

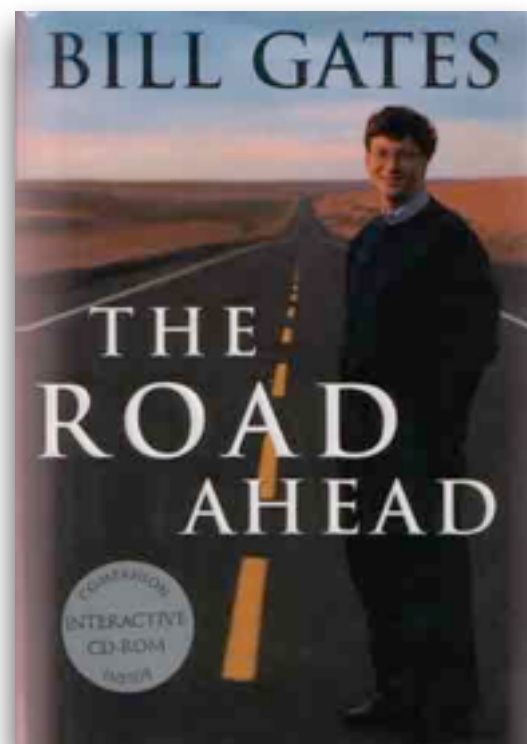
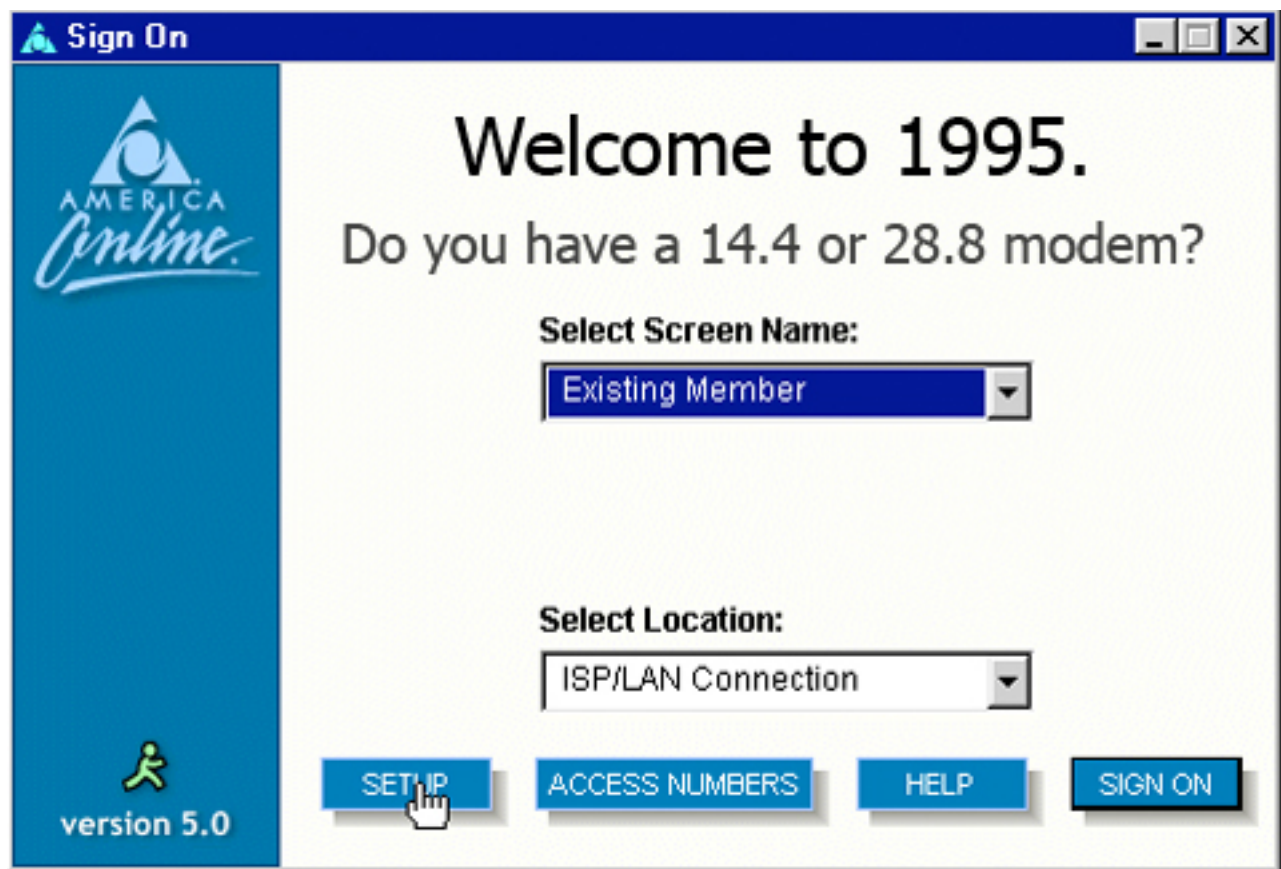
Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

1994-2000

Prof. Dr. Jochen Koubek



Kultureller Kontext



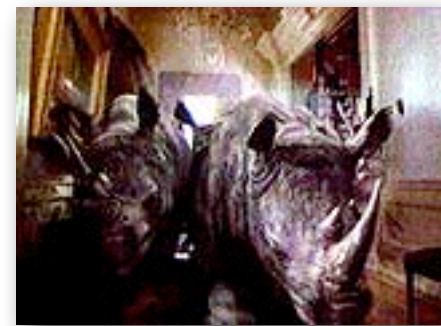


POKÉMON

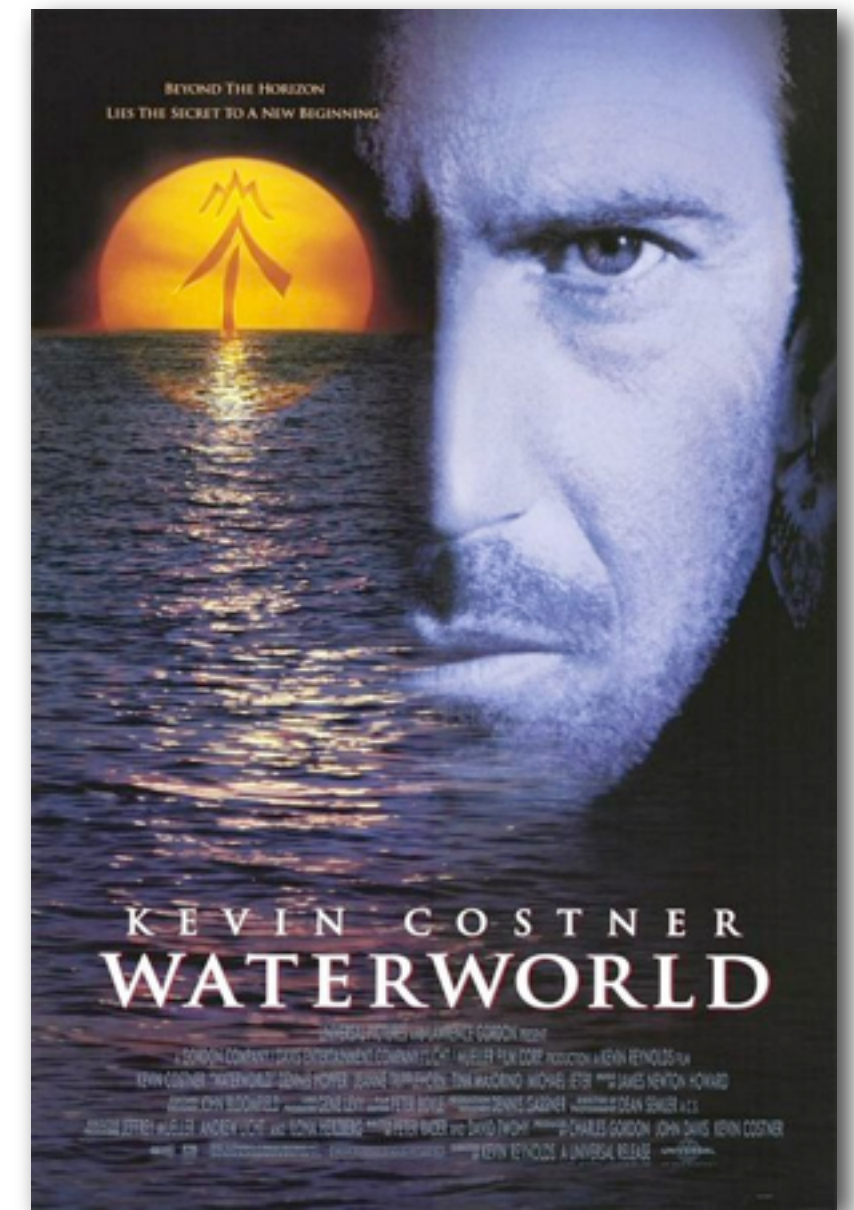
Gotta Catch 'em All!



