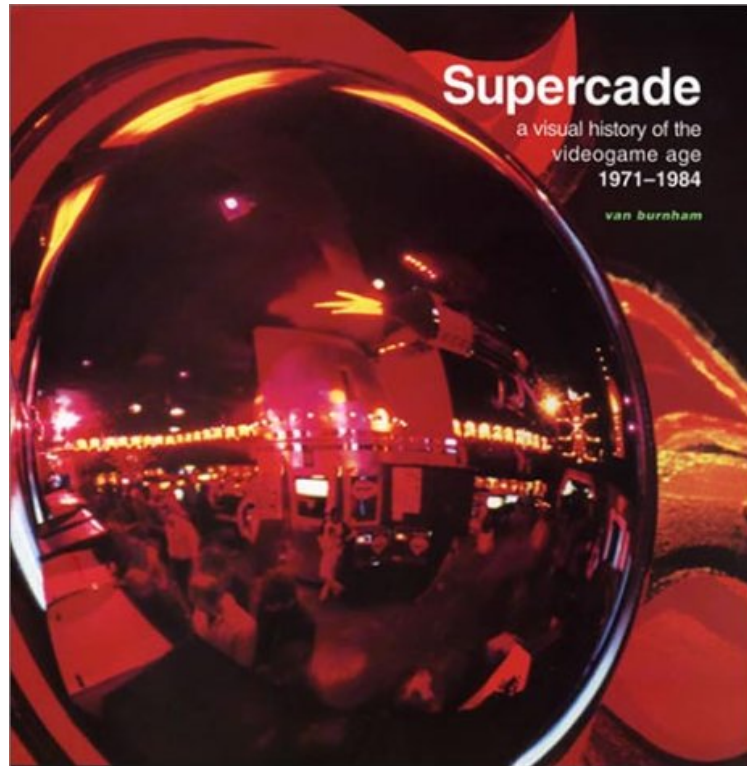


(Library ebook) Supercade: A Visual History of the Videogame Age 1971-1984

Supercade: A Visual History of the Videogame Age 1971-1984

Van Burnham

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Van Burnham : Supercade: A Visual History of the Videogame Age 1971-1984 before purchasing it in order to gauge whether or not it would be worth my time, and all praised Supercade: A Visual History of the Videogame Age 1971-1984:

0 of 0 people found the following review helpful. It's very pretty, and very big, and a little bit frustrating. By Clay N. CowgillIt's very pretty, and very big, and knowing Van I would love to give it a glowing 5-star review, but in an attempt at being impartial I need to dock it in two critical areas. First, the image quality of a lot of the historic material is really rough-- perhaps too-small of scans blown up too large for the format of the book? While I originally tried to write that off as simply being part of "the aesthetic" there were enough counter-examples of good quality images interspersed that that seemed unlikely. While it's not easy to source the sheer volume of all the material available, I wish that better quality examples were presented. (I mean, really, there's no reason an Atari 2600 box should be a blurry two-page spread when there's plenty of good quality examples to photograph/scan available on eBay every week. Similarly, a weekend spent with a game flyer collector would have yielded plenty of better quality images of those...)Second, the heavy reliance on emulated screenshots as others have mentioned bothers me as well for a work that purports to be a 'visual history'. I can forgive that in the case of particularly rare games, but having extremely low resolution shots of rasterized/emulated vector games is kind-of unforgivable for a book that really would do well to show off some of the beauty of technologies that a lot of people have never experienced first-hand today. It's a bit like going to a museum only to find that all the displays are cardboard props instead of real artifacts. I'm still generally

pleased with my purchase as it was via a gift-card from Christmas, but if I was spending 'real money' I'd be tempted to pick up a used copy of the paperback on the cheap before committing bigger dollars. 3 of 3 people found the following review helpful. Great Book - Lousy Form Factor By Kyla Gorman Supercade is an illustrated arcade history text that makes an excellent coffee table book - the articles in it are great for a quick read if you've got a few minutes and the pictures are equally interesting for a casual flip-through. I actually purchased this book as a textbook for one of my classes, and it's really quite fascinating to read - whether you have a particular interest in video games and arcades or not. Bear in mind though that this only goes up to the mid 1980's - so if you're looking for a book on modern video games, this isn't it. My one major caveat for buying this book is: get the hardcover! I got the paperback, and it started to fall apart mere days after I bought it. It's a really thick book with heavy color pages that needs some serious binding, and the paperback just didn't hold up. Many of my classmates who also bought the paperback have entirely lost the covers of theirs already, and we're only a few weeks into the class. If this is a book you want to keep around, don't bother with the paperback; go straight for the hardcover. You won't regret it. (Some classmates of mine got the hardcover instead of the paperback, and their copies seem to be holding up just fine.) 0 of 0 people found the following review helpful. It's a nice coffee table book for anyone interested in the history ... By adam m pA lot of copy-paste from the internet. It's a nice coffee table book for anyone interested in the history of video games but not very useful for research.

