#### **STUDENT NAME: DATE: PER #**

#### ***HISTORY AND DEVELOPMENT OF GAME DESIGN:***

**INSTRUCTIONS:** Download this document to your documents folder and save it as ***initials\_history****.* Using the link provided on the tutorial page, launch “Video Game Revolution” from PBS.org. This is your research source. Complete the fields below to show your understanding of how game design technology has developed and changed through time.

In the fields below, define the terms invention and innovation using the definitions posted on the project homepage.

**invention** -

**innovation** -

In the fields below, identify three discovery, developments or milestones that occurred in 1950s and 1960s. Identify each by name and give some details of how they affected the video/computer game industry. In your description, indicate if it is an invention or an innovation.

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

In the fields below, identify three discovery, developments or milestones that occurred in 1970s. Identify each by name and give some details of how they affected the video/computer game industry. In your description, indicate if it is an invention or an innovation.

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

In the fields below, identify three discovery, developments or milestones that occurred in 1980s. Identify each by name and give some details of how they affected the video/computer game industry. In your description, indicate if it is an invention or an innovation.

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

In the fields below, identify three discovery, developments or milestones that occurred in 1990s. Identify each by name and give some details of how they affected the video/computer game industry. In your description, indicate if it is an invention or an innovation.

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

In the fields below, identify three discovery, developments or milestones that occurred since the year 2000. Identify each by name and give some details of how they affected the video/computer game industry. In your description, indicate if it is an invention or an innovation.

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

**YEAR**- **DISCOVERY, DEVELOPMENT, MILESTONE-**

**DESCRIPTION-**

In the field below, identify explain the technological development that you feel has had the most impact on the video/computer game industry. In your description, indicate if it is an invention or an innovation. Explain why by citing facts from your research using the timeline website.