Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

1983-1988

Prof. Dr. Jochen Koubek



Kultureller Kontext

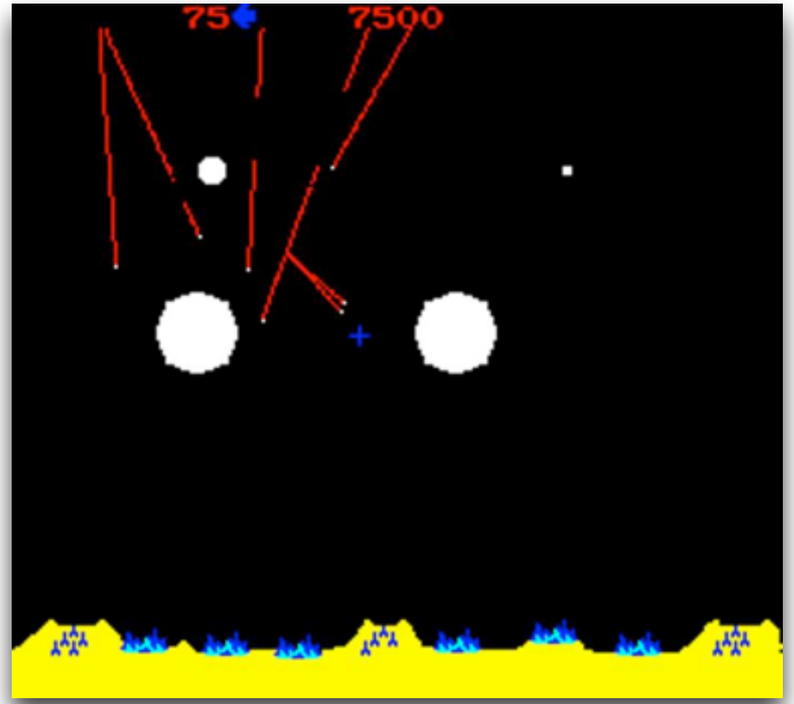


Synth Pop



Yamaha DX-7, MIDI
ab 1983





Missile Command 1980

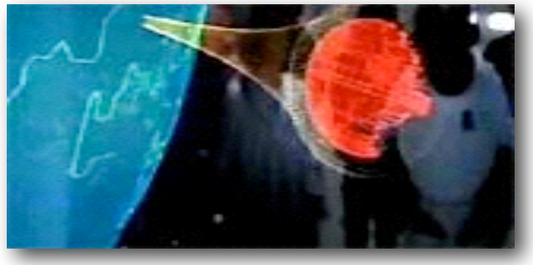


1983









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



Superman III (1983)



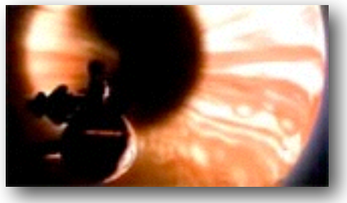
The Last Starfighter (1984)

Money for Nothing

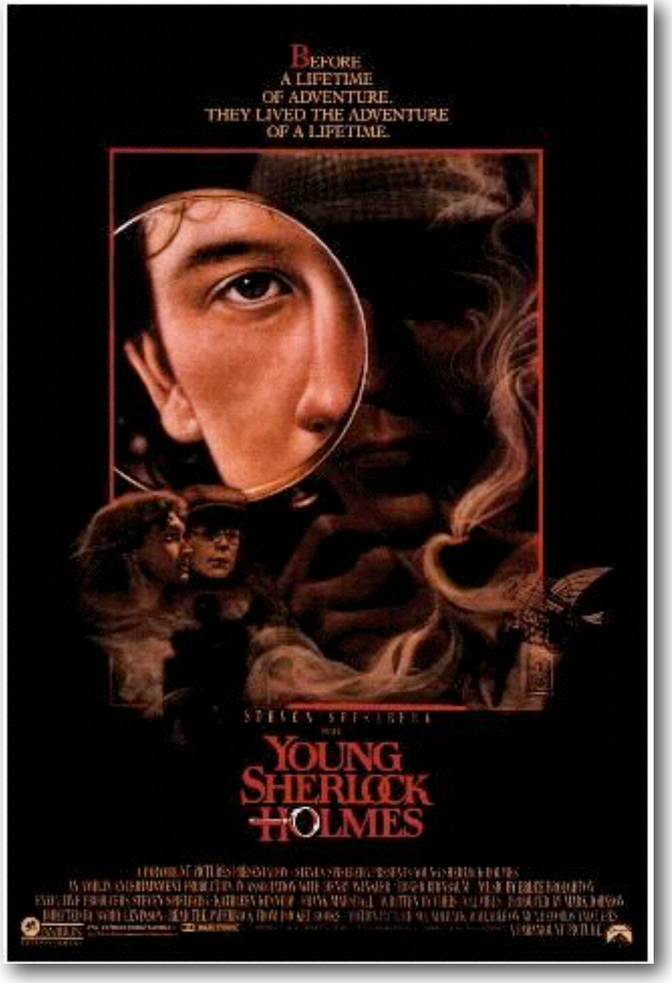


1985



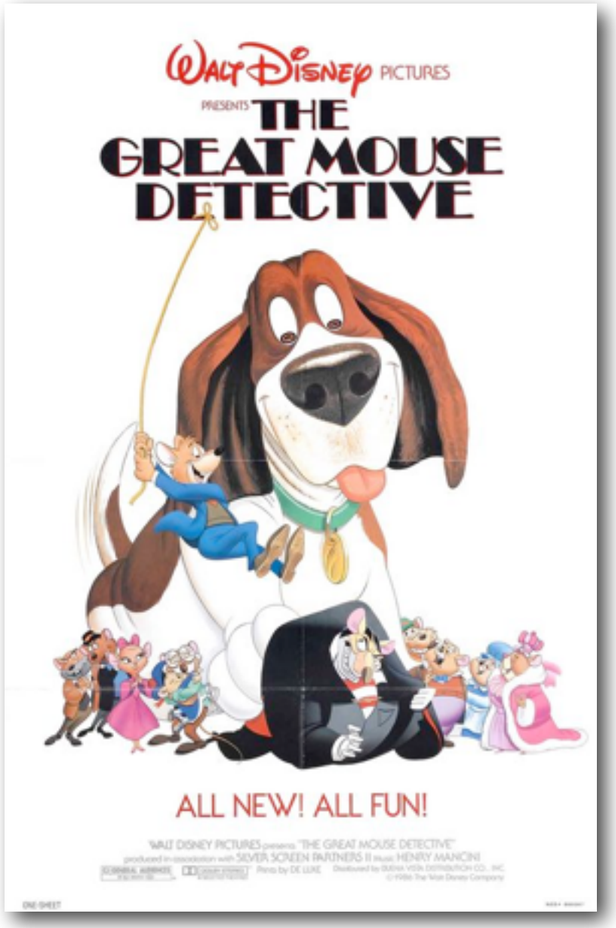


2010: The Year We Make Contact (1984)