Abenteuer



Jumanji (1995)



Waterworld (1995)

Fantasy



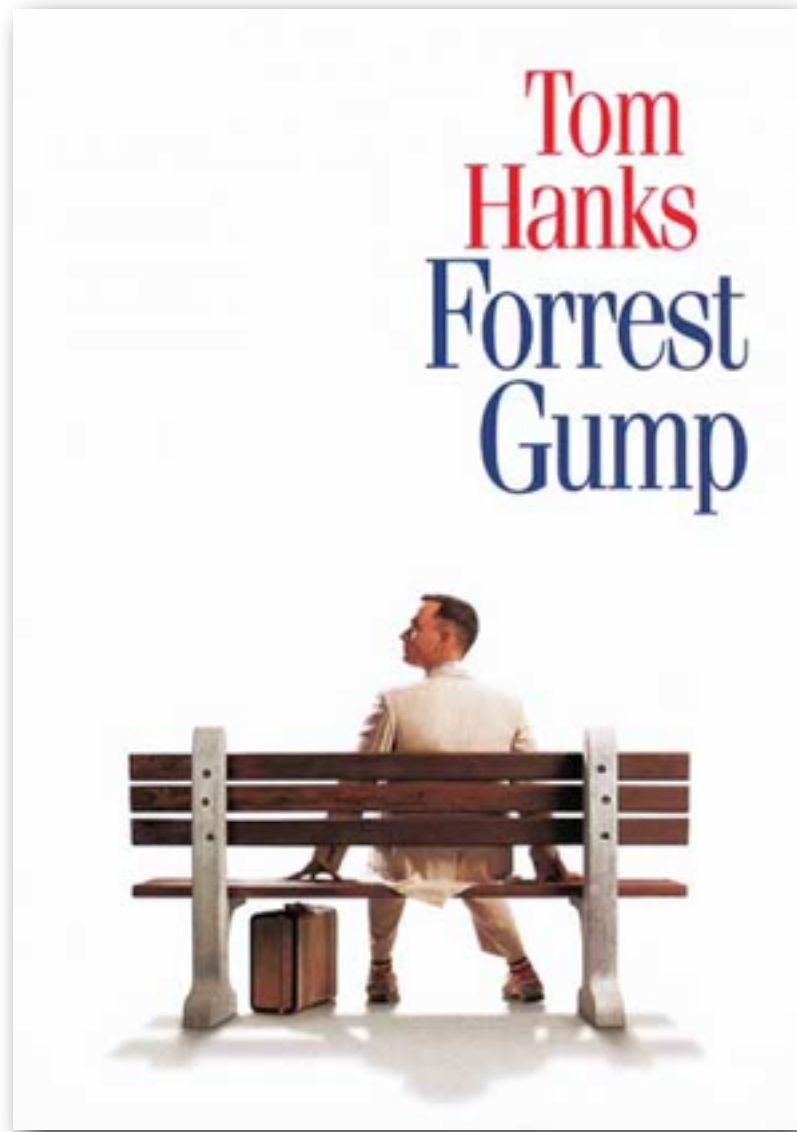
1994



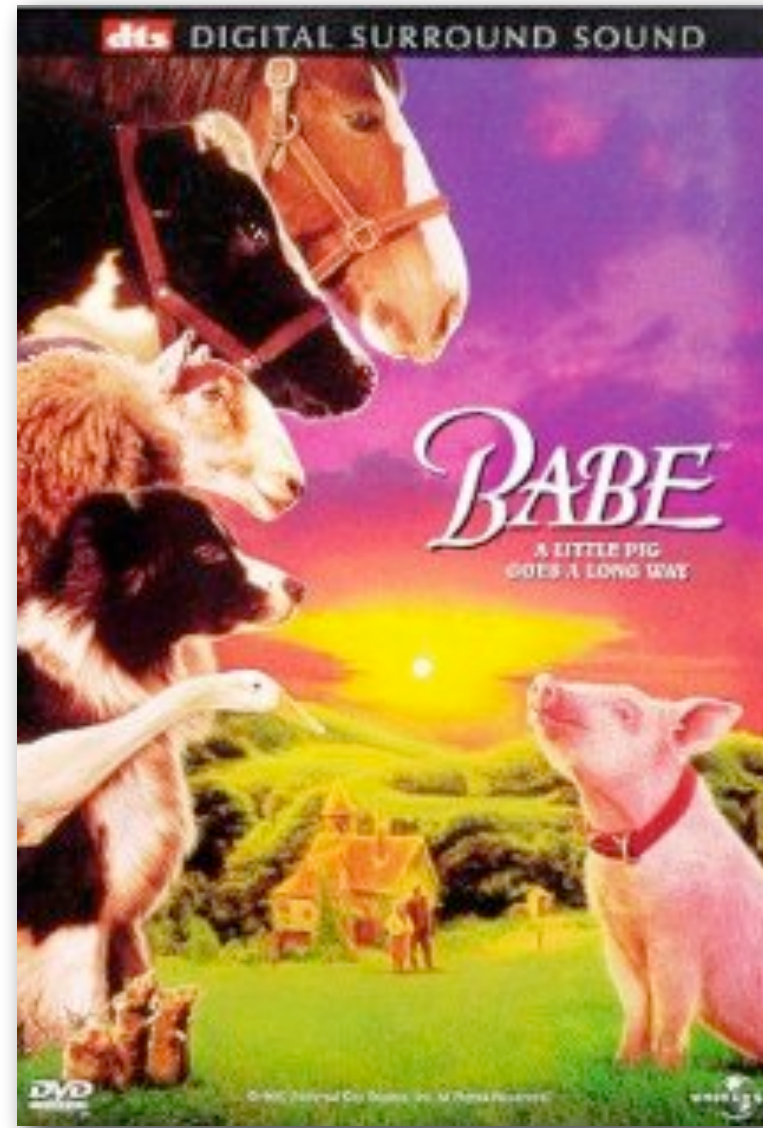
1996



1997



