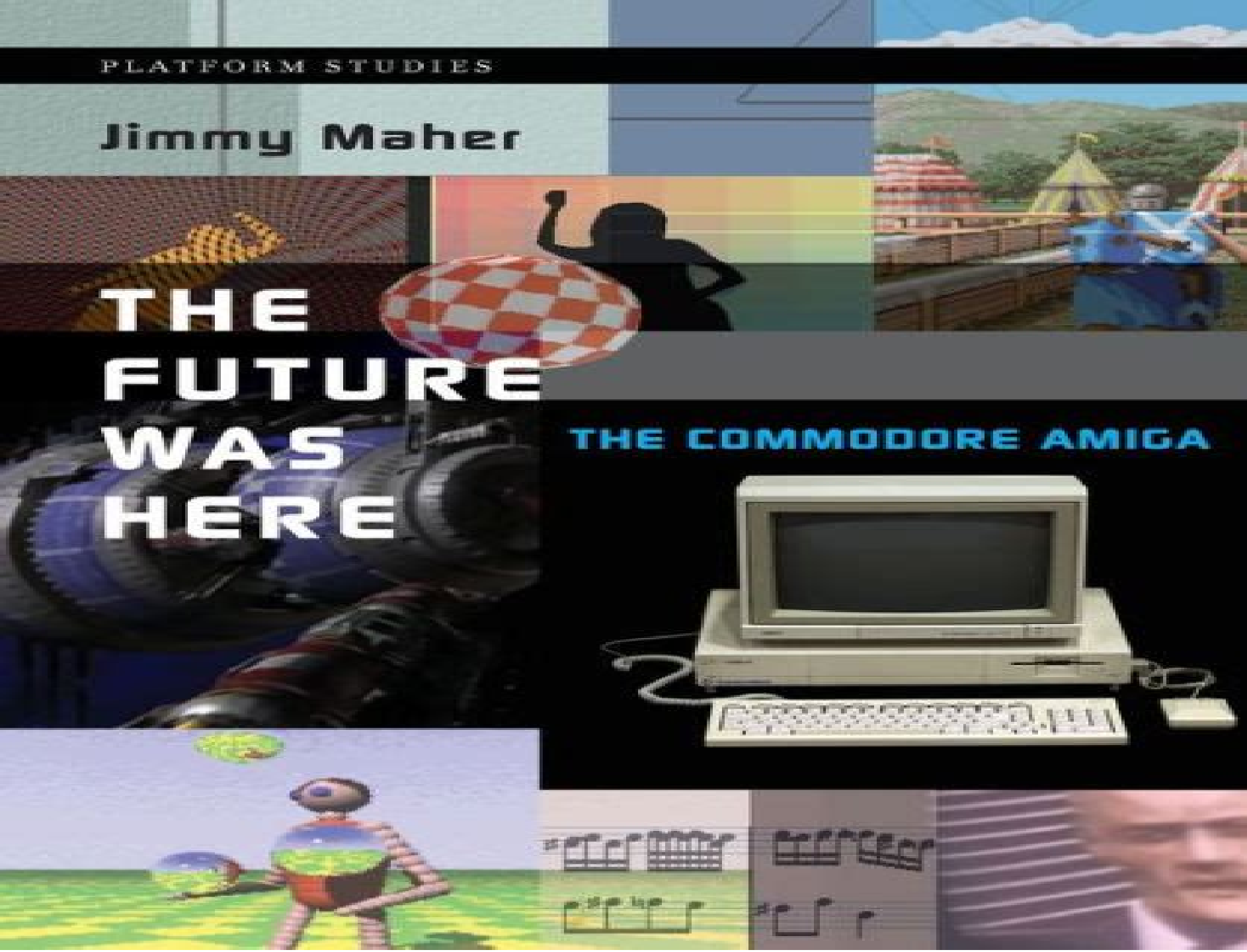


PLATFORM STUDIES

Jimmy Maher

THE FUTURE WAS HERE

THE COMMODORE AMIGA



The Future Was Here The Commodore Amiga

Jimmy Maher



The Future Was Here The Commodore Amiga:

The Future Was Here Jimmy Maher, 2018-01-26 Exploring the often overlooked history and technological innovations of the world's first true multimedia computer Long ago in 1985 personal computers came in two general categories the friendly childish game machine used for fun exemplified by Atari and Commodore products and the boring beige adult box used for business exemplified by products from IBM The game machines became fascinating technical and artistic platforms that were of limited real world utility The IBM products were all utility with little emphasis on aesthetics and no emphasis on fun Into this bifurcated computing environment came the Commodore Amiga 1000 This personal computer featured a palette of 4 096 colors unprecedented animation capabilities four channel stereo sound the capacity to run multiple applications simultaneously a graphical user interface and powerful processing potential It was Jimmy Maher writes in *The Future Was Here* the world's first true multimedia personal computer Maher argues that the Amiga's capacity to store and display color photographs manipulate video giving amateurs access to professional tools and use recordings of real world sound were the seeds of the digital media future digital cameras Photoshop MP3 players and even YouTube Flickr and the blogosphere He examines different facets of the platform from Deluxe Paint to AmigaOS to Cinemaware in each chapter creating a portrait of the platform and the communities of practice that surrounded it Of course Maher acknowledges the Amiga was not perfect the DOS component of the operating systems was clunky and ill matched for example and crashes often accompanied multitasking attempts And Commodore went bankrupt in 1994 But for a few years the Amiga's technical qualities were harnessed by engineers programmers artists and others to push back boundaries and transform the culture of computing

EA Sports FIFA Raiford Guins, Henry Lowood, Carlin Wing, 2022-07-14 If there is anything close to a universal game it is association football also known as soccer football fustball f tball fitba and futebol The game has now moved from the physical to the digital EA's football simulation series FIFA with profound impacts on the multibillion sports and digital game industries their cultures and players Throughout its development history EA's FIFA has managed to adapt to and adopt almost all video game industry trends becoming an assemblage of game types and technologies that is in itself a multifaceted probe of the medium's culture history and technology EA Sports FIFA *Feeling the Game* is the first scholarly book to address the importance of EA's FIFA From looking at the cultures of fandom to analyzing the technical elements of the sports simulation and covering the complicated relations that EA's FIFA has with gender embodiment and masculinity this collection provides a comprehensive understanding of a video game series that is changing the way the most popular sport in the world is experienced In doing so the book serves as a reference text for scholars in many disciplines including game studies sociology of sports history of games and sports research *The Modem World* Kevin Driscoll, 2022-01-01 The untold story about how the internet became social and why this matters for its future Whether you're reading this for a nostalgic romp or to understand the dawn of the internet *The Modem World* will delight you with tales of BBS culture and shed light on

how the decisions of the past shape our current networked world danah boyd author of *It's Complicated: The Social Lives of Networked Teens* Fifteen years before the commercialization of the internet millions of amateurs across North America created more than 100 000 small scale computer networks The people who built and maintained these dial up bulletin board systems BBSs in the 1980s laid the groundwork for millions of others who would bring their lives online in the 1990s and beyond From ham radio operators to HIV AIDS activists these modem enthusiasts developed novel forms of community moderation governance and commercialization The *Modem World* tells an alternative origin story for social media centered not in the office parks of Silicon Valley or the meeting rooms of military contractors but rather on the online communities of hobbyists activists and entrepreneurs Over time countless social media platforms have appropriated the social and technical innovations of the BBS community How can these untold stories from the internet's past inspire more inclusive visions of its future

Software Takes Command Lev Manovich, 2013-07-04 Offers the first look at the aesthetics of contemporary design from the theoretical perspectives of media theory and software studies