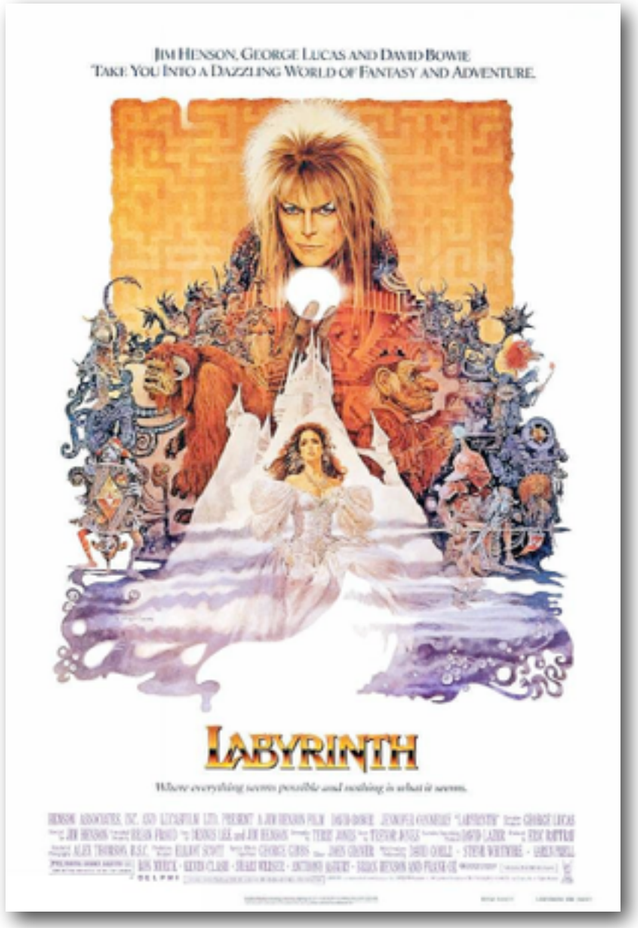


Young Sherlock Holmes (1985)





The Great Mouse Detective (1986)





Labyrinth (1986)





Star Trek IV: The Voyage Home (1986)

