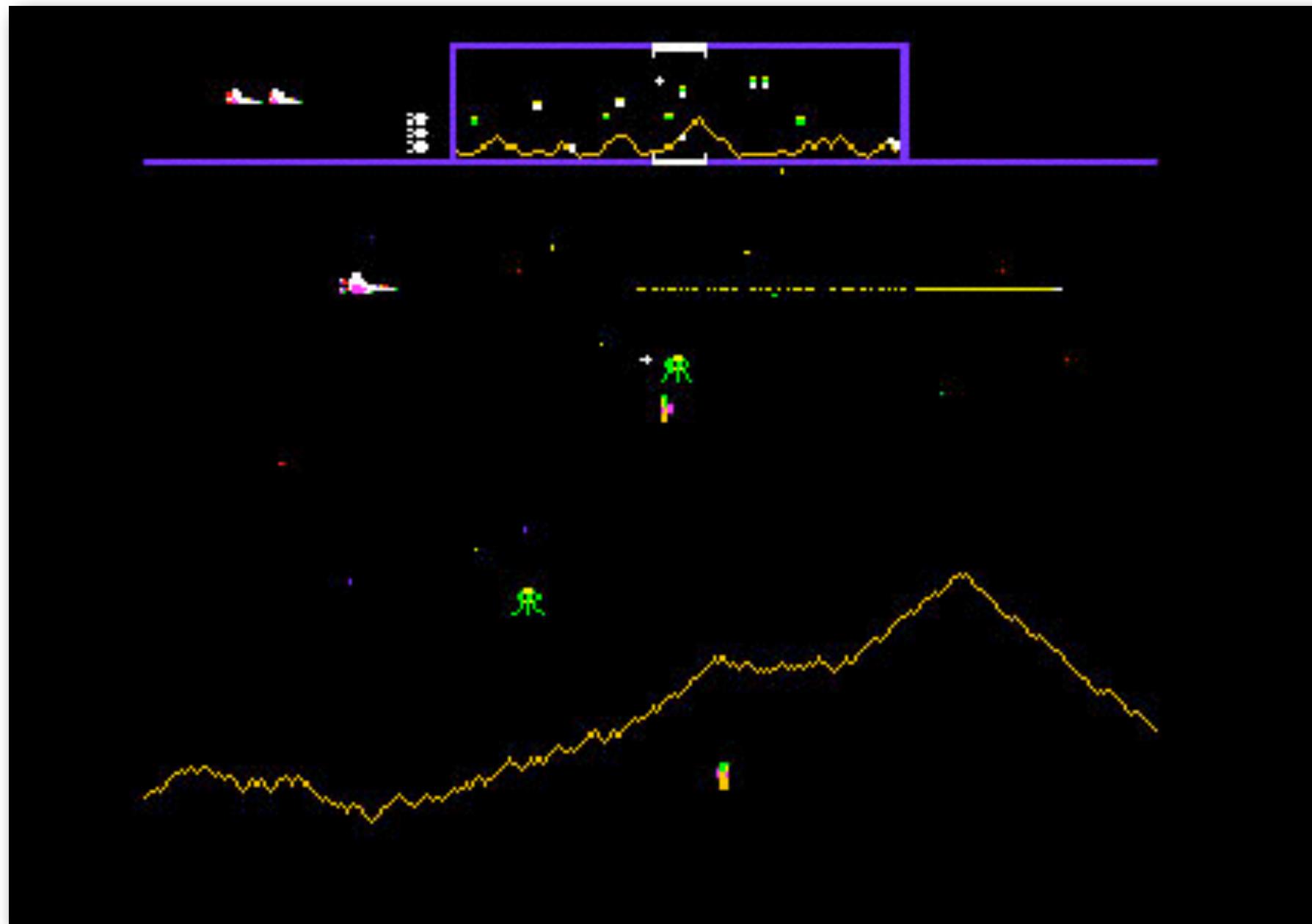


# Robotron 2084