1994

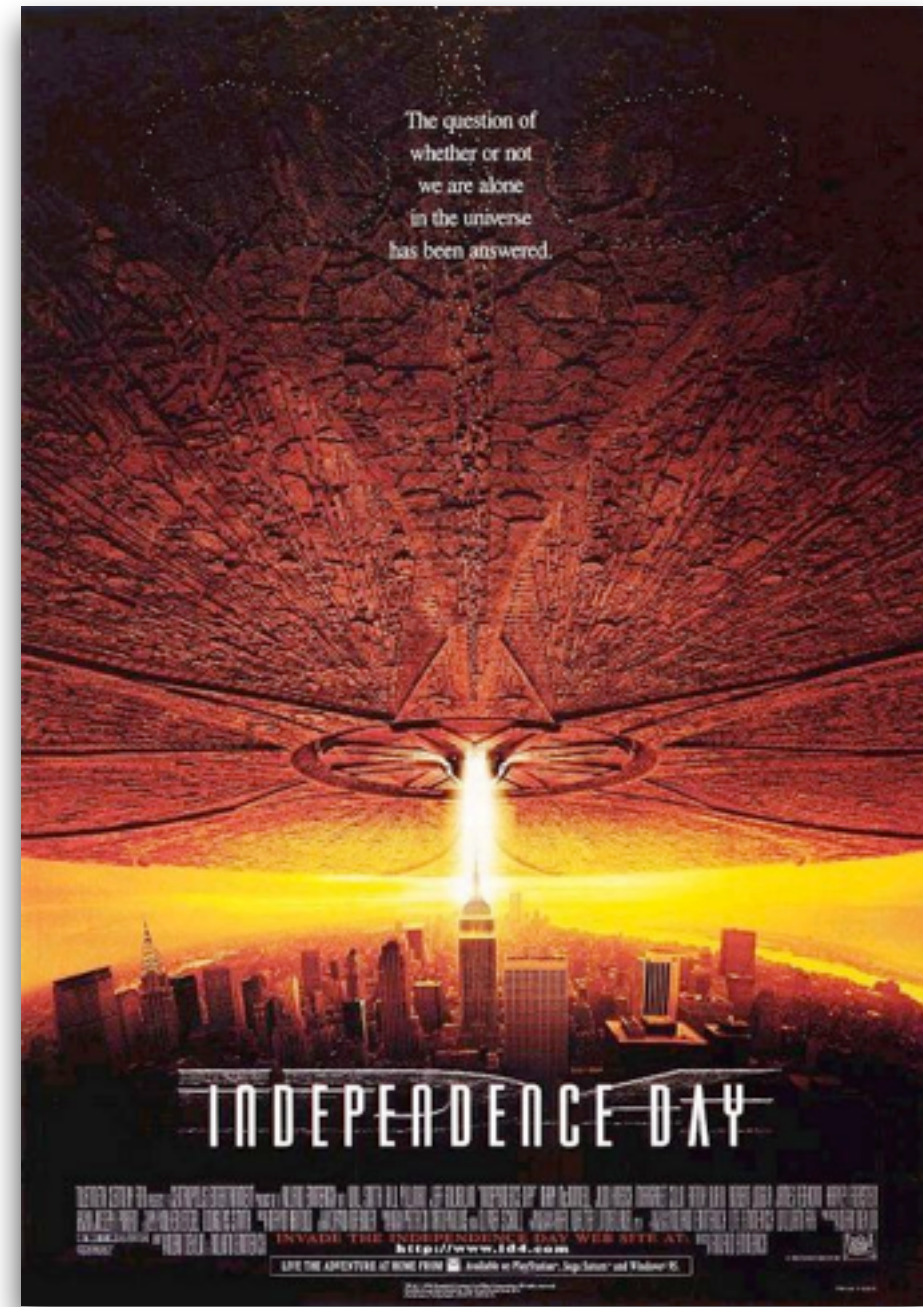


1995

Science Fiction



1995

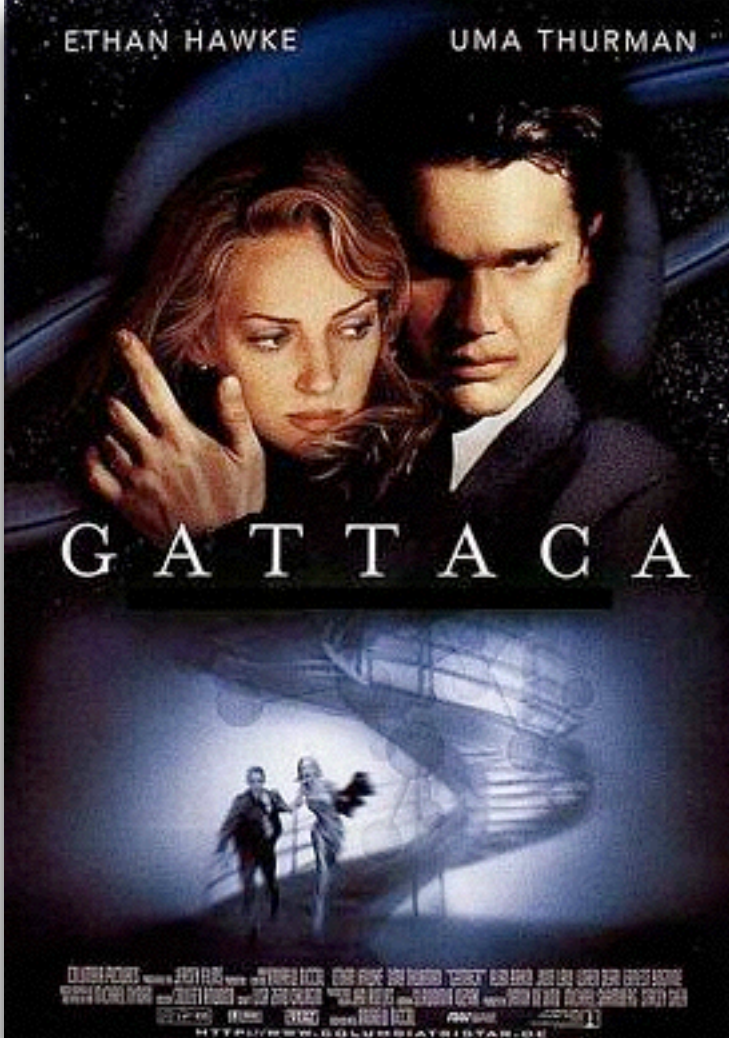
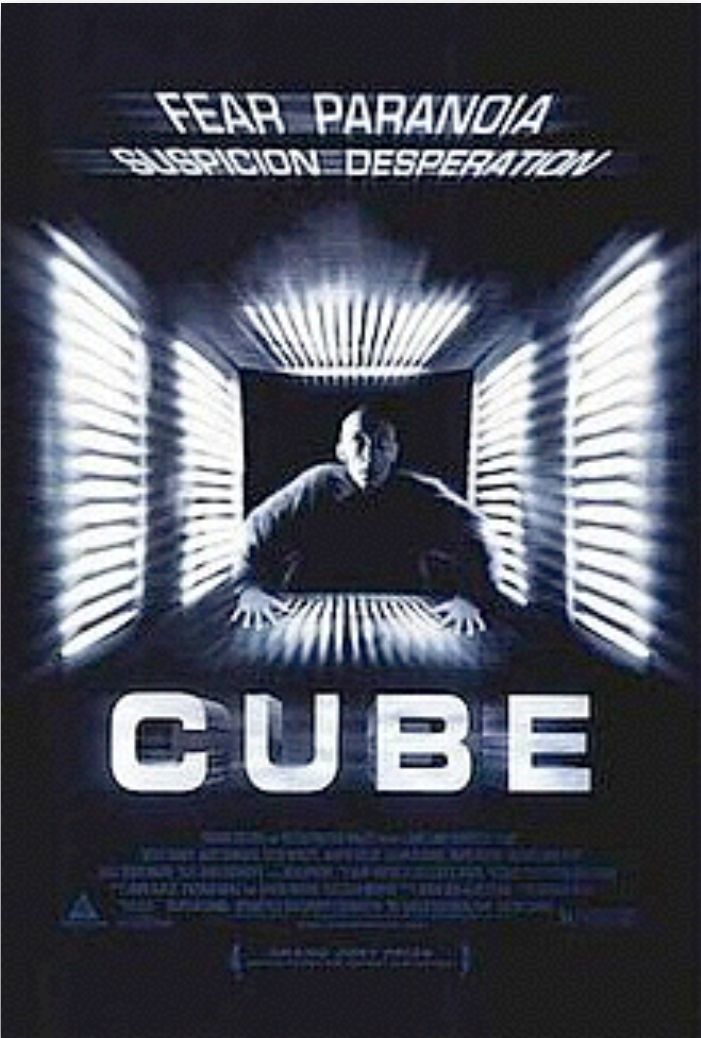