Fantasy

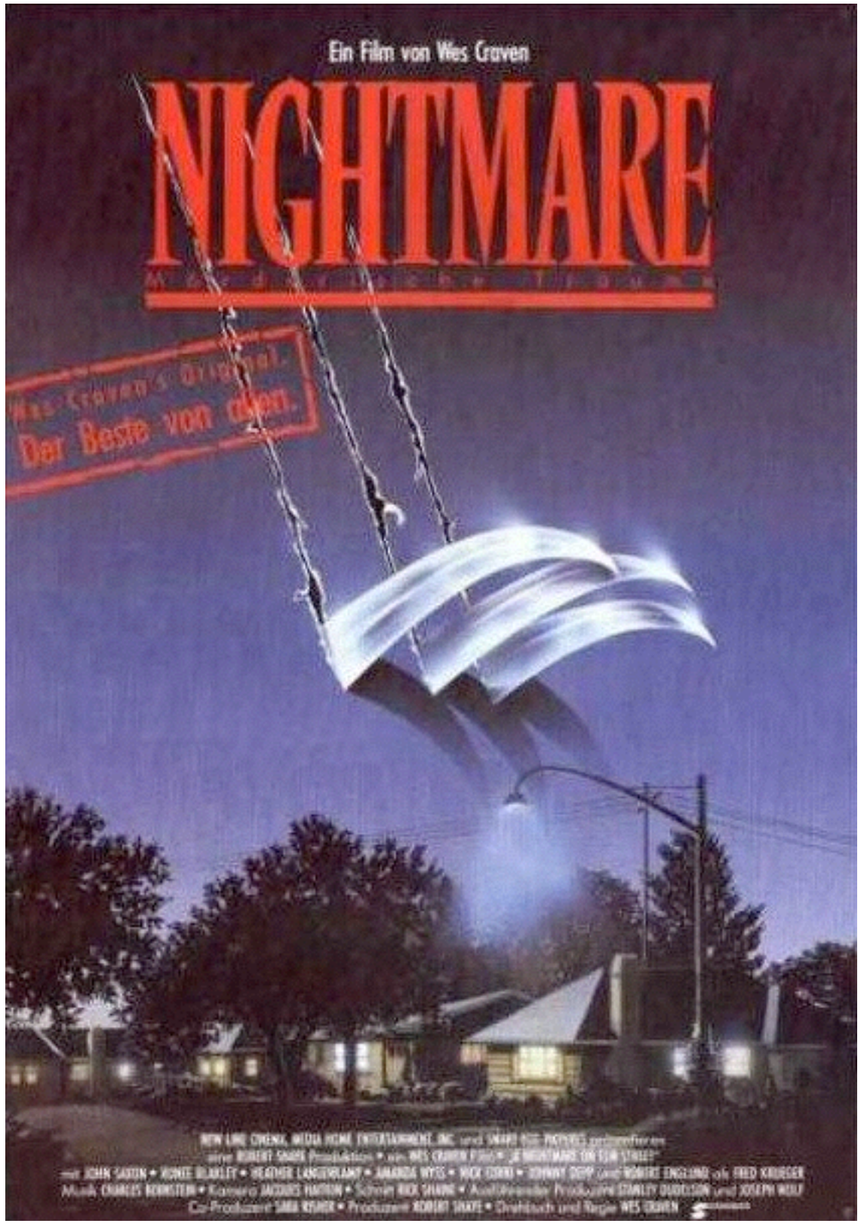


1984



1985

Horror



1984



1987



Scarface

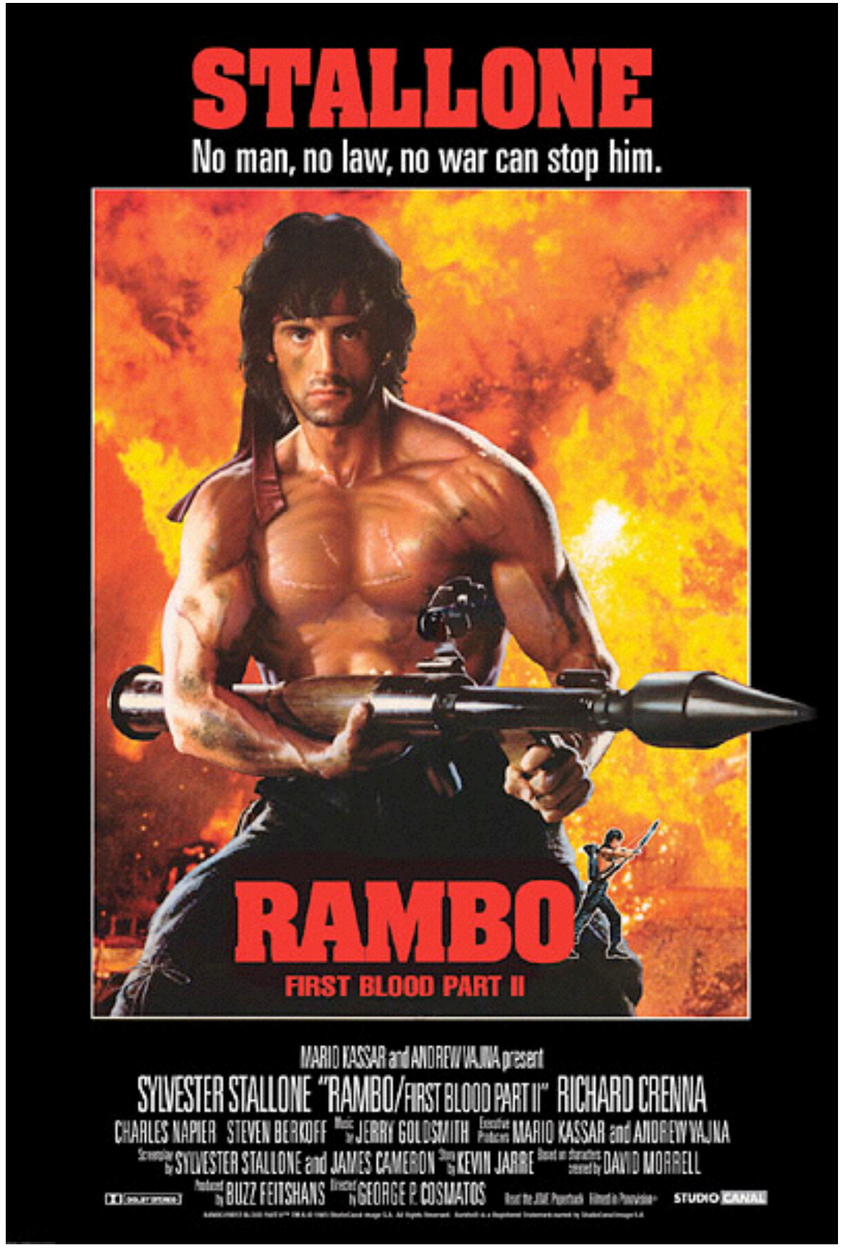




1983



1985



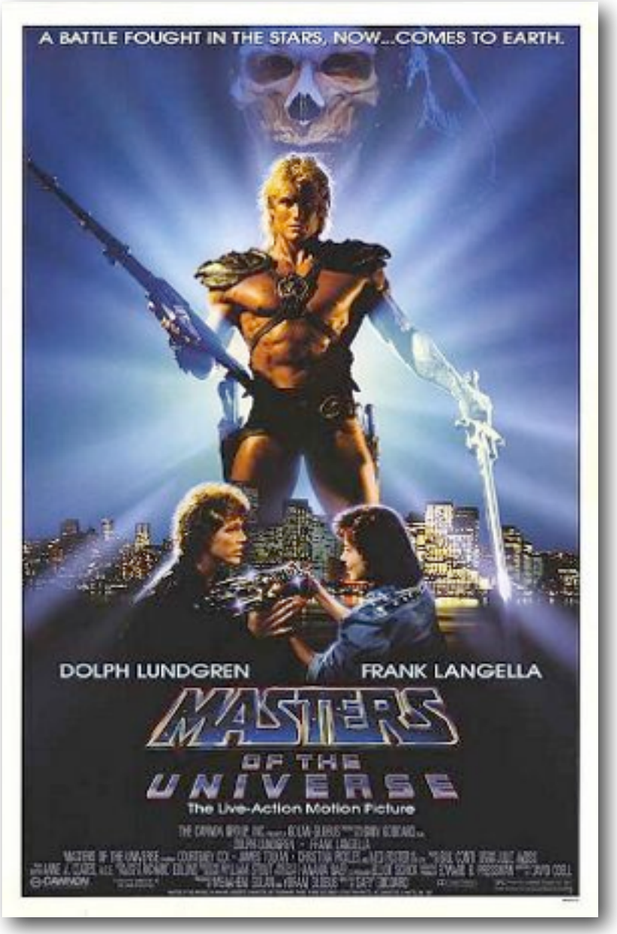
1985



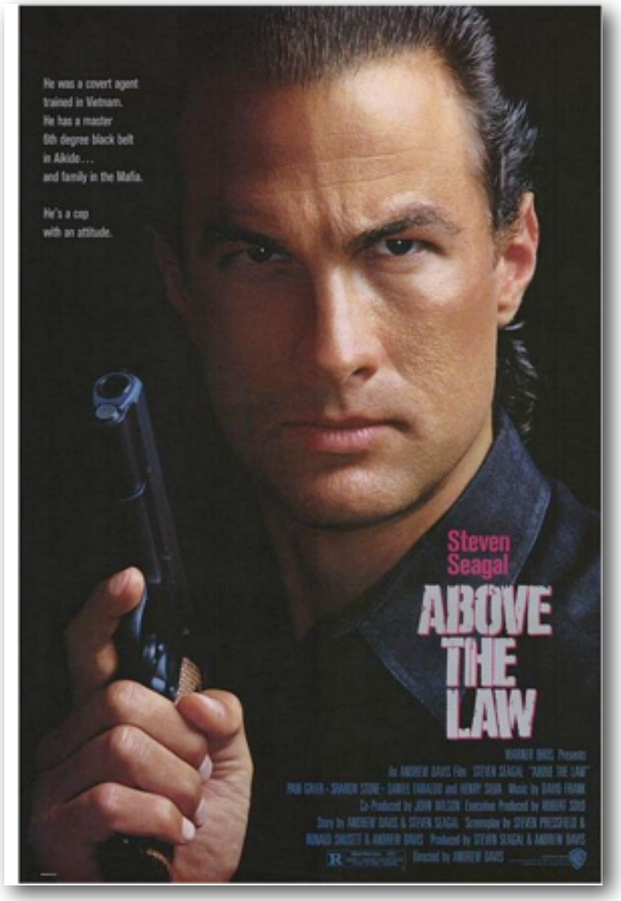
1985



