

Home entertainment takes its new form. With the development of technology and its integration to different aspects of our lives, conventional home entertainment such as theatrical plays and cultural shows is replaced by so-called "electronic entertainment". There you have different digital and animated films that you can see on movie theater or on your house entertainment system, cable tv system (CTS), and the computer game system, which is popular not just to young and old players alike but likewise to game developers, merely because of the advancement of ingenious innovations that they can utilize to enhance existing game systems.

The video game system is meant for playing video games, though there are contemporary game systems that enables you to have a gain access to over other kinds of home entertainment using such video game systems (like viewing DVD films, listening to MP3 music files, or surfing the Web). Therefore, it is often described as "interactive entertainment computer system" to distinguish the video game system from a maker that is utilized for various functions (such as desktop computer and arcade video games).



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

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

The renewal of the computer game system started when Atari launched the popular game Space Invaders. The industry was all of a sudden revived, with numerous gamers [video games new](#)

made purchase of an Atari video game system just for Area Invaders. To put it simply, with the popularity of Space Invaders, Atari dominated the video game market throughout the 80s.

Video game system's third generation came into seeking the release of Nintendo's Famicon in 1983. It supported complete color, high resolution, and tiled background gaming system. It was initially released in Japan and it was later brought to the United States in the form of Nintendo Home entertainment System (NES) in 1985. And just like Atari's Area Invaders, the release of Nintendo's famous Super Mario Brothers was a huge success, which entirely revived the suffering computer game system industry in the early months of 1983.

Sega intended to compete with Nintendo, but they failed to develop substantial market share. It was up until 1988 when Sega released the Sega Genesis in Japan on October 29 of the exact same year and on September 1, 1989 in the United States and Europe territories. 2 years later, Nintendo launched the Super Nintendo Entertainment System (SNES) in 1990.

Atari returned 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 video game cartridges, making it more effective compared to Genesis and SNES. Nintendo, on the other hand, decided to release brand-new games such as Donkey Kong Country instead of producing new computer game systems. Sega's Vectorman and Virtua Racing followed suit. A number of years later on, Sony, Sega, and Nintendo released the 5th generation of computer game systems (PlayStation, Saturn, and N64, respectively).

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

The most recent generation of computer game systems is now gradually getting in the video game industry. 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 very same year (North America), and March 2007 (Europe); and
- Nintendo's Wii, which is arranged to be released on November 19, 2006 (North America), December 2 of the very same year (Japan), December 7 (Australia), and December 8 (Europe).

The advancement of video game system does not end here. There will be future generations of video game system being developed since this minute, which will defy the method we specify "home entertainment".

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