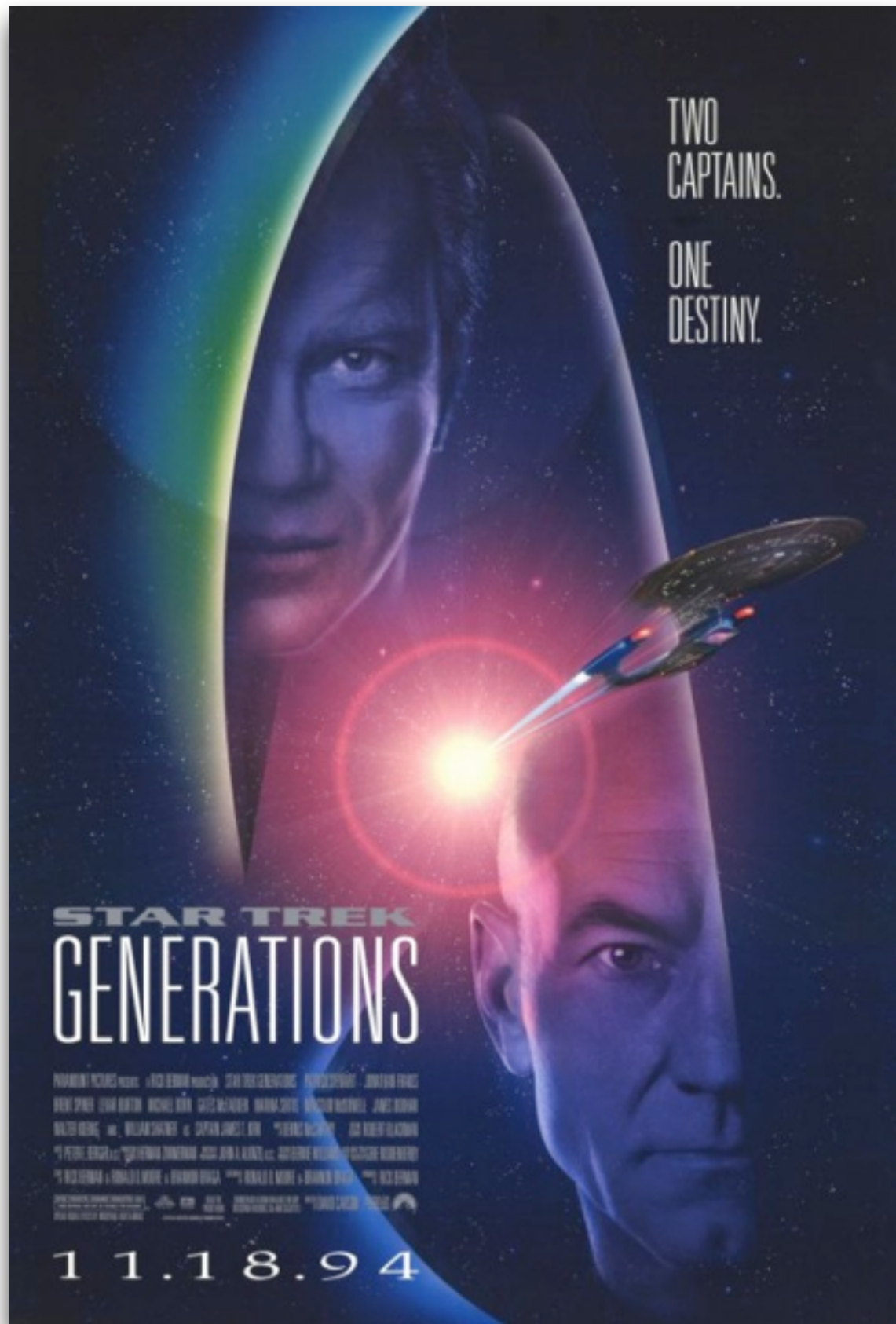
1996



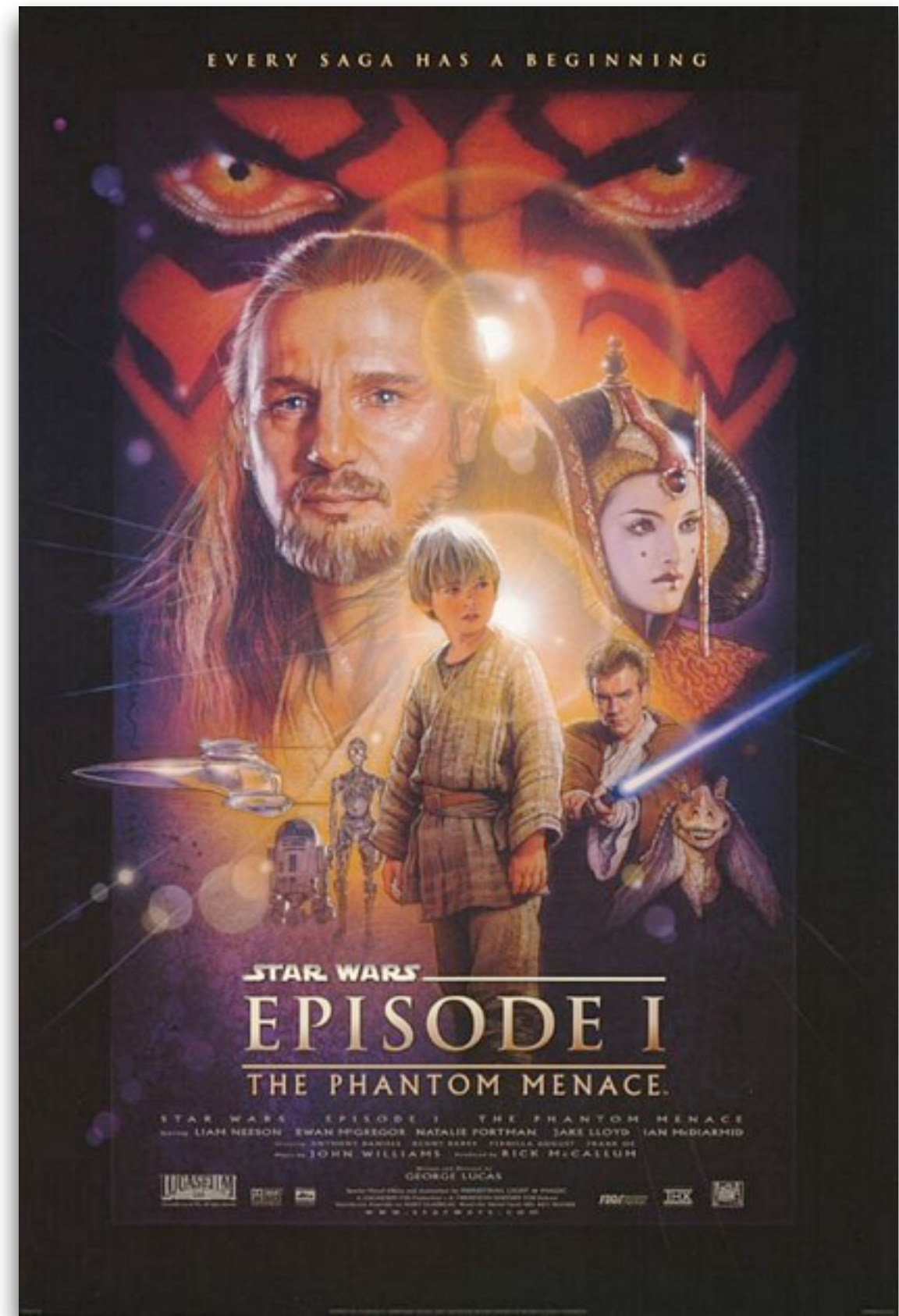
1997

Science Fiction





1994



1999

KEANU REEVES

THE JOB: Courier.

THE PACKAGE: 320 gigabytes of stolen data wetwired directly into his brain.

THE NAME: Johnny.

JOHN TRAVOLTA

THE FURY

INTO YOUR BODY UNDER YOUR SKIN

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MATRIX

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SCREEN EDITION

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THE FLOOR

DI WAK DI DRNKST?

