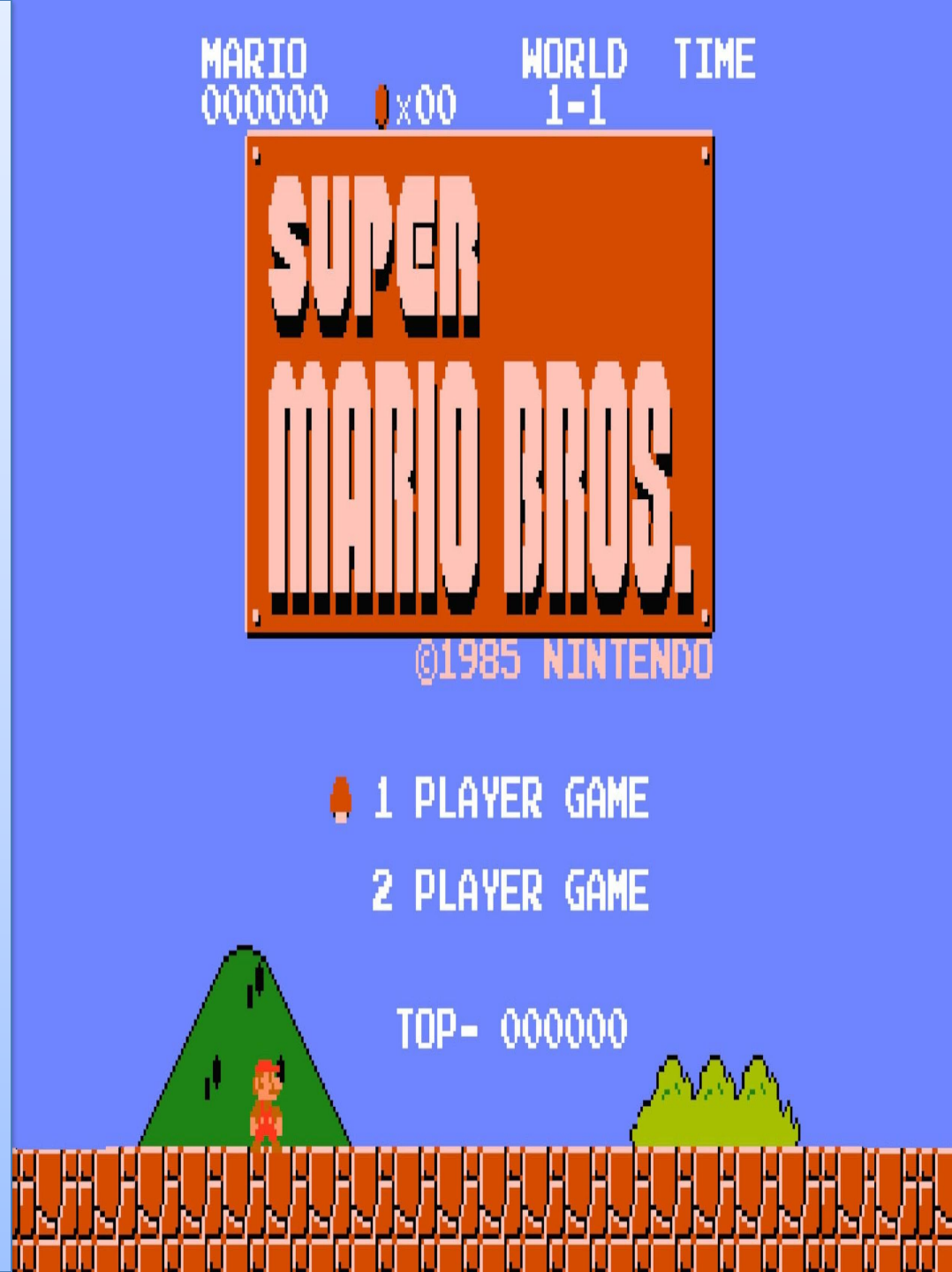


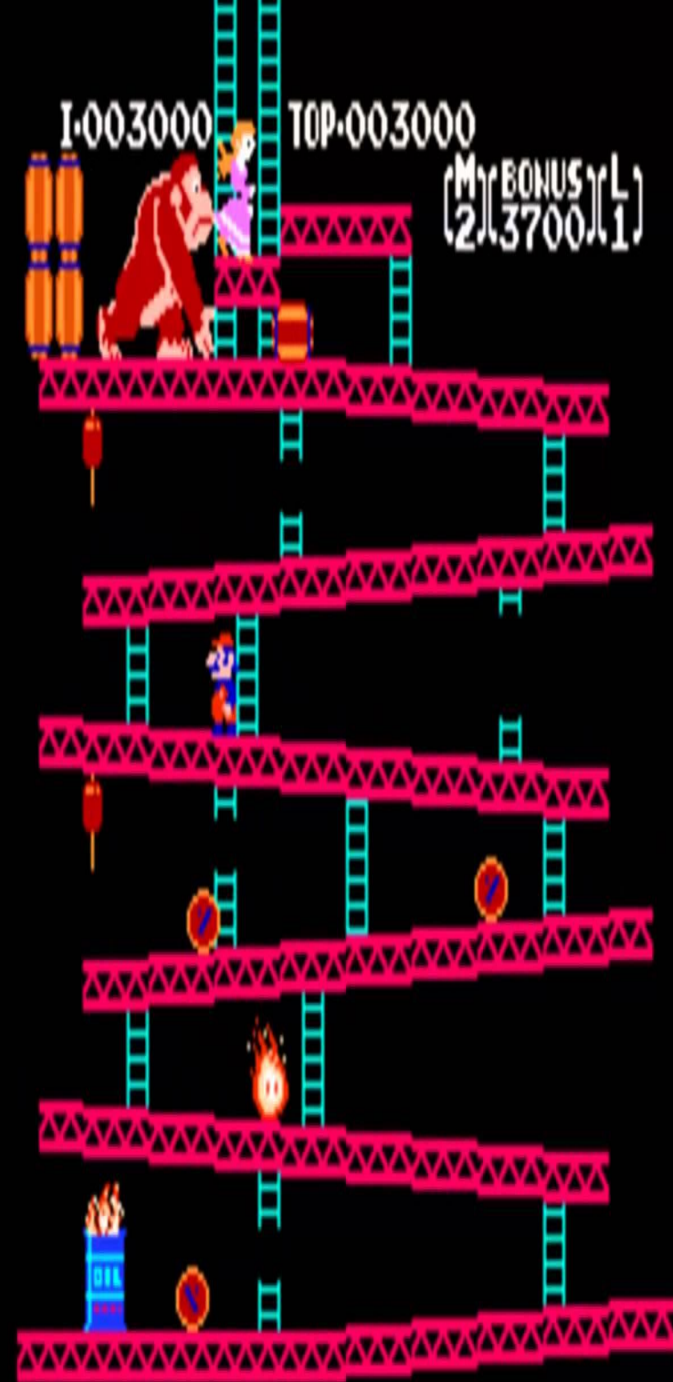


Computer games

History of video games starts in the 1940s and 1950s, when academics have developed simple games and simulations. Computer games for a long time was not popular, and only in the 1970-ies and 1980-ies, when it appeared to the public arcade machines, game consoles and home computers, computer games become part of pop culture.



In 1889, Fusajiro Yamauchi founded a playing Marufuku company to manufacture and sell playing card game of hanafuda, which in 1907 was renamed as Nintendo Koppai, which later became the largest company in the world among manufacturers of interactive entertainment



Main article: 1940-ies in computer games
1947 — Rocket simulator — the first known entertainment tool, similar to a computer game
1948-1950 — Alan Turing and David Champernowne (English). Russian. developed algorithm for chess[4]. At that time, was not sufficiently powerful computer to do this algorithm
In March 1950, Claude Shannon devised a chess program, which appeared in the article "Programming chess games for computer", published in Philosophical Magazine. It was the first article about the problem of computer chess.



