

Entertainment takes its new form. With the advancement of innovation and its combination to numerous elements of our lives, conventional home entertainment such as theatrical plays and cultural shows is replaced by so-called "electronic entertainment". There you have various digital and animated films that you can watch on movie theater or on your home entertainment system, cable television system (CTS), and the computer game system, which is popular not simply to young and old gamers alike but also to game designers, simply because of the development of ingenious innovations that they can use to enhance existing video game systems.

The video game system is intended for playing computer game, though there are modern video game systems that allows you to have an access over other kinds of entertainment using such video game systems (like watching DVD motion pictures, listening to MP3 music files, or surfing the Internet). Hence, it is frequently referred to as "interactive entertainment computer" to identify the video game system from a maker that is used for numerous functions (such as computer and game games).



The first generation of computer game system began when Magnavox (an electronic devices company which produces televisions, radios, and gramophones or record players) released its first video game system, which is the Magnavox Odyssey created by Ralph Baer. Odyssey's appeal lasted till the release of Atari's PONG computer game. Magnavox understood that they can not take on the popularity of PONG games, thus in 1975 they produced the Odyssey 100 video game system that will play Atari-produced PONG video games.

The 2nd generation of computer game system came a year after the release of Odyssey 100. In 1976, Fairchild launched the FVES (Fairchild Video Entertainment System), that made use of a programmable microprocessor so that a video game cartridge can hold a single ROM chip to save microprocessor instructions. Nevertheless, because of the "video game crash" in 1977, Fairchild deserted the video game system industry. Magnavox and Atari remained in the computer game industry.

The rebirth of the computer game system began when Atari released the popular game Space Invaders. The industry was suddenly revived, with many gamers made purchase of an Atari computer game system just for Space Intruders. Simply put, with the appeal of Space Invaders, Atari controlled the video game industry throughout the 80s.

Computer game system's third generation entered into being after the release of Nintendo's Famicon in 1983. It supported full color, high resolution, and tiled background video gaming system. It was at first released in Japan and it was later given the United States in the form of Nintendo Entertainment System (NES) in 1985. And similar to Atari's Space Intruders, the release of Nintendo's popular Super Mario Brothers was a huge success, which completely restored the suffering computer game system industry in the early months of 1983.

Sega intended to take on Nintendo, however they failed to establish considerable market share. It was till 1988 when Sega launched the Sega Genesis in Japan on October 29 of the same year and on September 1, 1989 in the United States and Europe territories. 2 years later on, Nintendo released the Super Nintendo Entertainment System (SNES) in 1990.

Atari came back with their new video game system, which is the Jaguar and 3DO. Both systems might show more

onscreen colors and the latter used a CD instead of game cartridges, making it more powerful compared to Genesis and SNES. Nintendo, on the other hand, decided to release brand-new video games such as Donkey Kong Country instead of producing new computer game systems. Sega's Vectorman and Virtua Racing did the same. Numerous years later on, Sony, Sega, and Nintendo released the 5th generation of video game systems [video games review](#) (PlayStation, Saturn, and N64, respectively).

The 6th generation of video game systems followed, including Sega (Dreamcast, which was their last computer game system and the very first Internet-ready video game system), Sony (PlayStation 2), Nintendo (Game Cube which is their very first system to utilize game CDs), and the beginner Microsoft (Xbox).

The current generation of video game systems is now slowly going into the video game market. These are as follows:

- Microsoft's Xbox, which was launched on November 22, 2005;
- Sony's PlayStation 3, which is schedule to be launched on November 11, 2006 (Japan), November 17 of the same year (The United States and Canada), and March 2007 (Europe); and
- Nintendo's Wii, which is set up to be released on November 19, 2006 (North America), December 2 of the exact same year (Japan), December 7 (Australia), and December 8 (Europe).

The development of computer game system does not end here. There will be future generations of video game system being developed as of this minute, which will defy the way we define "home entertainment".

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