TRISTAR PICTURES and PETER JACOFF PRESENT AN IMAGINE PRODUCTION A ROBERT LONGO FILM

TAHESHI "JOHNNY MNEMONIC" ICE-T DINA MEYER with BRAD FIEDEL with RONALD SA

JEAN DESORNIERUX STAFFAN RHENBERG B.J. RICH VICTORIA HAMBURG and BOB

DON CARMODY DIRECTED BY ROBERT LONGO

KEVIN CURWAY ANITA CANARVA "L'UNO È IL

ERNEST IL NOSTRO

STEVE LANE BOB PRINCE BETE

FABIAN RUANO

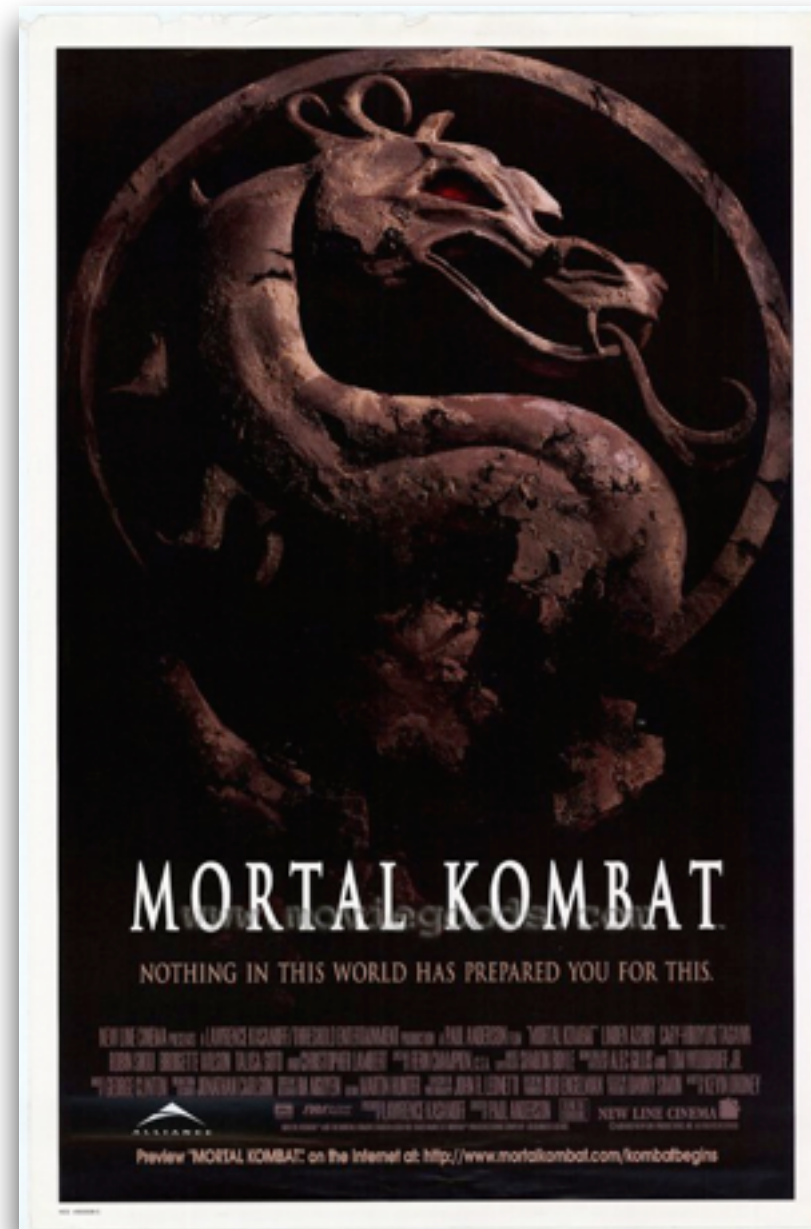
www.tristar.com

IN THEATRES JUNE 5

Spieleverfilmungen



1994



1995



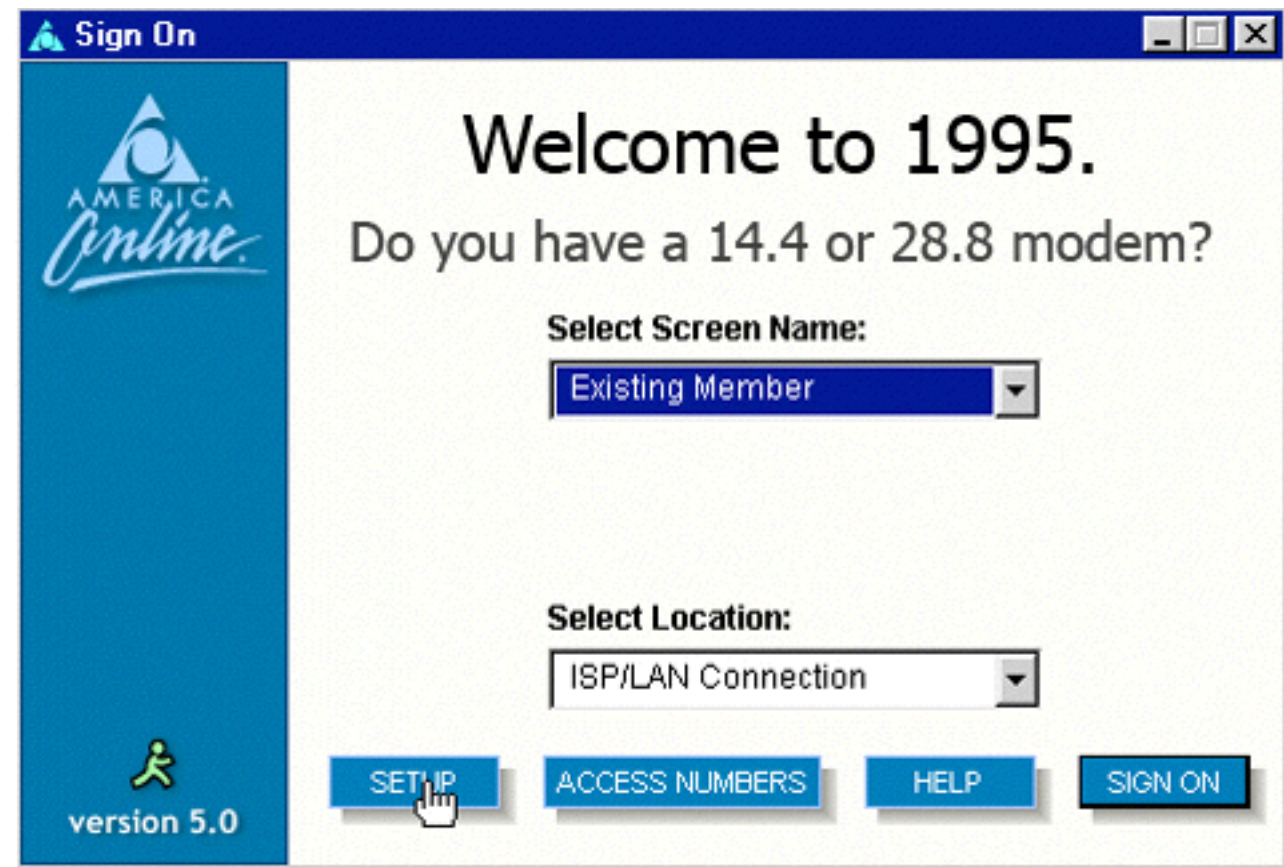
1999



THE
GAME

David Fincher, 1995

Medientechnischer Kontext



Java

1995



Flash

1997



macromedia®
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The Web Standard for Vector Graphics and Animation



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DVD



1995



1997

DirectX

ab 1995



Lego Island (DirectX 1.0, 1995)



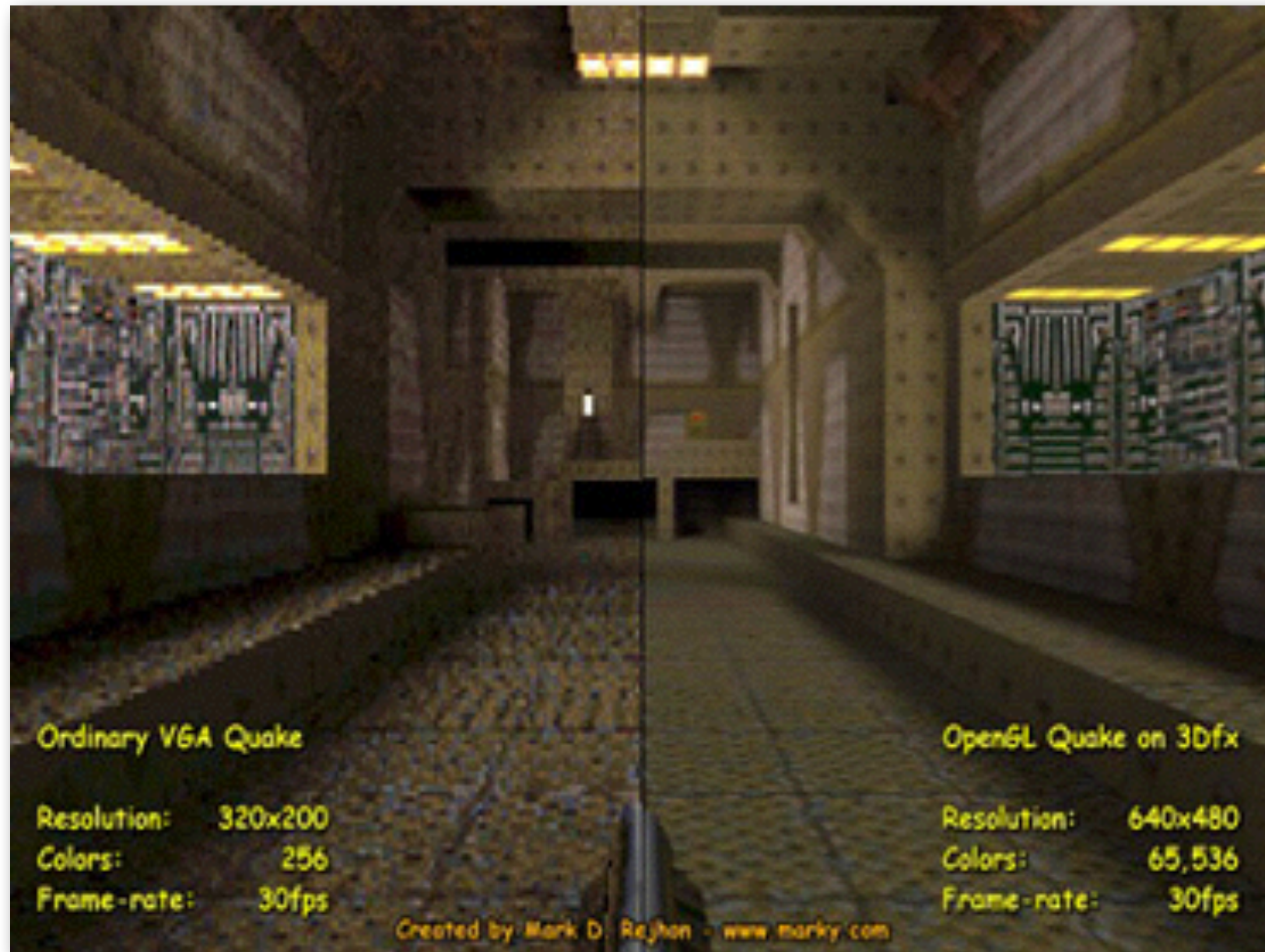
Mech Warrior 2 (DirectX 2.0, 1996)



