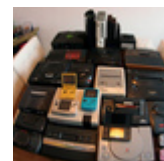




Video Game Consoles: Past, Present, and Future



May 8, 1967

The First Console, the "Brown Box"

German-born engineer Ralph Baer and his co-workers designed the first video game console to work on a standard television. [History on the Brown Box](#)



May 8, 1972

The Magnavox Odyssey

Magnavox had released its Magnavox Odyssey, a home video game system based on the "Brown Box," a prototype invented by Ralph Baer. Invented by Ralph H. Baer, the Odyssey was the first home video game console that could be connected to a TV set.



May 8, 1975

Pong

After Nolan Bushnell founds Atari in 1972, the company has its first big hit with the arcade game Pong. In 1975, Atari sells a home version of Pong in Sears stores. [More on Pong](#)



Aug 8, 1976

Fairchild Video Entertainment System (VES) .

While there had been previous game consoles that used cartridges, either the cartridges had no information and served the same function as flipping switches (the Odyssey) or the console itself was empty and the cartridge contained all of the game components. The VES, however, contained a programmable microprocessor so its cartridges only needed a single ROM chip to store microprocessor instructions.



Oct 14, 1977

Atari 2600 Video Computer System (VCS)



Atari 2600 was a cartridge-based system that played multiple games. It was typically bundled with two joystick controllers, a conjoined pair of paddle controllers, and a cartridge game—initially Combat and later Pac-Man. The Atari 2600 was wildly successful, and during much of the 1980s, "Atari" was a synonym for this model in mainstream media and, by extension, for video games in general.

[More info on the Atari 2600](#)

May 10, 1980

Intellivision



The Intellivision featured slightly better graphics than the Atari 2600, as well as the first synthesized voices in video games. Although the Intellivision was more powerful, it was never as popular as the Atari 2600. [Intellivision Commercial](#)

Nov 10, 1982

Atari 5200



The Atari 5200 SuperSystem, Atari 5200, is a video game console that was introduced as a higher end complementary console for the popular Atari 2600. The 5200 was based on Atari Inc.'s existing 400/800 computers and the internal hardware was almost identical, although software was not directly compatible between the two systems. The 5200's controllers have an analog joystick and a numeric keypad along with start, pause and reset buttons.

Oct 18, 1985

Nintendo Entertainment System (NES)



Nintendo, originally a Japanese playing-card company, releases the Nintendo Entertainment System in the US. Retailers were at first skeptical about marketing a new console after the video game crash, but with the most popular in-house titles like Super Mario Brothers, Metroid, and The Legend of Zekla, the NES soon becomes the best-selling console in video game history. [NES Commercial](#)

Jun 10, 1986

Sega Master System



The SMS featured accessories such as a light gun and 3D glasses which were designed to work with a range of specially coded games. The Master System was released as a direct competitor to the Nintendo Entertainment System in the third videogame generation. The SMS was technically superior to the NES, which predated its release by nine months in North America, but failed to overturn Nintendo's significant market share advantage in Japan and North America.

Aug 10, 1989

The Game Boy

Nintendo scores its second smash hit with the introduction of the Game Boy. The first major handheld console, Game Boy featured a black-and-white LCD screen. It underwent several changes, including the Game Boy Pocket in 1996 and the Game Boy Color in 1998.



Jan 31, 1990

Neo-Geo

With huge, detailed 2-D graphics, the Neo-Geo's appeal is its arcade-level quality for use in a home system, but its price (\$650 for the console, plus \$200 for games) kept it from reaching maximum popularity.



Aug 23, 1991

Super Nintendo Entertainment System (SNES)

The Super Nintendo Entertainment System was Nintendo's second home console, following the Nintendo Entertainment System (NES). The console introduced advanced graphics and sound capabilities compared with other consoles at the time. It has better chips to enhance its performance.



Sep 9, 1995

Playstation

The PlayStation was the first of the PlayStation series of console and handheld game devices, which was first created and released in Japan.



Sep 29, 1996

Nintendo 64

The N64 was released with two launch games, Super Mario and Pilotwings, The N64's suggested retail price was US \$199 at its launch and it was later marketed with the slogan Get N, or Get Out!.