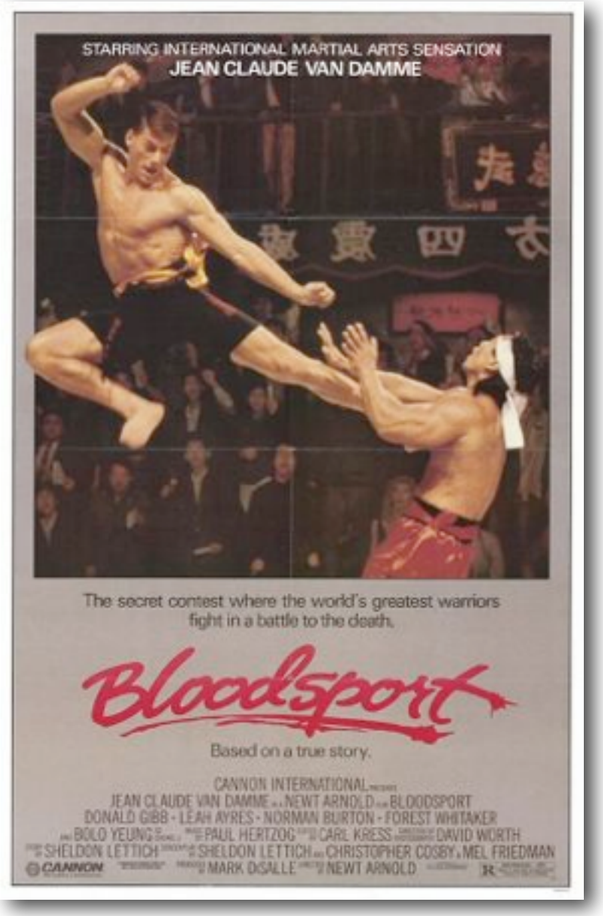
1985



1987



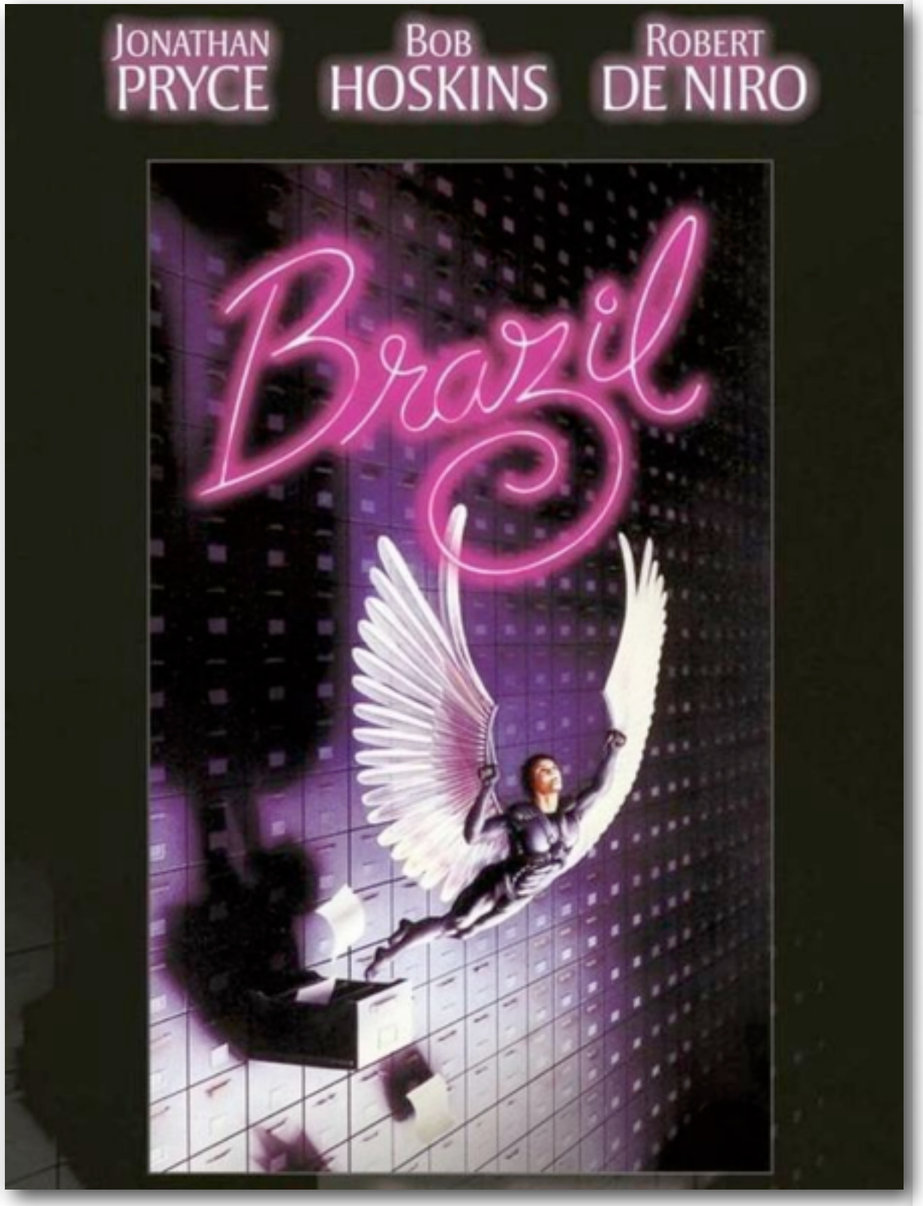
1987



1988



1984

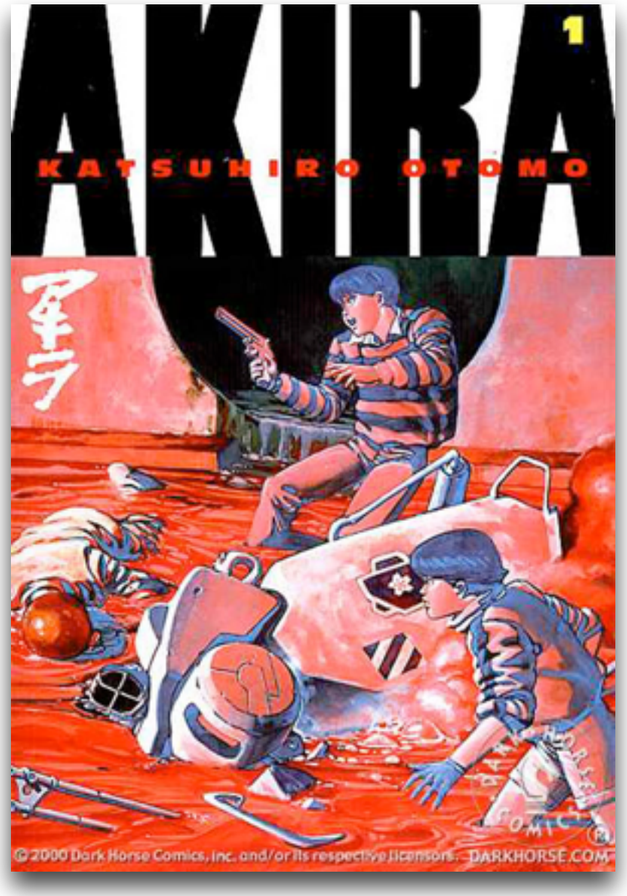


1985

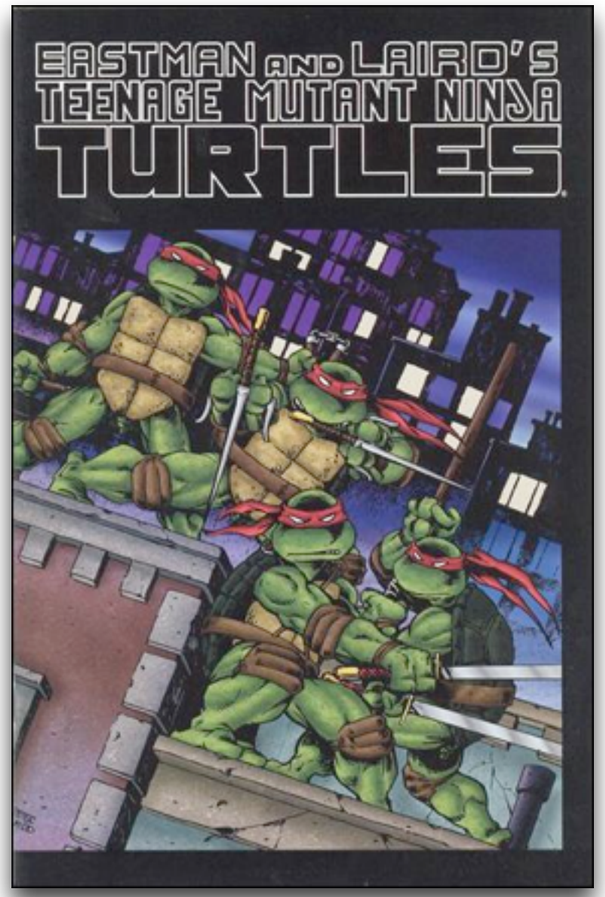


1986

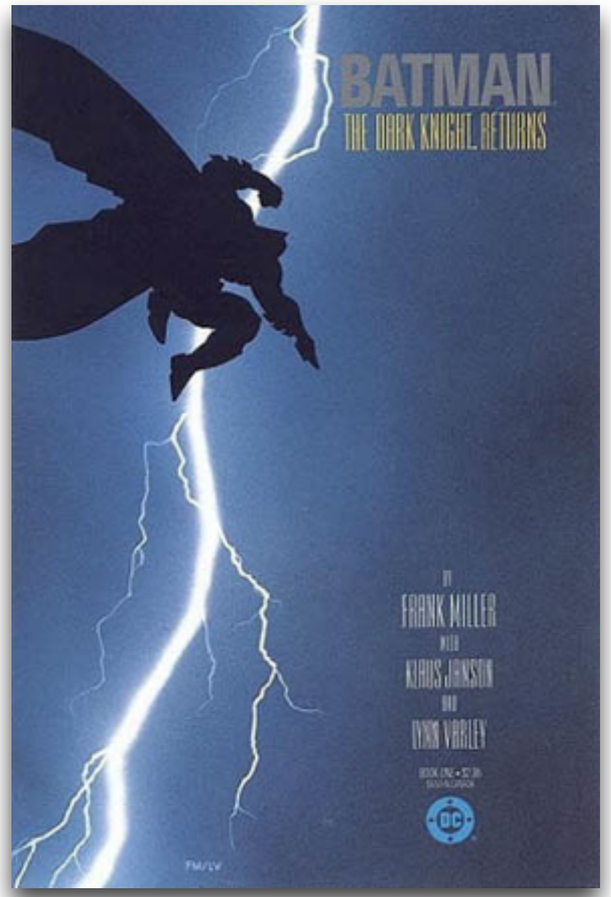
Mangas und Comics