The Neverhood (DirectX 3.0, 1996)

3dfx Voodoo Graphics

1996



Quake, 1996



Tomb Raider, 1996

Computerspiele 1994-2000

Homecomputer



Dune II

Amiga, 1992

4. Generation



Super FX

Mathematical, Argonaut, Rotation & I/O

SNES



Star Fox, 1993



Super Mario World 2:
Yoshi's Island, 1995

Arcade

Virtua Racer | Virtua Fighter



Sega, 1992



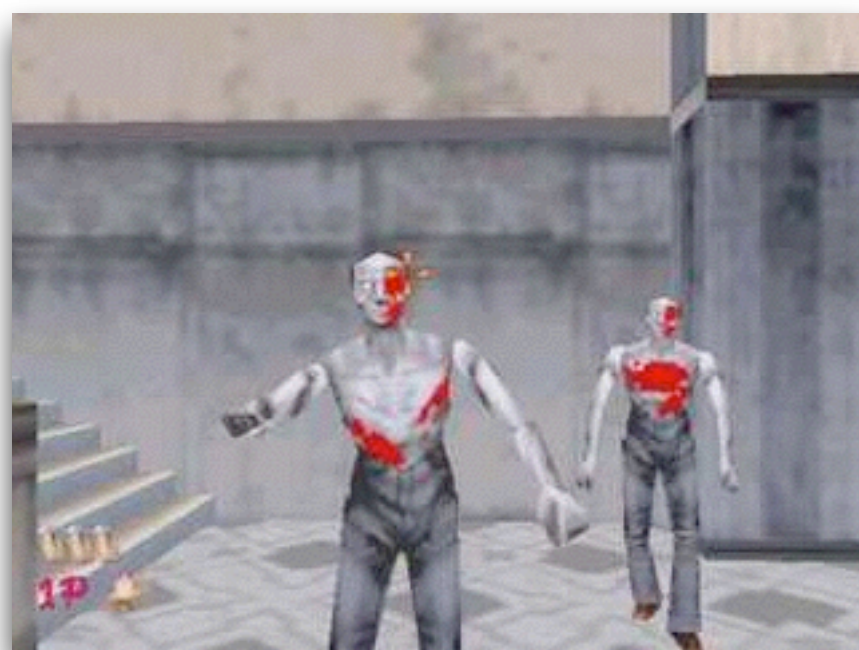
Sega, 1993

Virtua Cop



1994





Sega: The House of the Dead, 1997

Sega Rally Championship



1995



Dance Dance Revolution

1998

Konsole der 5. Generation (1993-2001)



Sega: Saturn, 1994



Sony: Playstation, 1994



Nintendo 64 (1996)

Panasonic 3DO

1994



3DO

The Need for Speed



Electronic Arts, 1994

Sega Saturn

1994





Virtua Fighter II, 1994



Panzer Dragoon, 1995

Sony Playstation

1994



Tomb Raider



Core/Eidos, 1996



Lara Croft, 1996-2013

Resident Evil



Capcom, 1996

Final Fantasy VII



Square, 1997

Gran Turismo



Sony, 1997

Silent Hill



Konami, 1999

Oddworld



Oddworld Inhabitants, 1997

Metal Gear Solid 1998



Nintendo N64

1996



NINTENDO⁶⁴





Super Mario 64



3D Camera Control

Nintendo 1996

Mario Kart 64



Nintendo, 1996

GoldenEye 007



Rare, 1997

The Legend of Zelda: Ocarina of Time



Nintendo, 1998



Z-Targeting

Super Smash Bros.