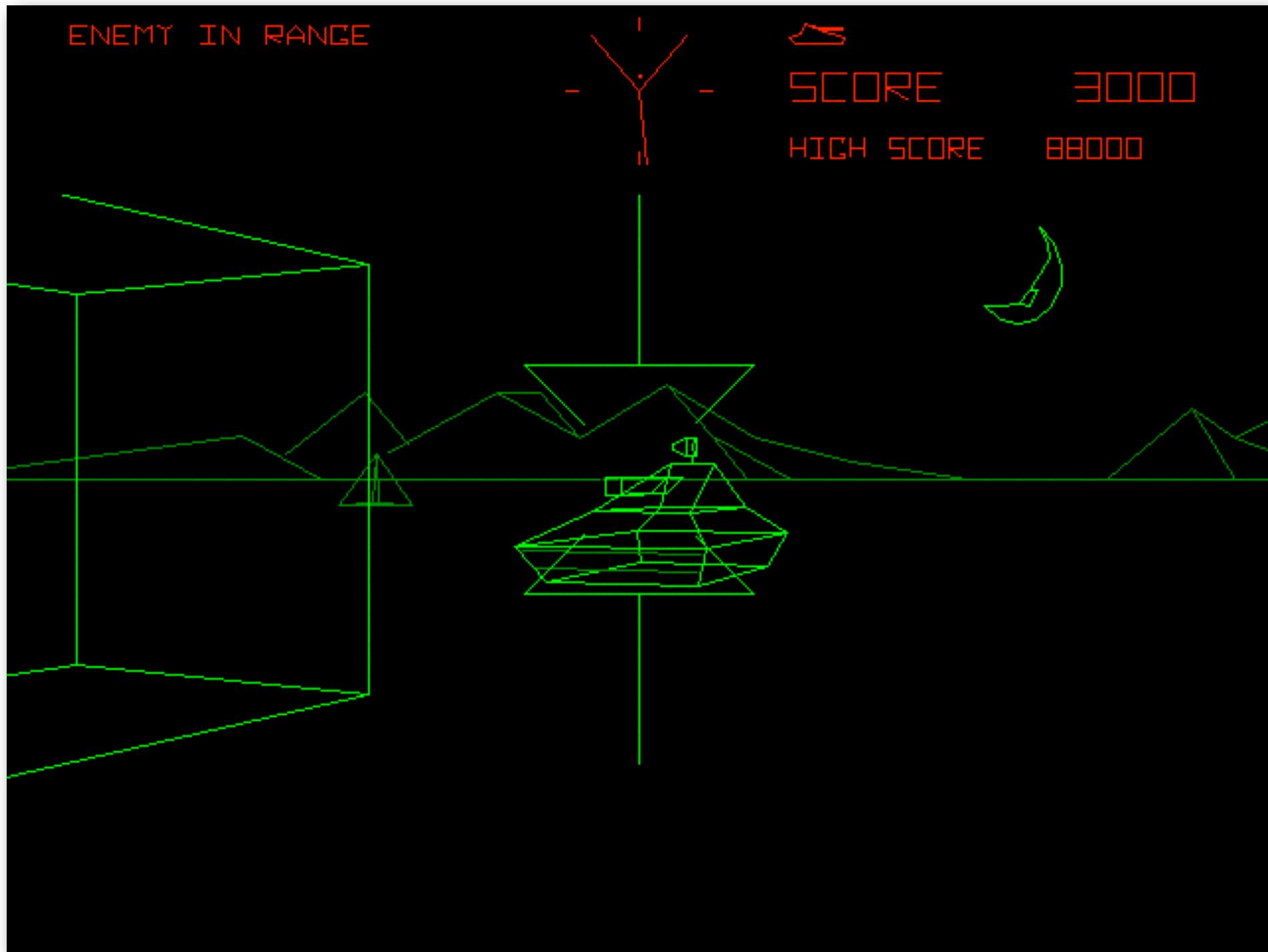
Twin Stick Shooter  
Robotron 2084, 1982

