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The Golden Age of Video Games: The Birth of a Multibillion Dollar Industry

By Roberto Dillon



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This book focuses on the history of video games, consoles, and home computers from the very beginning until the mid-nineties, which started a new era in digital entertainment. The text features the most innovative games and introduces the pioneers who developed them. It offers brief analyses of the most relevant games from each time period. An epilogue covers the events and systems that followed this golden age while the appendices include a history of handheld games and an overview of the retro-gaming scene.



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Editorial Review

Review

'The Golden Age' offers a complete and witty journey through videogame history. And if videogames are becoming the most important medium of this century, it's a journey worth traveling. --Federico Fasce, CEO and Game Designer, Urustar Srl.

The Golden Age of Video Games brings back great memories in a detailed and entertaining format. It's been a great source of insight and inspiration on the path of becoming an independent developer --Davide Pasca, Game Developer & Founder Oyatsukai.com

A suggestive and enthralling ticket for a unique voyage down memory lane. Every videogamer can now rediscover these digital gems thanks to precise and evocative descriptions --Piermarco Rosa, Exec.Director, Master in Videogame Design, Genoa University

... a fine history of the medium and the individuals and companies who influenced its growth and evolution. Highly recommended for any collection covering video game history.
Midwest Book Review, December 2011

About the Author

Roberto Dillon was born in Genoa, Italy, in 1973. In 1981, he had his first encounter with a home computer, a Texas Instruments 99/4A, and then with an Intellivision gaming console. In 1983, he received a Commodore 64 that hooked him into technology, computer science, and games ever since.

He holds a Master and a Ph.D. degree in Electrical and Computer Engineering from the University of Genoa and, after having worked both in the software/multimedia development industry and in prestigious academic institutions across Europe and Asia, he joined the Singapore campus of the DigiPen Institute of Technology where he is currently an Assistant Professor lecturing on a variety of game design subjects including Game Mechanics and Game History.

Roberto has led high profile research projects on innovative game mechanics and designed serious, educational, and experimental games that were showcased internationally in newspapers like *USA Today* and at events like the *Sense of Wonder Night* within the *Tokyo Game Show*.

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