14.35 14.27
Crafty 19.03 is analyzing

Move	Depth	Time	Nodes	...

Lasker, Emmanuel-Capablanca.
Capablanca, José-Vidmar, Milan

1.e4 e5 2.♘f3 ♗c6 3.♗b5 a6
4.♗a4 ♖f6 5.O-O ♗e7 6.♞e1
b5 7.♞h3 d6 8.e3 ♗a5 9.♞c2
e5 10.d4 ♗h7 11.♗b42 O-O
12.h3 ♗c6 13.d5 ♗d8 14.a4 b4
Weakening e4 and allowing the
ensuing play. 14...Bb7 is also nice
for white since the bishop has
nothing to do there.
[14...Bb7 ♖c6]
15.♗c4 a5
[15...♗e8 16.a5 ♖]
16.♗fxc5!



This little combination opens up
the center so white can exploit his
positional advantages, particularly
on the light squares. Otherwise
black would be fine after: 16...Ne8
16...♗a6!? 17.♗b3 dxe5

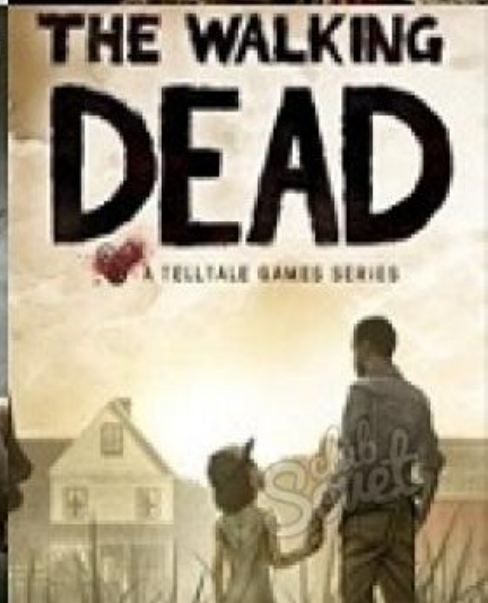
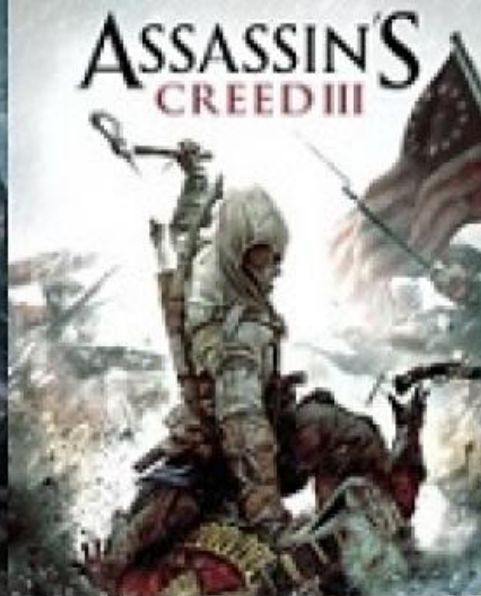
*Let's move on from 2000
to 2017, which is
already ruled by good
graphics and interesting
game design, if you
think about the 70-ies of
the game results to such
an extent*



The game Heavy Rain is a dark, complex, carefully crafted story.

It all starts with an Intro where the player plays for architect Ethan Mars, whose life came tragedy after his older son Jason, the day of his 10th anniversary death hit by a car, and Ethan himself, trying to save his son, for six months in a coma. Two years later, he blames himself for Jason's death and is in a state of severe depression that leads to his divorce with his wife, visit a psychiatrist and to his youngest son Sean quite disappointed in it. Since that day Ethan plagued by agoraphobia and long blackouts that last for several hours. One day Ethan comes in the mail a strange letter with a short text, which tells about a couple who, returning from Church, the house did not find their children and never was able to find them. And after a while when Ethan and Sean were walking in the Park, Ethan has again suffered a lapse of memory, and when he woke up, he found that Sean was gone.





thank you for your attention