# Defender



Sidescrolling  
Williams: Defender, 1980

# Battlezone



3D Wireframe  
Atari: Battle Zone, 1980

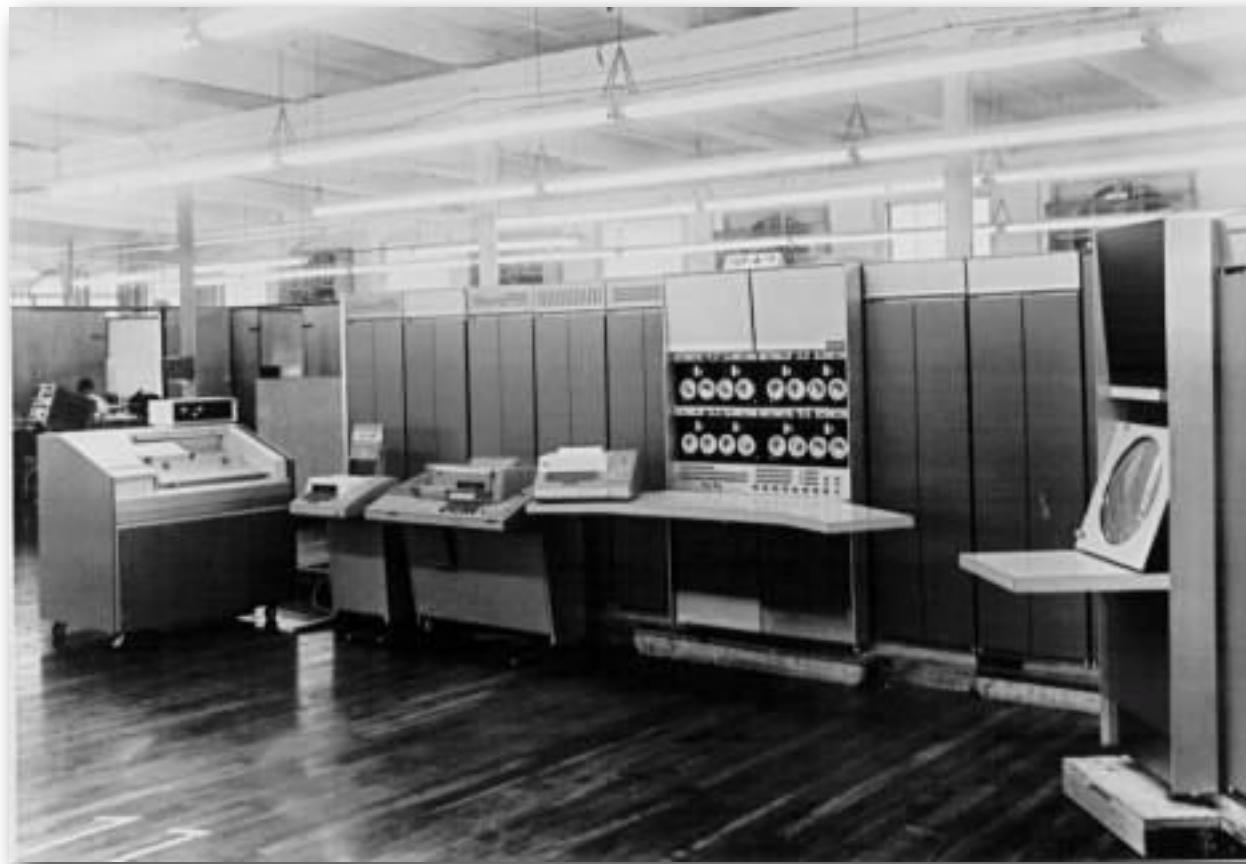
# Rally-X



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.