1982-1990

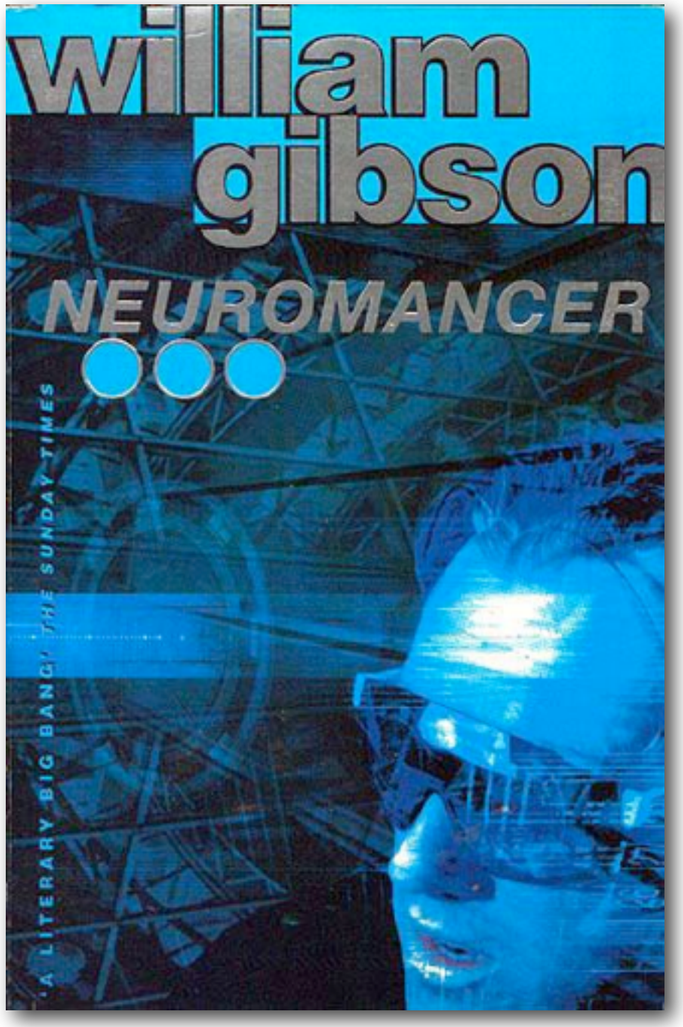


1984

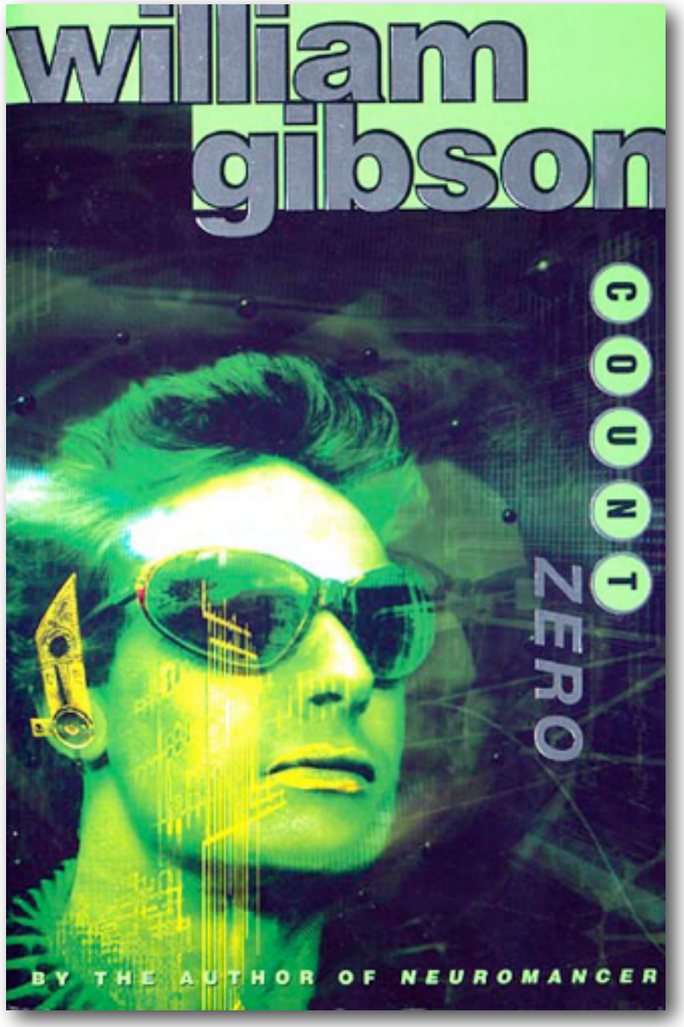


1986

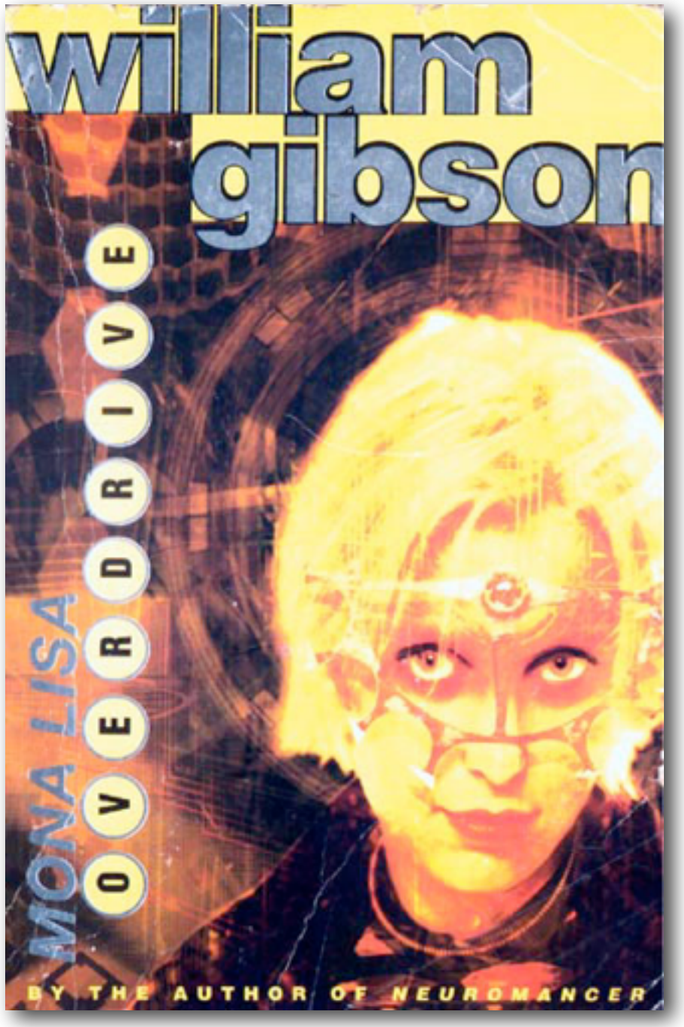
Cyberpunk



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-111, 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

