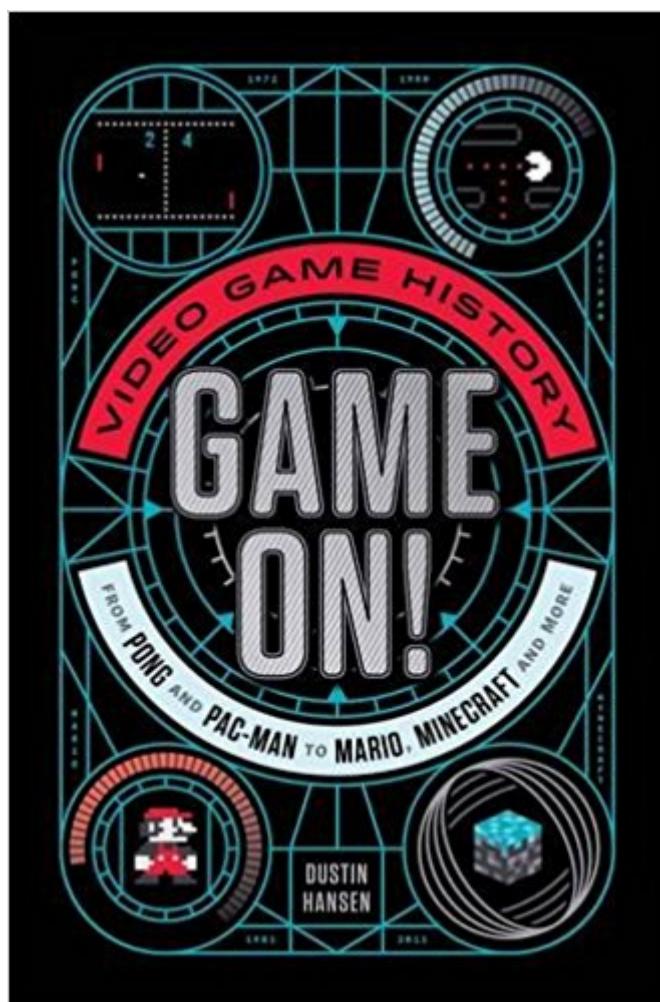


The book was found

Game On!: Video Game History From Pong And Pac-Man To Mario, Minecraft, And More



Synopsis

Find out about the fast and furious growth and evolution of video games (including how they are quickly taking over the world!) by looking at some of the most popular, innovative, and influential games ever, from Pong, the very first arcade game ever, to modern hits like Uncharted. Learn about the creators and inspiration (Mario was named after Nintendo's landlord after he barged into a staff meeting demanding rent), discover historical trivia and Easter eggs (The developers of Halo 2 drank over 24,000 gallons of soda while making the game), and explore the innovations that make each game special (The ghosts in Pac-Man are the first example of AI in a video game). Whether you consider yourself a hard-core gamer or are just curious to see what everyone is talking about, Game On! is the book for you!

Book Information

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Customer Reviews

Gr 4 Up •This zippy primer on video game development takes readers from the arcades of the 1970s to Minecraft and the future of gaming. Short, chronological chapters introduce iconic games that represent innovations in design, story, and player experience. The well-told origin tales are a fantastic mash-up of pop and gaming culture and reveal the dedication and creativity of industry leaders such as Shigeru Miyamoto, creator of Donkey Kong and Super Mario Bros. Each chapter builds on the last, tracing the development of gaming technology, including apps. Sectioning the information into easily digestible chapters, factoids, and lists and using a

conversational tone, the book is accessible, even though the content is quite extensive. Visuals include screenshots and photos of consoles and controllers. VERDICT This satisfyingly thorough and worthy addition to any collection is sure to please hard-core gamers and newbies alike. •Marian McLeod, Convent of the Sacred Heart, Greenwich, CT