It was a time when technology was king, status was determined by your high score, and videogames were blitzing the world... From Pong to Pac-Man, Asteroids to Zaxxon -- more than fifty million people around the world have come of age within the electronic flux of videogames, their subconscious forever etched with images projected from arcade and home videogame systems. From the first interactive blips of electronic light at Brookhaven National Labs and the creation of Spacewar! at the Massachusetts Institute of Technology; to the invention of the TV Game Project and the myriad systems of Magnavox, Atari, Coleco, and Mattel that followed; through the rise of the Golden Age of videogames and forward into the imagination of millions, Supercade is the first book to illustrate and document the history, legacy, and visual language of the videogame phenomenon. Exuberantly written and illustrated in full color, Supercade pays tribute to the technology, games, and visionaries of one of the most influential periods in the history of computer science -- one that profoundly shaped the modern technological landscape and helped change the way people view entertainment. Supercade includes contributions from such commentators and participants as Ralph Baer, Julian Dibble, Keith Feinstein, Joe Fielder, Lauren Fielder, Justin Hall, Leonard Herman, Steven Johnson, Steven Kent, Nick Montfort, Bob Parks, Carl Steadman, and Tom Vanderbilt.

From Publishers Weekly The generation now in its 30s pumped innumerable quarters into free-standing video consoles with protruding joysticks, steering wheels, and "fire" buttons the quaint precursors of today's dollar-based sensory overload and sleekly sophisticated home systems. Burnham, an L.A.-based Wired contributing editor and a member of the Video Arcade Preservation Society, lovingly collects screen shots of faves like Space Invaders, Pac-Man and Q*bert, along with early games like Computer Space and Pong, and home games from Atari and Nintendo. The cheeky capsule descriptions of each game from Burnham and others are matched with longer essays from writers like Julian Dibble (*My Tiny Life: Crime and Passion in a Virtual World*), who writes about the text-based game Adventure, and former Feed editor Steven Johnson (*Emergence*) on Atari competitor Intellivision. The chronological organization holds the book's disparate games and players together adequately, but readers looking for a straight narrative history should look elsewhere: this is all about memory jogging and rapturous description. Notably, Burnham did the book's text, design and production; the layout is quirky and provocative but not disorienting, and the print quality is excellent. (Nov.) Forecast: While the book can't compete with the actual experience of playing the games, Burnham's time capsule will given as a gift among gamers (not a small subculture), and browsers from its demographic will at least flip through. The MIT imprint could lead to some campus acquisitions, especially for schools with modern media and culture departments. Copyright 2001 Cahners Business Information, Inc. From Library Journal Initially thought to be mere fads, video games have become entrenched in global popular culture. These two books use different approaches to document the phenomenon. Kent, a freelance writer, interviewed video game innovators such as Atari founder Nolan Bushnell and Pac-Man creator Toru Iwatani, among hundreds of others, to provide a definitive history. He includes photos of the major video game players and quotes extensively from his interviewees in an academic but highly readable style. The promised index will be needed to navigate the text, but this remains a fascinating and well-researched account of the games many of us grew up with or have encountered in an arcade. Copyright 2001 Reed Business Information, Inc. From Booklist Remarkably, the first interactive computer game was programmed in 1958 ("Tennis for Two," devised as a way to occupy bored guests to Brookhaven National Laboratory), and the first commercially available hardware able to download games over telephone lines was produced in 1982 (Gameline, a modem marketed for the Atari 2600 game system). These are but two of the many fascinating facts in this lively, colorful history of the golden years of the video game (i.e., the years before the personal computer became the primary medium of the games). The author, a contributing editor to Wired magazine, enlists the help of

numerous experts in the field to tell this splashy story in a detailed but userfriendly style. For some readers, this will be a trip down memory lane (Atari, Activision, Pong, Space Invaders, PacMan); for others, an eyeopening story about the quest for video-game supremacy. Either way, it's a winner. David PittCopyright American Library Association. All rights reserved