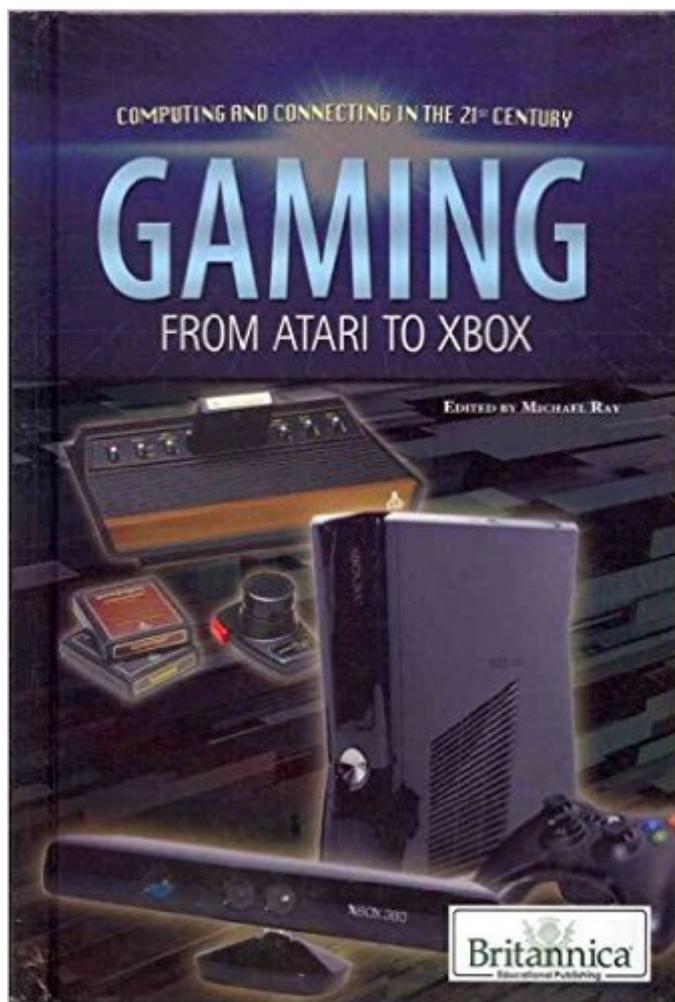


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# Gaming: From Atari To Xbox (Computing And Connecting In The 21st Century)



## **Synopsis**

Boasting vivid graphics, rapid pacing, and complex narratives, electronic games have evolved both visually and substantially since the early days of Spacewar! and Pong. By allowing users to explore fictional universes, engage in stealth missions, play like their favorite athletes or musicians, and imagine realities both similar to and far-removed from their own, electronic games appeal to a variety of individuals and interests. This absorbing volume details the development of electronic gaming including arcade and early home video consoles through massive multiplayer online games, and examines some of the most popular games of all time.

## **Book Information**

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## **Customer Reviews**

I didn't actually get this book from . I got it from my public library but since there are no reviews yet I thought I would put my 2 cents in. This is a little book, about 150 pages. Hardly enough to tell this story. This book is a whopping \$33. This is because it's a full color, glossy page book with a hard cover. Beautiful looking but very little usable content. This book is from the people at Encyclopedia Britannica and looks like something that you would skim to write a book report for, although certainly not for college. Grammar school, first two years of high school, maybe. I can't recommend this book to an adult interested in the history of video games. For that I highly recommend this book below. From . The Ultimate History of Video Games: From Pong to Pokemon--The Story Behind the Craze That Touched Our Lives and Changed the World

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