"This zippy primer on video game development takes readers from the arcades of the 1970s to Minecraft and the future of gaming....The well-told origin tales are a fantastic mash-up of pop and gaming culture...This satisfyingly thorough and worthy addition to any collection is sure to please hard-core gamers and newbies alike." •School Library Journal "This lengthy love letter comes from a self-professed video game addict. Thirty-nine breezy, irreverent chapters celebrate individual games...Unabashedly enthusiastic, author Hansen also provides tips on how to evaluate games for personal enjoyment....true gamers will be delighted." •Booklist "This zippy, funny, enthusiastic volume offers snapshot looks at the key moments in video game history ... Hansen is a big gamer, and he wants the reader to be, or be willing to become, a gamer as well... and as all gamers are sure to hit their own favorite game or genre eventually in here, they'll share his gushing at some point." •BCCB

I have kids who grew up in the "digital age" and they know more about the history of video games than I do. Or I should say they used to know more about video games...now that I have read this book, I may know more - at least I know enough to hold my own in a conversation about the nuances of Sega vs. Nintendo. This book is well researched, and I appreciated how the author demonstrated that each new generation of game builds on what has come before. It has also piqued my interest in a few games, so I may seek them out and give them a try.

Quick shipping, fun book to read.

This book brought back so many memories and reignited a long lost passion for all things gaming (I'm 40 so have first hand experience of the early days). My 7 yo son loved it too. He spent hours pouring over the fully illustrated pages and delighted in telling me all the interesting little facts he discovered. Free versions of some of the games are available online, so we got to play a few of them together - things like Pong and Space Invaders :) This is my son's review: 'My favourite parts of this book were Pong and Pac-Man (truly master gamers must have found them easy) and Donkey Kong. If I were in charge this book would win in a landslide. It is extraordinary. Truly a history of

histories. Therefore I would crush anyone who disagrees with me. Sincerely, Alec.'

"While the original Lara Croft was made up of 540 polygons, the 2013 version of Lara, who starred in Rise of the Tomb Raider, came in at more than forty thousand polygons." I enjoyed this book much more than I expected to. It's broken down by game so it's not an exhaustive list, but it touches on what each game has contributed to modern gaming and technology and has interesting facts about the game or development. There's also some chapters on how game developers should look at gaming and different aspects of the technical side, like VR. I learned a lot from the book and liked learning about which games were the first of their kind and why. It's also cool to know more about the transition from gameboy, to gameboy color, to DS and Wii. It's written in an easy-to-read way and most chapters are pretty short for all the information packed in.

As a history major and gamer I found this book quite entertaining and learned some things I hadn't known before. While I do disagree with some of the selection (Little big Planet? FarmVille?) as well as the overemphasis on Valve and Blizzard (not that they aren't incredible, just want more variety) Hansen makes a case for each. The only other criticism I have is the tone doesn't know what it wants to be. Sometimes the tone of the writing makes it seem like a kindergartener's book. Example: "Did you know you can go to college to learn how to make video games?" Other times it will take a more, less personal, more standard language: "The first time anyone heard of Halo was actually at a Macworld conference." For that I have to take off a star. Overall, a good, if sometimes mildly condescending read. I hope/wish a sequel/add on is a possibility, as some important games and systems were given the shaft such as the Nintendo DS (for touchscreen tech), Metroid Prime (First good looking 3D console game and what saved the GameCube). Also showcase other studios (while Blizzard, Nintendo, and Valve take up most of the book, I would like to see variety, such as Bethesda, FromSoftware, and Rare to name a few).

Fascinating tidbits with inside history on the games I love and grew up playing. Written in an easy to follow, and entertaining way (lots of humor from the author/narrator). A great read for gaming nuts of all ages.

Gamers, both seasoned and novice, will enjoy this book. Author Dustin Hansen explores the history and impact of 30 influential video games. This book is thoroughly researched, well-written, beautifully designed, informative and engaging. The margins are filled with fun facts and interesting

tidbits and screenshots from the actual video games are the perfect illustrations to each chapter.

This is non-fiction that reads like personal narrative. A great read!

As someone who played text-based games on an old PC and Radio Shack Pong on a B&W TV, I really enjoyed this book. I still have a Magnavox Odyssey console and a TI 99/4A computer with cartridges. I don't have the eye-hand coordination to play most games so simulations were my goto programs. The Will was about as close to perfect for me as any product. The book is written with a sense of history and humor. A great trip down memory lane.

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