Nintendo, 1999

Win Back: Covert Operations



Sticky Covers

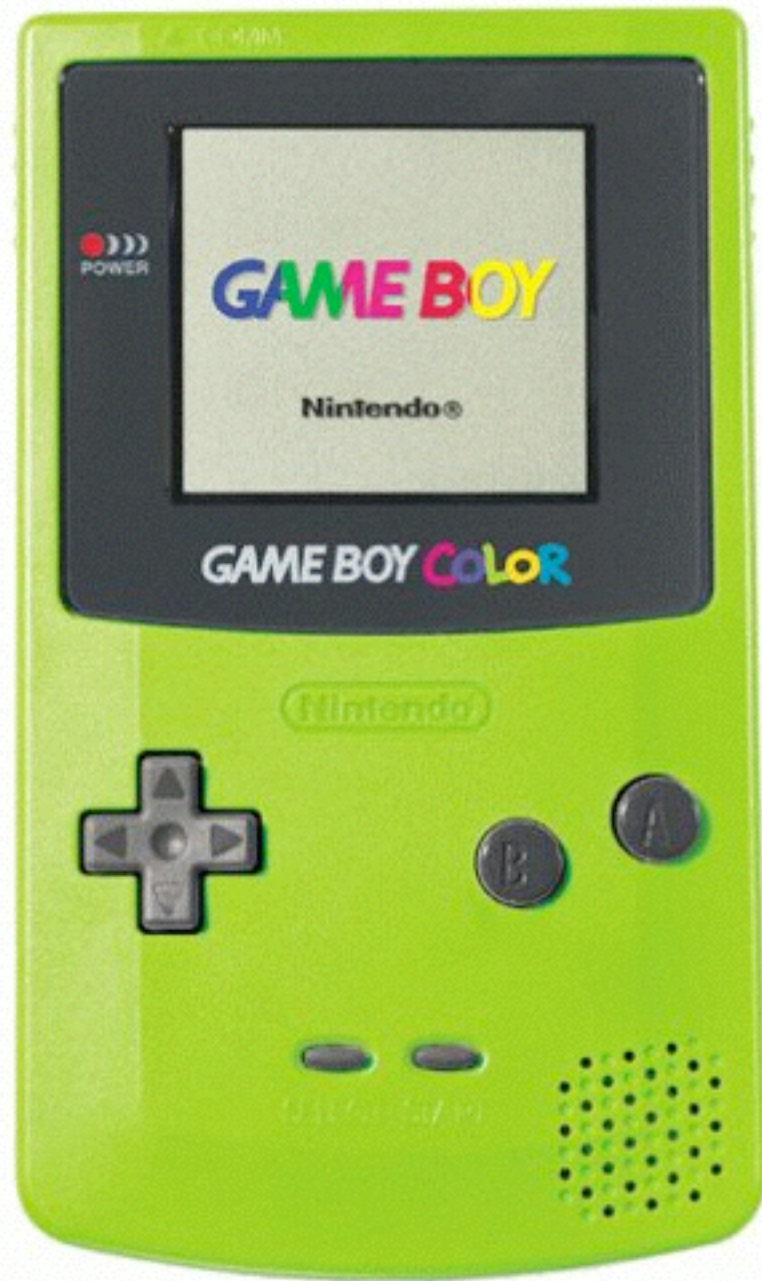
1999

Tamagotchi



Bandai: Tamagotchi, 1996

Gameboy Color



1998

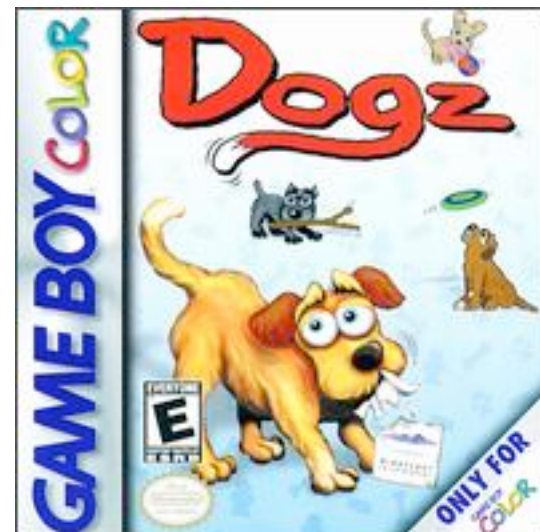
Pokemon Gold/Silver



Harvest Moon



Catz & Dogz



Gameboy-Konkurrenz



Sega Nomad, 1995
(Portable Mega Drive)

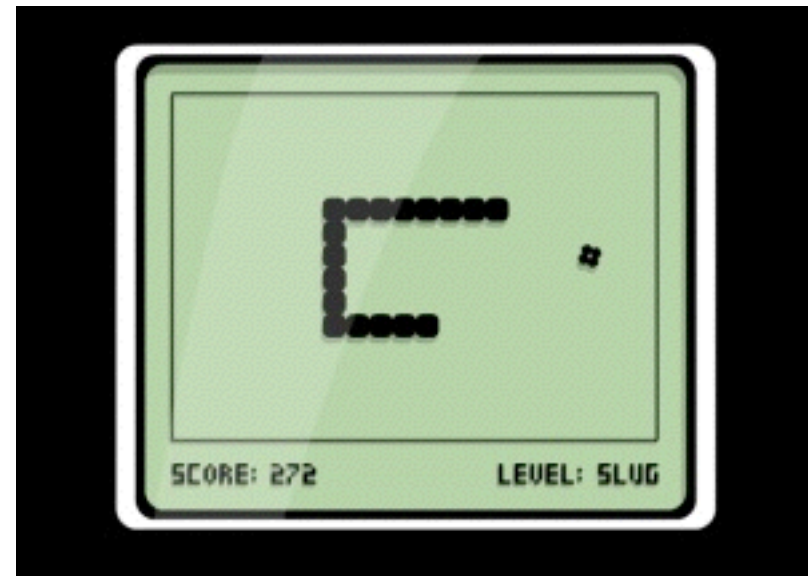


SNK, Neo Geo Pocket, 1998



Bandai Wonderswan, 1999

Handyspiele



Snake, 1998

<http://www.playfg.com/nokia-snake-game.html>

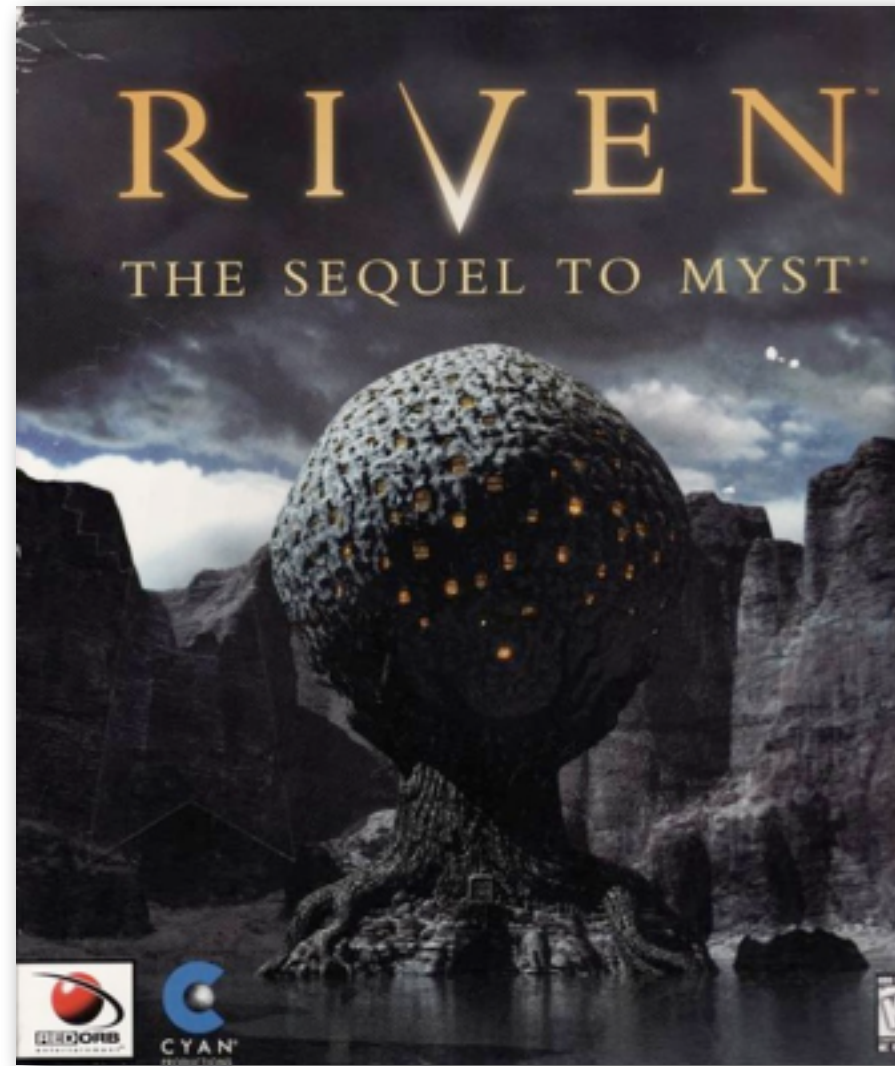


PC

Myst / Riven



1993



1997



1994

Real Time Strategy (RTS)



Warcraft, 1994



Command & Conquer, 1995

Real Time Strategy (RTS)