Oct 26, 2000

PlayStation 2

The PlayStation 2 is a sixth-generation video game console manufactured by Sony. The successor to the PlayStation, and the predecessor to the PlayStation 3, the PlayStation 2 forms part of the PlayStation series of video game consoles. Its development was announced in March 1999 and it was released a year later in Japan.



Jun 11, 2001

Game Boy Advance



A backwards-compatible portable system that plays games from the Game Boy and the Game Boy Color portable consoles.

[More information](#)

Nov 15, 2001

Xbox



Microsoft makes its first independent foray into the console market with the release of Xbox. The company's use of PC technology in the Xbox console allowed for better performance than the PS2. Xbox's greatest success proves to be Halo: Combat Evolved.

Nov 18, 2001

GameCube



The Nintendo GameCube was the first Nintendo console to use optical discs as its primary storage medium, after several aborted projects from Nintendo and its partners to utilize optical-based storage media.

Nov 21, 2004

Nintendo DS



Features dual screens and touch-screen technology. The Nintendo DS also features a built-in microphone and supports wireless standards, allowing players to interact with each other within short range, or online with the Nintendo Wi-Fi Connection service. The Nintendo DS is the first Nintendo console to be released in North America before Japan. It also features backwards compatibility like the Game Boy Advance.

Mar 24, 2005

PlayStation Portable



Sony releases the PSP in early 2005. It features wireless capability and digital audio/video capability that mimic those of PC-based handheld devices. [PSP info](#)

Nov 22, 2005

Xbox 360



The console sold out completely upon release in all regions except in Japan. Several major features of the Xbox 360 are its integrated Xbox Live service that allows players to compete online, download

arcade games, game demos, trailers, TV shows, music and movies and its Windows Media Center multimedia capabilities. The Xbox Live also offers region specific access to third-party media streaming application such as Netflix and ESPN in the US or Sky Go in the UK.

Nov 17, 2006

PlayStation 3

Major features of the console include its unified online gaming service, the PlayStation Network, its multimedia capabilities, connectivity with the PlayStation Portable, and its use of the Blu-ray Disc as its primary storage medium.



Nov 19, 2006

Wii

As a seventh-generation console, the Wii primarily competes with Microsoft's Xbox 360 and Sony's PlayStation 3. A distinguishing feature of the console is its wireless controller, the Wii Remote, which can be used as a handheld pointing device and detects movement in three dimensions. Another distinctive feature of the console is WiiConnect24, which enables it to receive messages and updates over the Internet while in standby mode. [First Wii Commercial](#)



Sep 17, 2010

PlayStation Move

PlayStation Move is a motion-sensing game controller platform for the PlayStation 3 (PS3) video game console by Sony Computer Entertainment (SCE). Based around a handheld motion controller wand, PlayStation Move uses the PlayStation Eye camera to track the wand's position, and inertial sensors in the wand to detect its motion.



Nov 4, 2010

Xbox Kinect

Kinect is a motion sensing input device by Microsoft for the Xbox 360 and Windows PCs. Based around a webcam-style add-on peripheral for the Xbox 360 console, it enables users to control and interact with the Xbox 360 without the need to touch a game controller, by using gestures and spoken commands. The project is aimed at broadening the Xbox 360's audience beyond its typical gamer base. [List of all video game consoles](#)



Jun 8, 2012

EVO 2

The [EVO 2](#) is an upcoming video game console by Envizions. It will run on Android, making it the first console with that operating system. It will produce 1080p HD graphics, and features a remote control



similar to PlayStation 3's, and a gamepad similar to the Xbox/360. It will be able to play over 1,300 games, hence the Android OS, as well as over 400,000 apps. Support from the public, including pre-orders, will mean that the EVO 2 will be featured at E3 2012 in June.

Oct 8, 2012

Wii U



The Wii U is Nintendo's sixth home console and the first Nintendo console to produce 1080p high-definition graphics, and features a new controller with an embedded touchscreen. The controller allows a player to continue playing certain games by displaying the game even when the television is off. The system will be backwards compatible with the Wii. [More on Wii U](#)

Jan 1, 2013

Future Releases



There are rumors for a [PlayStation 4](#) and an Xbox 720. They say that Sony will feature the PS 4 at E3 2012 (Electronics Entertainment Expo 2012). Websites and video commercials for the PS 4 and the [Xbox 720](#) are already online.

Video: [PS4](#) and [Xbox 720](#)

May 8, 1966

May 8, 2013

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