Floppy Disk

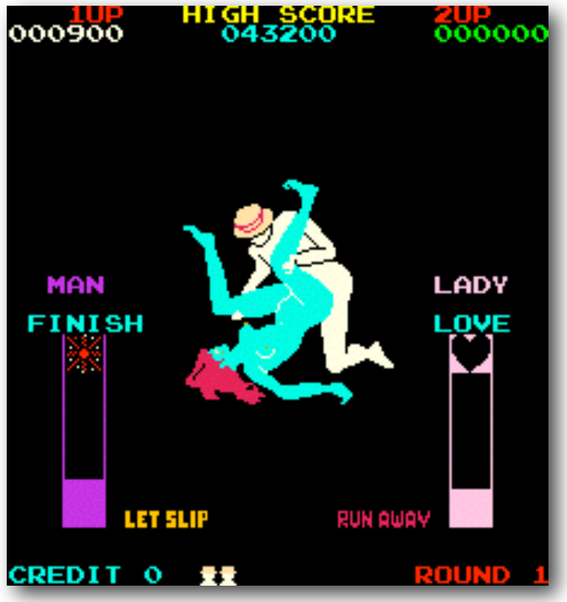


Commodore 1541, ab 1985



Computerspiele 1983-1988



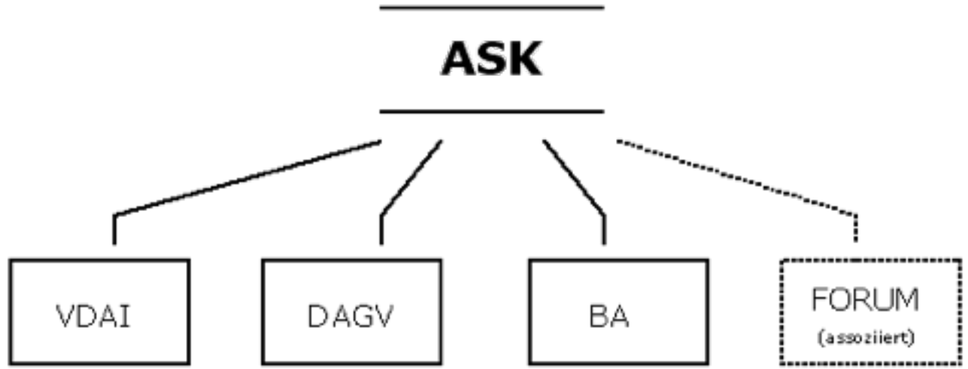


Lover Boy, ca.1982

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**) (assoziiert).