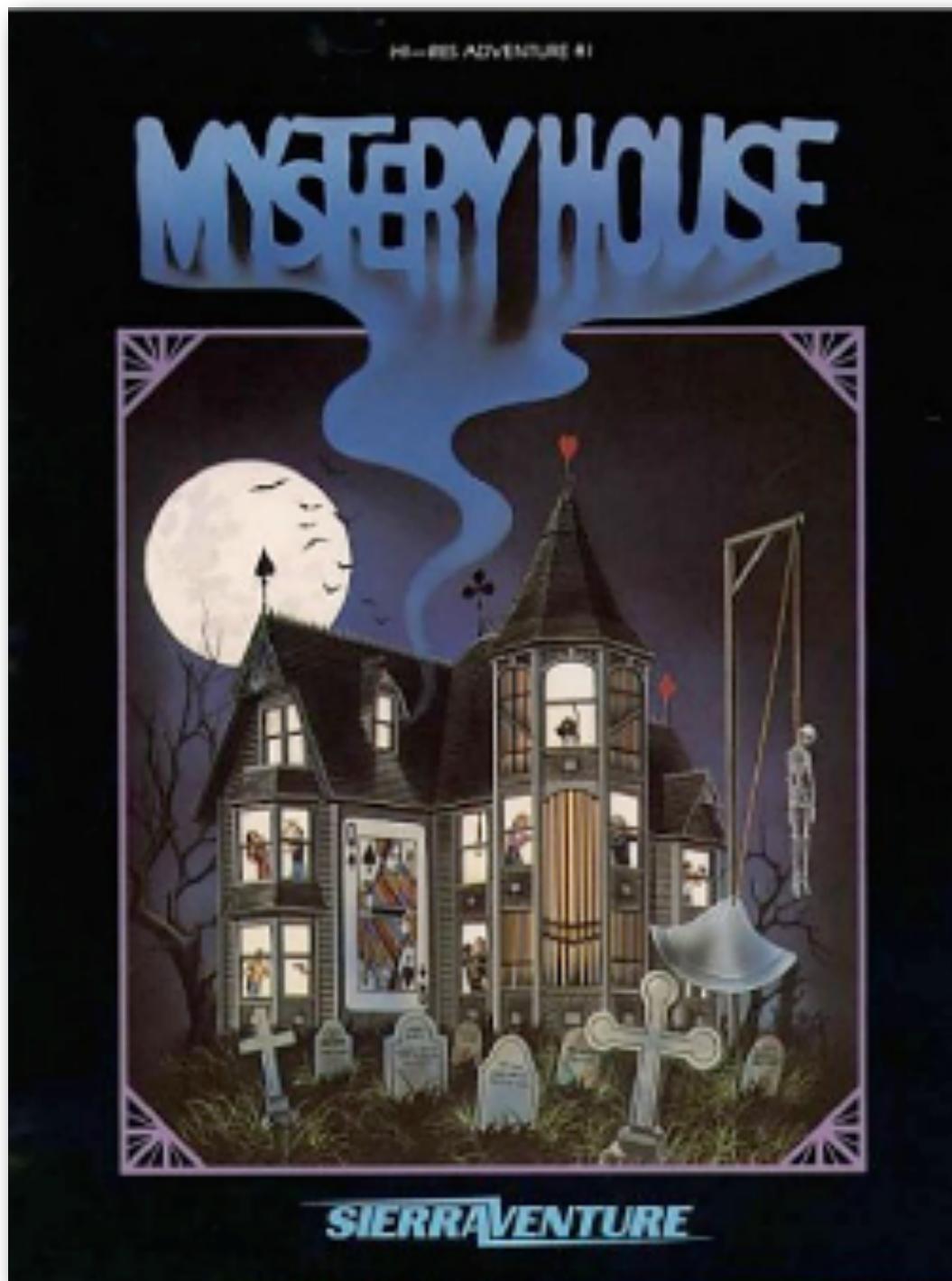
MUD1, aka British Legends, is still alive at [british-legends.com](http://british-legends.com)