Ages of Empire, 1997



Starcraft, 1998

Diablo



Blizzard, 1997

Simulationsspiele



Dungeon Keeper, 1997



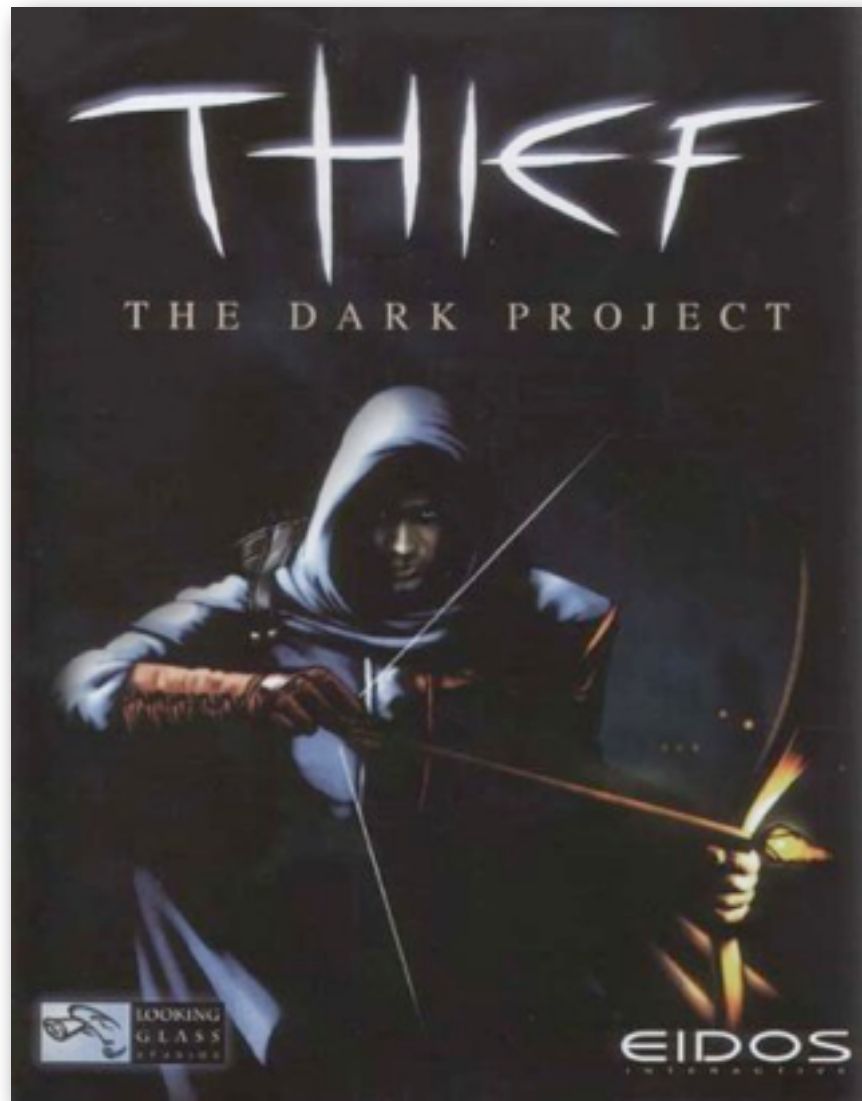
Anno 1602, 1998

Grand Theft Auto



DMA Design, 1997

Thief: The Dark Project



Eidos, 1998

Baldur's Gate



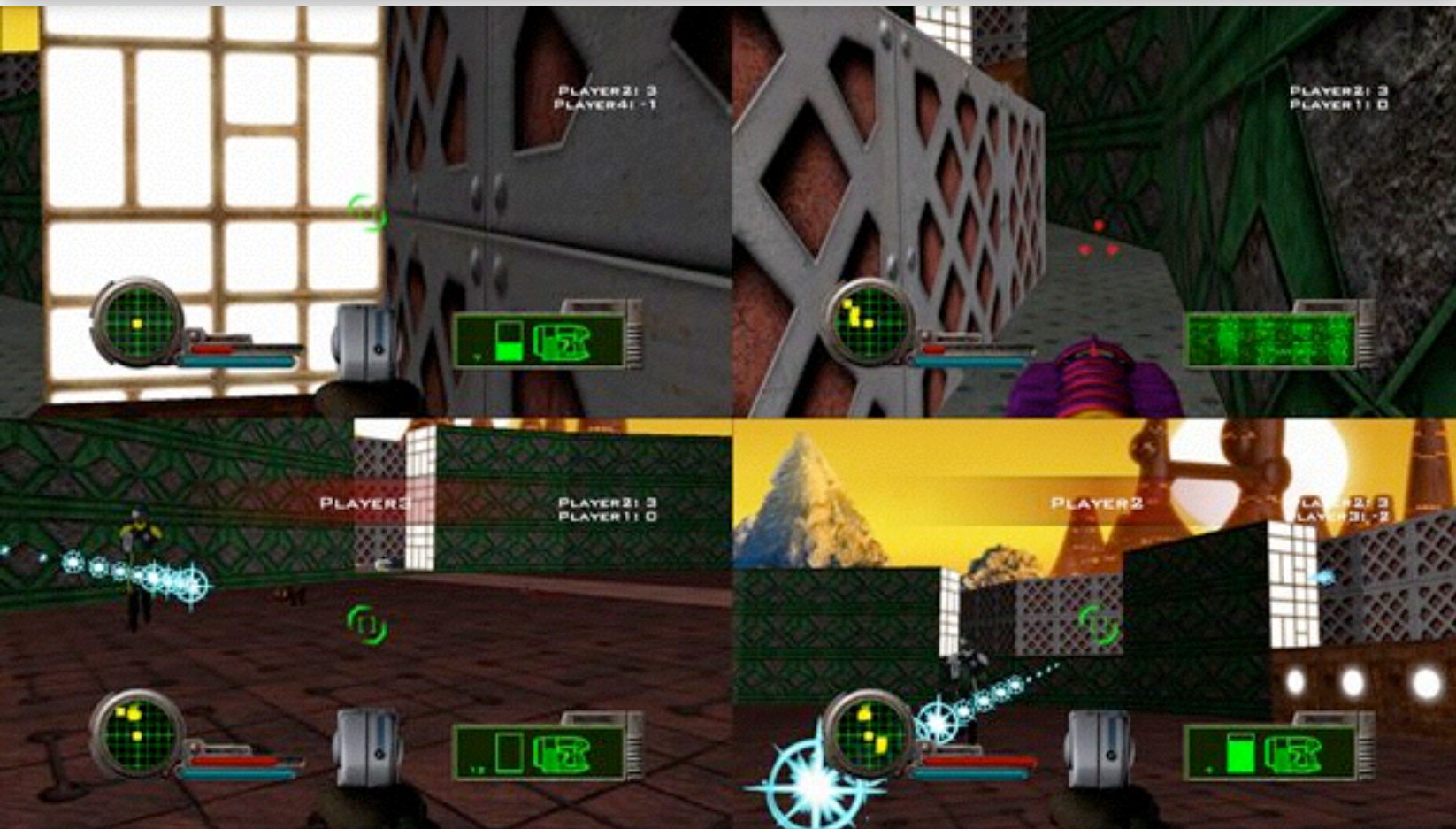
BioWare, 1998



Outcast, 1999



FPS



Mouse Look

Marathon,
(Bungie: 1994)

Apple Macintosh

FPS: Quake



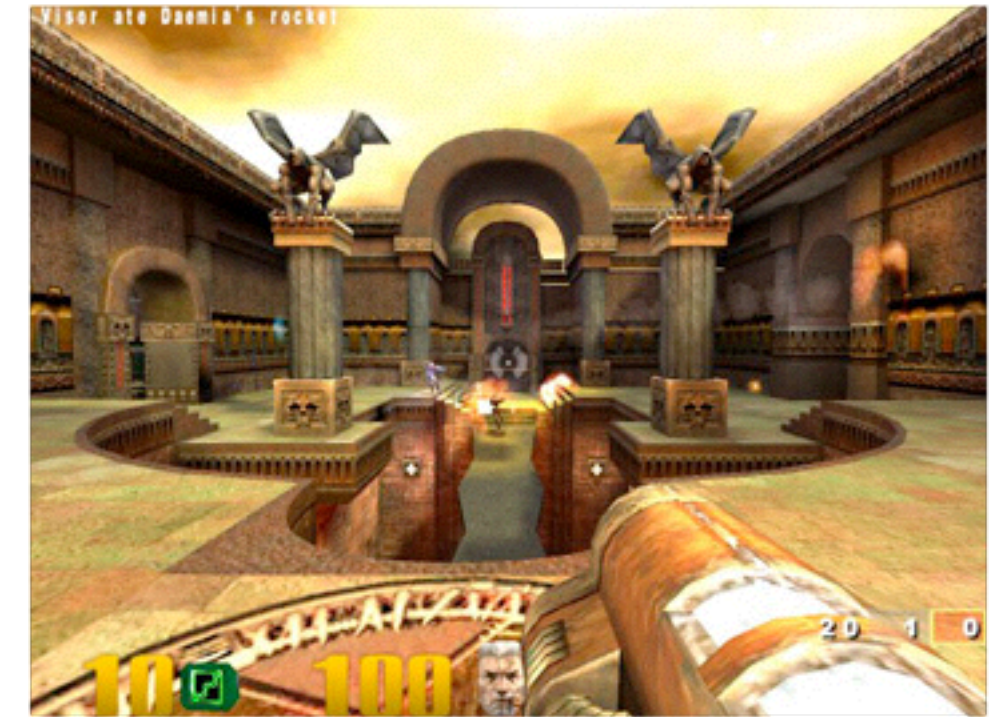
id: Quake, 1996

Quake simply re-invented the idea of a FPS, with its online deathmatch, the "big-bang" of FPS modification community, and also starting the graphic card add-on for the PC hardware market as well.



Quake II, 1997

Id Software's Quake brought true three dimensional polygons into the development realm and explored the online play space above and beyond any other game available, even according to today's standards.



Quake III Arena, 1999

Wolfenstein may have started the FPS genre but Quake defined it and made it the intense perspective driven experience that it is today.

First Person Shooter



Half Life, 1998



Unreal, 1998

Counter Strike



EA Games, 1999

Soziale Spiele: LAN-Parties



Ultima Online



1997

EverQuest



1999

<http://www.youtube.com/watch?v=kgFjwYAl9O0>