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.





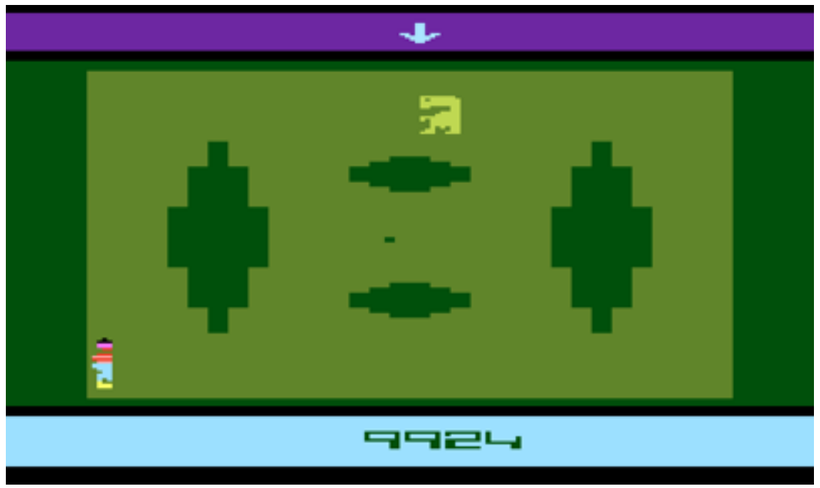


Activision: River Raid, 1982

Krise der Videospiel-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 Alamagordo, 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.)







26.04.2014

Arcade



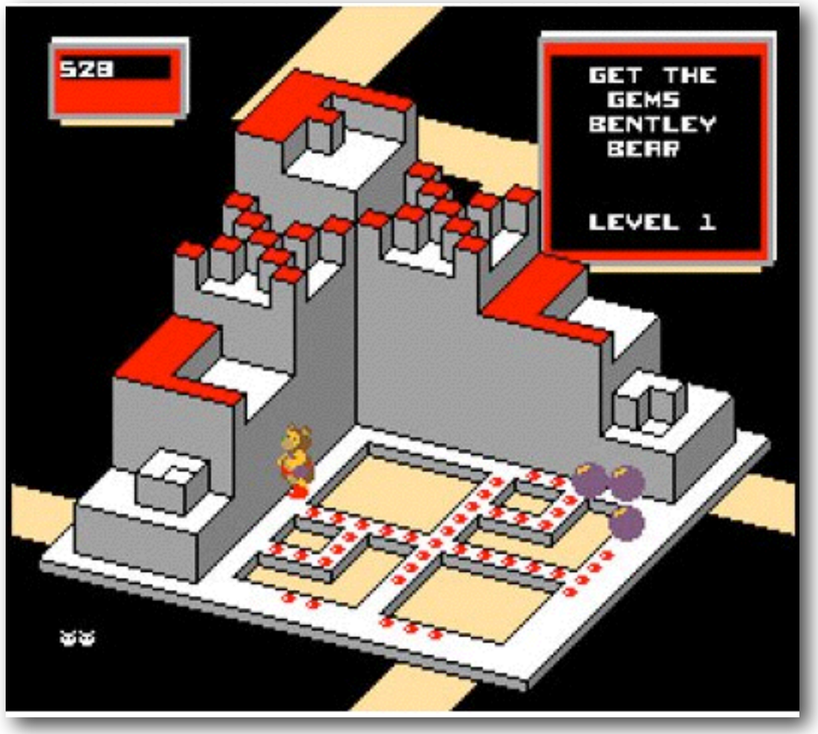
Filled Polygons:
Atari: I, Robot, 1983



Laserdisc
Cinematronics: Dragon's Lair, 1983



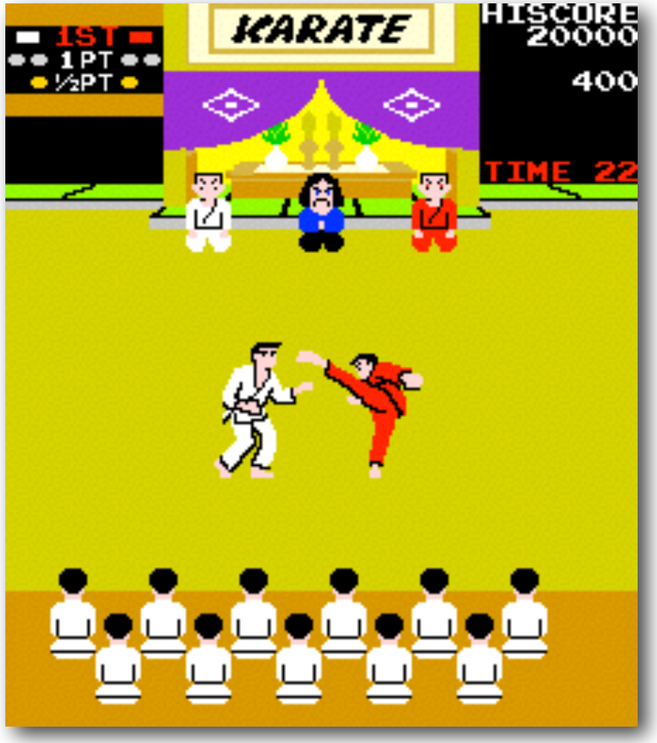
Adaption
Atari: Star Wars, 1983



Atari: Crystal Castles, 1983



Konami: Track & Field, 1984



Data East: Karate Champ, 1984

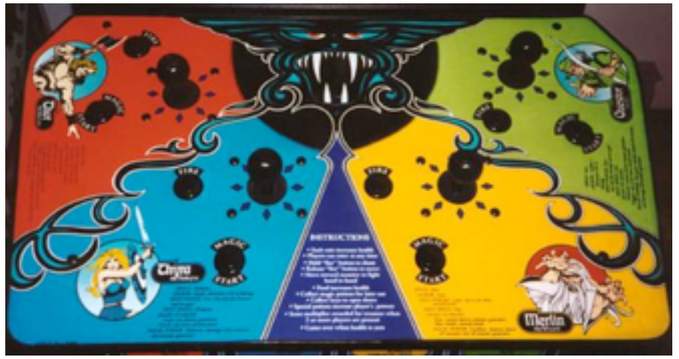




Double Jump; Lebensanzeige
Dragon Buster, 1984

Gauntlet







4-Spieler-Kooperation
Atari: Gauntlet, 1985





Individuelle Musik
Out Run, 1986

Outrun



Street Fighter



Capcom: 1987

Konsolen der 3. Generation (8 Bit)