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

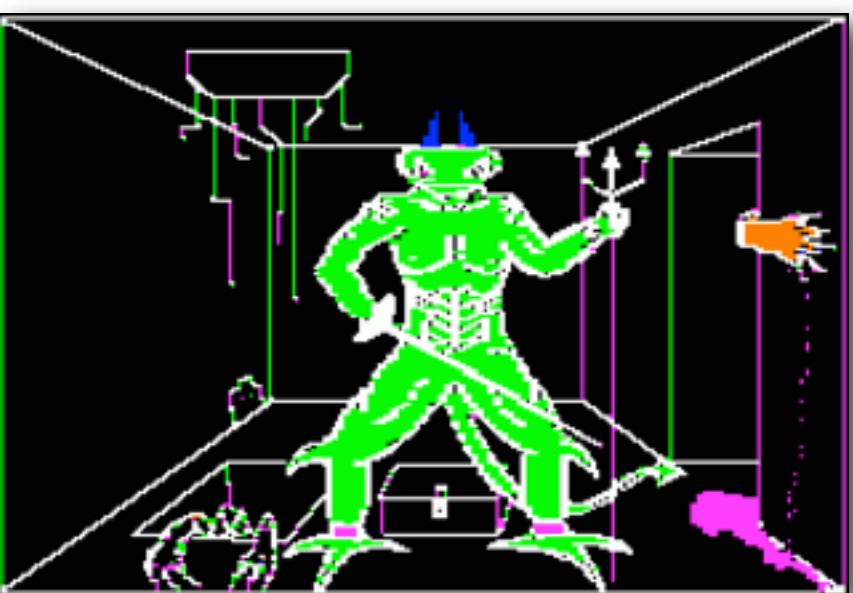


# Mystery House



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>



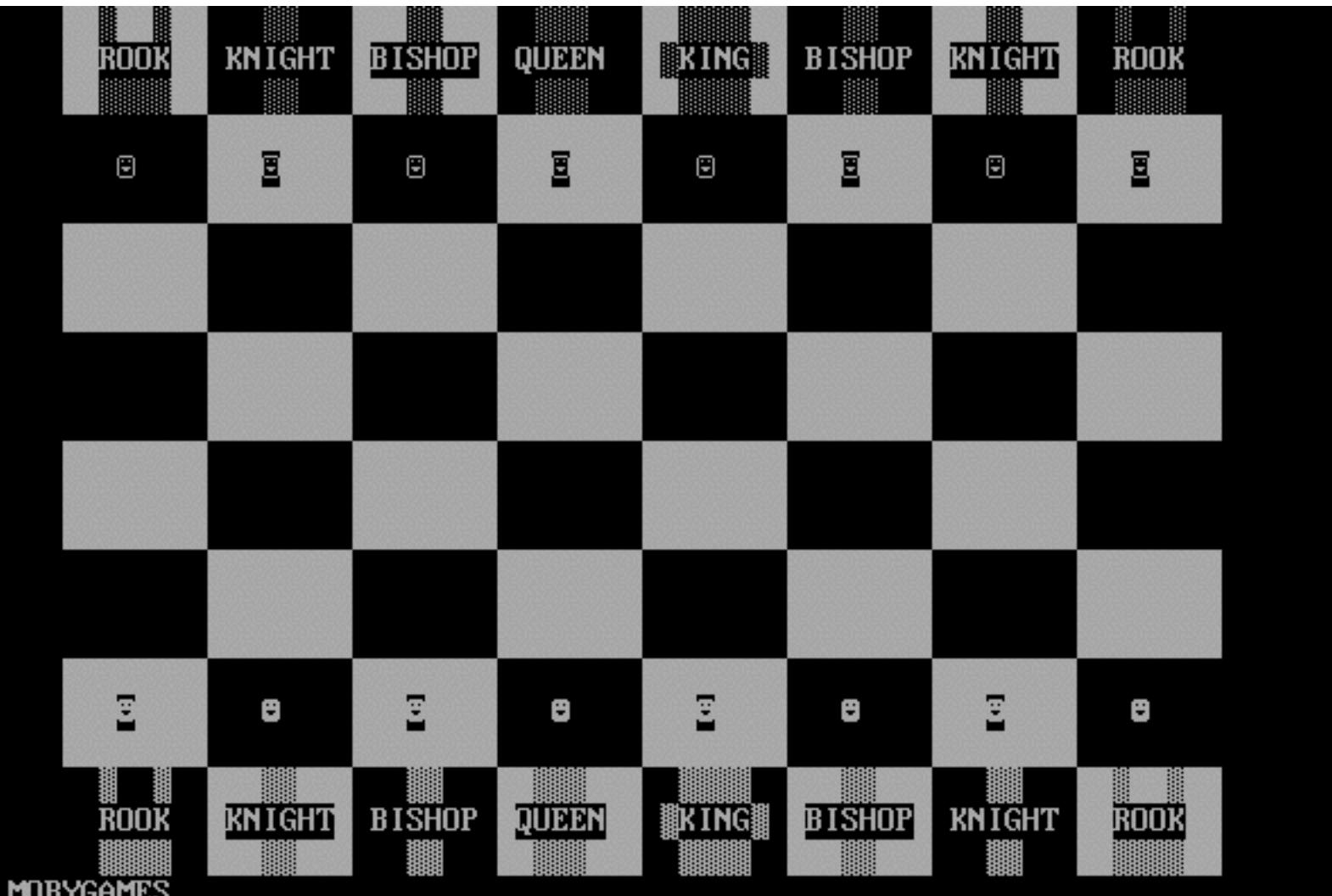
# Rollenspiele



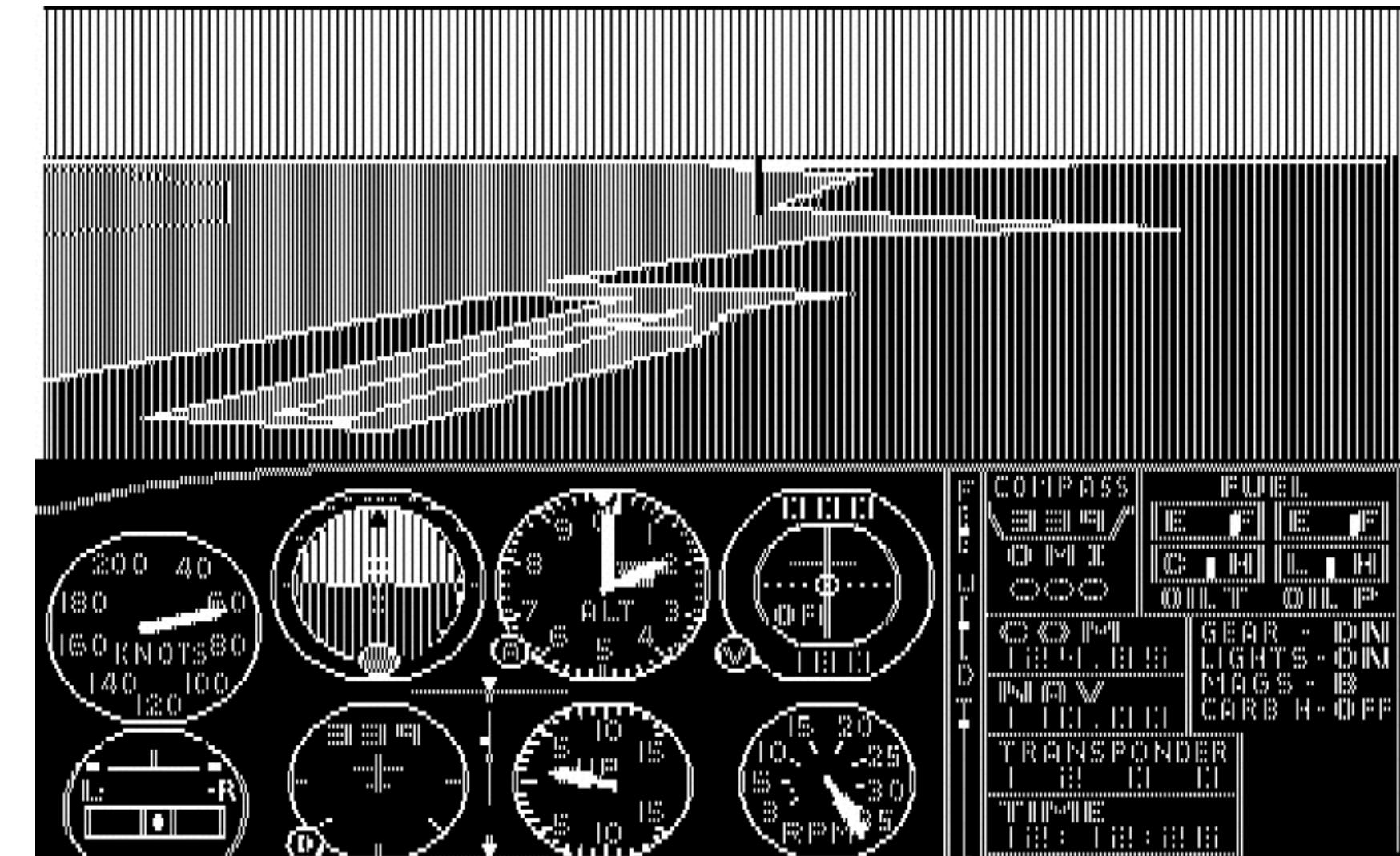
| STAT'S                        |        | WEAPONS          |  |
|-------------------------------|--------|------------------|--|
| HIT POINTS.....               | 19     | 0-FOOD           |  |
| STRENGTH.....                 | 9      | 0-RAPIER         |  |
| DEXTERITY.....                | 19     | 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             |  |
| 10                            | 1-10   | RAPIER           |  |
| 5                             | 1-5    | AXE              |  |
| 3                             | 1      | SHIELD           |  |
| 15                            | 1-4    | BOW AND ARROWS   |  |
|                               | ?????  | MAGIC AMULET     |  |

Richard Garriot: Akalabeth für Apple II, 1980

# Personal Computer



Chess, 1981



Microsoft FS 1 for the IBM PC (1982)