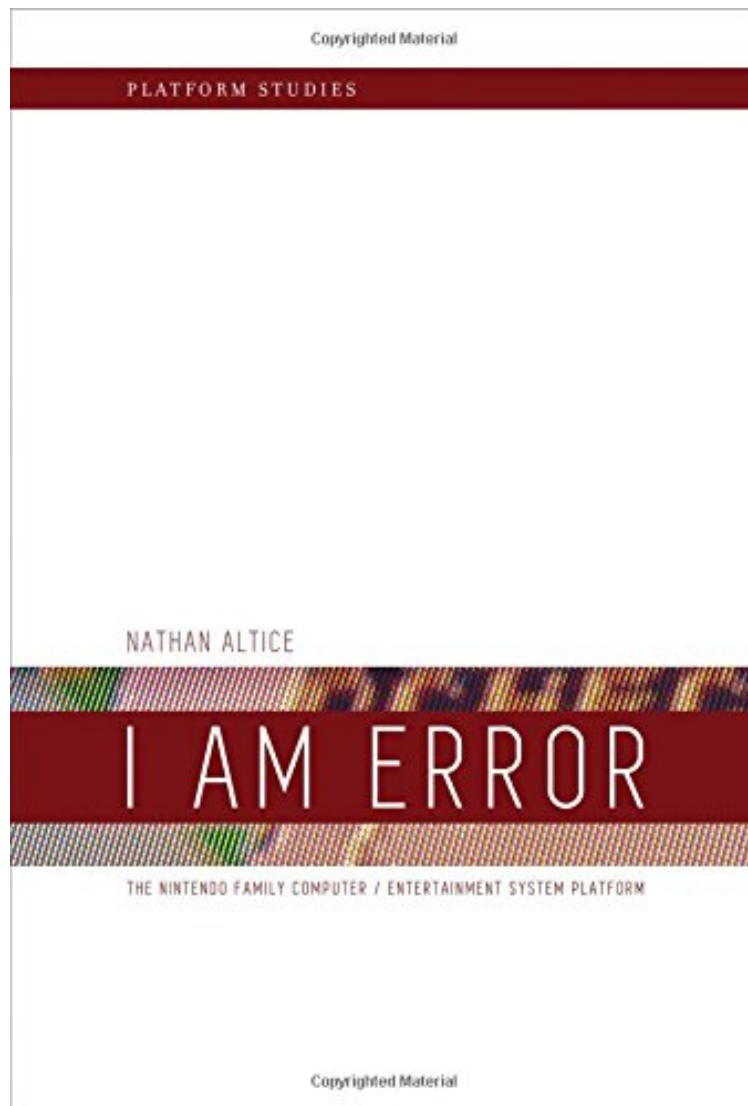


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I Am Error: The Nintendo Family Computer / Entertainment System Platform (Platform Studies)

Nathan Altice

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Nathan Altice : I Am Error: The Nintendo Family Computer / Entertainment System Platform (Platform Studies) before purchasing it in order to gage whether or not it would be worth my time, and all praised I Am Error: The Nintendo Family Computer / Entertainment System Platform (Platform Studies):

5 of 5 people found the following review helpful. A fantastic look at the Famicom's/NES' historyBy ZivilynI initially

bought this book to read a little about the heritage of the Famicom/NES. I ended up getting that plus much, much more. The combination of both technical and historical aspects of the system was exceptional. Being a collector of NES games, it was enlightening to finally get some additional information on the wide range of hardware and software pieces that make the system tick. I can't imagine the amount of time the author must've spent compiling all of this data; I'm very appreciative that he did. I highly recommend this book to technical minds that enjoy reading details about early gaming systems. It's certainly applicable to the non-technical as well, although they won't be able to get quite as much out of it overall. I hope the author continues with an SFC/SNES version soon!

0 of 0 people found the following review helpful. and I was both entertained and felt like I learned a lot about the history of video ...By B. I'm into technology but I'm not completely familiar with computer programming terminology, so some aspects of this book were lost on me. That said, the majority of the book was thoughtful and accessible, and I was both entertained and felt like I learned a lot about the history of video game development.

6 of 7 people found the following review helpful. For Fans of Racing the Beam

By Andrew Rayburn I loved Racing the Beam: The Atari Video Computer System (Platform Studies) and although there have been other Platform Studies books this one seemed to be the closest follow up. Since the NES is more complicated than the 2600 this book, out of necessity, is too. Not all of what Nathan Altice talks about is easily visualized and the black and white screenshots rarely illustrate effectively, so be sure to have YouTube at the ready for looking up games as they are mentioned. The section on audio is especially difficult on the page. It's an absolute must to listen to the music if you want to follow along. The nature of print is the biggest weakness of the book, but the biggest strength is Altice's connecting the features and limitations of the hardware to the world around them. This gives context to why the NES was what it was, and how that shaped the games we all played. There are lots of books about the NES but few have tied it all together so well.

The complex material histories of the Nintendo Entertainment System platform, from code to silicon, focusing on its technical constraints and its expressive affordances. In the 1987 Nintendo Entertainment System videogame *Zelda II: The Adventure of Link*, a character famously declared: I AM ERROR. Puzzled players assumed that this cryptic message was a programming flaw, but it was actually a clumsy Japanese-English translation of "My Name is Error," a benign programmer's joke. In *I AM ERROR* Nathan Altice explores the complex material histories of the Nintendo Entertainment System (and its Japanese predecessor, the Family Computer), offering a detailed analysis of its programming and engineering, its expressive affordances, and its cultural significance. Nintendo games were rife with mistranslated texts, but, as Altice explains, Nintendo's translation challenges were not just linguistic but also material, with consequences beyond simple misinterpretation. Emphasizing the technical and material evolution of Nintendo's first cartridge-based platform, Altice describes the development of the Family Computer (or Famicom) and its computational architecture; the "translation" problems faced while adapting the Famicom for the U.S. videogame market as the redesigned Entertainment System; Nintendo's breakthrough console title *Super Mario Bros.* and its remarkable software innovations; the introduction of Nintendo's short-lived proprietary disk format and the design repercussions on *The Legend of Zelda*; Nintendo's efforts to extend their console's lifespan through cartridge augmentations; the Famicom's Audio Processing Unit (APU) and its importance for the chiptunes genre; and the emergence of software emulators and the new kinds of play they enabled.

Nathan Altice's *I AM ERROR* is the authoritative book on the Nintendo's first console system, and an exemplar of Platform Studies, comprehensive in scope, detailed in its analysis, fascinating, and accessible. It is destined to be a classic in Platform Studies as well as the study of Nintendo's legacy and influence. (Mark J. P. Wolf, Professor and Department Chair, Communication Department, Concordia University Wisconsin) An intriguing look beneath the hood of the Nintendo Entertainment System that explains the long-term significance of Nintendo's design choices. Beginning with the business politics that shaped the NES in the first place, *I AM ERROR* explores the influence of NES hardware capabilities and limitations -- not only on the system's own software, but on subsequent game design as well. An essential read for anyone with a serious interest in the evolution of videogames as a medium. (Jeremy Parish, Editor-in-Chief, USgamer) *I AM ERROR* is remarkable in its ability to make the most-discussed game platform in history feel new again. Altice has somehow managed to write a book I'd recommend enthusiastically to die-hard videogame scholars and to newcomers alike. (Frank Cifaldi, videogame developer and historian) About the Author Nathan Altice is an instructor of Kinetic Imaging at Virginia Commonwealth University.