Nintendo: Famicon, 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

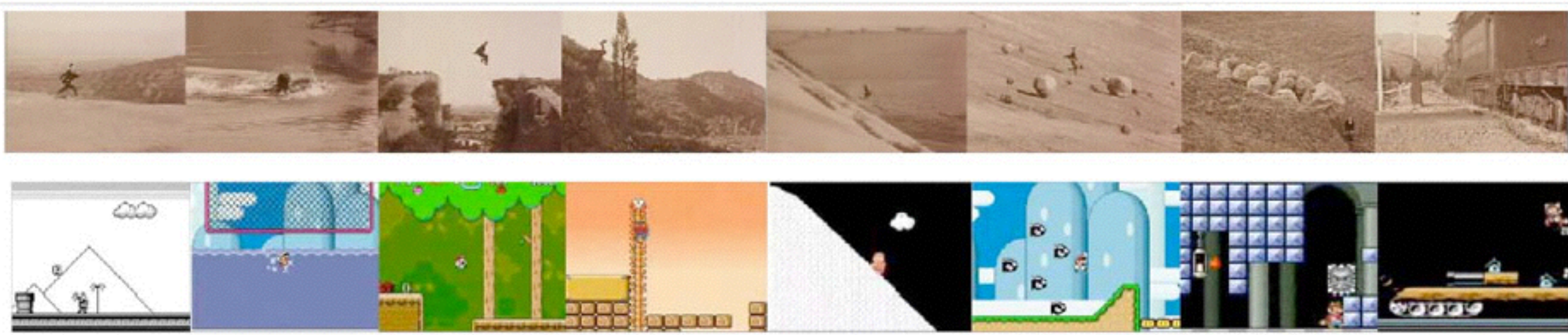


Metal Gear, 1987



Castlevania, 1987

Intermedialitäten



»The visual freedom of early video games opened the path for a certain abstract-motion expression, concerned with gameplay visuality 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)

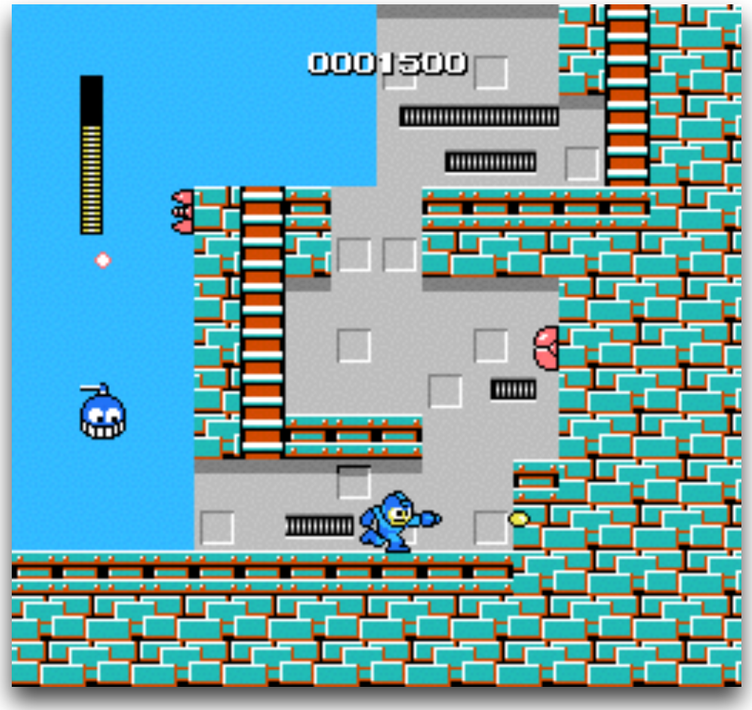


One Week (1920)

Rotor

http://gameplaygag.com/frames/





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

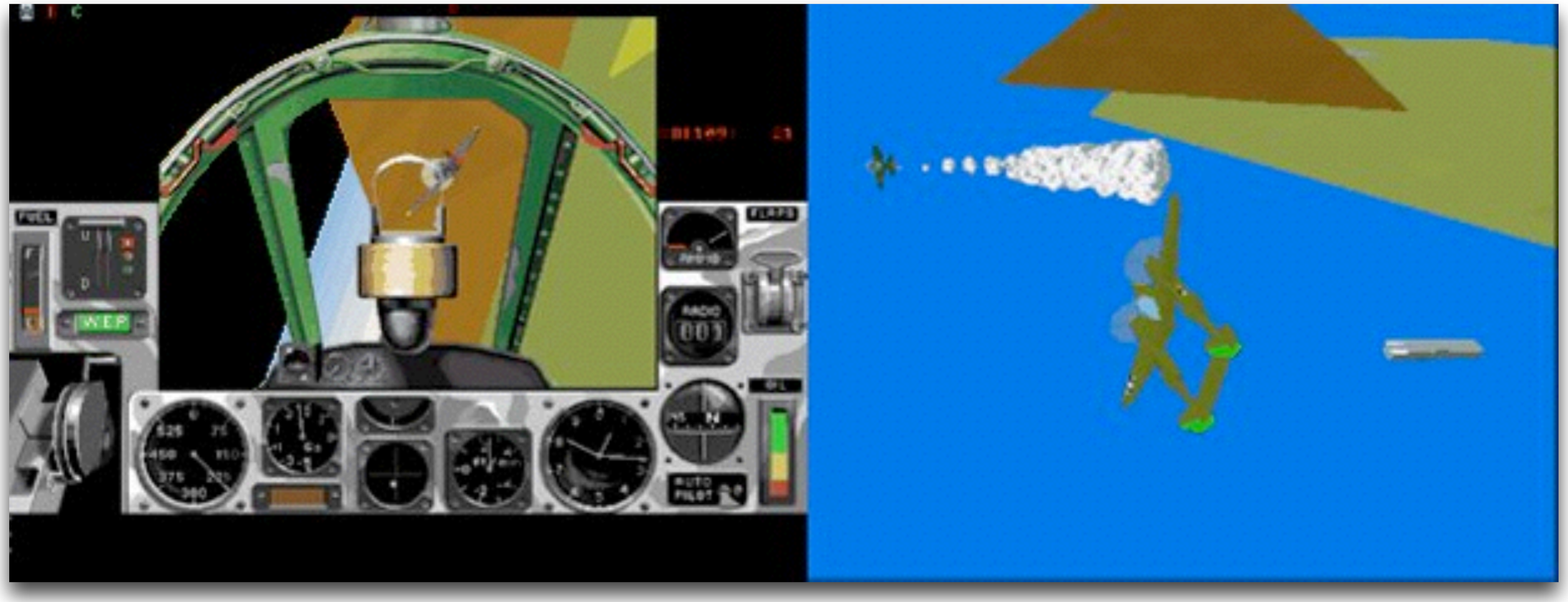


Multiple Choice: Law of the West, 1985



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.