[Gaming the Iron Curtain](#) Jaroslav Svelch, 2023-09-19 How amateur programmers in 1980s Czechoslovakia discovered games as a medium using them not only for entertainment but also as a means of self expression Aside from the exceptional history of Tetris very little is known about gaming culture behind the Iron Curtain But despite the scarcity of home computers and the absence of hardware and software markets Czechoslovakia hosted a remarkably active DIY microcomputer scene in the 1980s producing more than two hundred games that were by turns creative inventive and politically subversive In *Gaming the Iron Curtain* Jaroslav velch offers the first social history of gaming and game design in 1980s Czechoslovakia and the first book length treatment of computer gaming in any country of the Soviet bloc velch describes how amateur programmers in 1980s Czechoslovakia discovered games as a medium using them not only for entertainment but also as a means of self expression Sheltered in state supported computer clubs local programmers fashioned games into a medium of expression that unlike television or the press was neither regulated nor censored In the final years of Communist rule Czechoslovak programmers were among the first in the world to make activist games about current political events anticipating trends observed decades later in independent or experimental titles Drawing from extensive interviews as well as political economic and social history *Gaming the Iron Curtain* tells a compelling tale of gaming the system introducing us to individuals who used their ingenuity to be active be creative and be heard

A New History of Modern Computing Thomas Haigh, Paul E. Ceruzzi, 2021-09-14 How the computer became universal Over the past fifty years the computer has been transformed from a hulking scientific supertool and data processing workhorse remote from the experiences of ordinary people to a diverse family of devices that billions rely on to play games shop stream music and movies communicate and count their steps In *A New History of Modern Computing* Thomas Haigh and Paul Ceruzzi trace these changes A comprehensive reimagining of Ceruzzi's *A History of Modern Computing* this new volume uses each chapter to recount one such transformation describing how a particular

community of users and producers remade the computer into something new Haigh and Ceruzzi ground their accounts of these computing revolutions in the longer and deeper history of computing technology They begin with the story of the 1945 ENIAC computer which introduced the vocabulary of programs and programming and proceed through email pocket calculators personal computers the World Wide Web videogames smart phones and our current world of computers everywhere in phones cars appliances watches and more Finally they consider the Tesla Model S as an object that simultaneously embodies many strands of computing

Dropping out of Socialism Juliane Fürst, Josie

McLellan, 2016-12-13 The essays in this collection make up the first study of dropping out of late state socialism in Eastern Europe and the Soviet Union From Leningrad intellectuals and Berlin squatters to Bosnian Muslim madrassa students and Romanian yogis groups and individuals across the Eastern Bloc rejected mainstream socialist culture In the process multiple drop out cultures were created with their own spaces music values style slang ideology and networks Under socialism this phenomenon was little known outside the socialist sphere Only very recently has it been possible to reconstruct it through archival work oral histories and memoirs Such a diverse set of subcultures demands a multi disciplinary approach the essays in this volume are written by historians anthropologists and scholars of literature cultural and gender studies The history of these movements not only shows us a side of state socialist life that was barely known in the west It also sheds new light on the demise and eventual collapse of late socialism and raises important questions about the similarities and differences between Eastern and Western subcultures

Game Engine Black Book: Wolfenstein 3D Fabien Sanglard, How was

Wolfenstein 3D made and what were the secrets of its speed How did id Software manage to turn a machine designed to display static images for word processing and spreadsheet applications into the best gaming platform in the world capable of running games at seventy frames per seconds If you have ever asked yourself these questions Game Engine Black Book is for you This is an engineering book You will not find much prose in here the author s English is broken anyway Instead this book has only bit of text and plenty of drawings attempting to describe in great detail the Wolfenstein 3D game engine and its hardware the IBM PC with an Intel 386 CPU and a VGA graphic card Game Engine Black Book details techniques such as raycasting compiled scalars deferred rendition VGA Mode Y linear feedback shift register fixed point arithmetic pulse width modulation runtime generated code self modifying code and many others tricks Open up to discover the architecture of the software which pioneered the First Person Shooter genre

Geek and Hacker Stories Brian Alleyne, 2018-11-02

Geeks hackers and gamers share a common geek culture whose members are defined and define themselves mainly in terms of technology and rationality The members of geek culture produce and circulate stories to express who they are and to explain and justify what they do Geek storytelling draws on plots and themes from the wider social and cultural context in which geeks live The author surveys many stories of heated exchanges and techno tribal conflicts that date back to the earliest days of personal computing which construct the self and the enemy and express and debate a range of political positions Geek and

Hacker Stories will be of interest to students of digital social science and media studies Both geeky and non technical readers will find something of value in this account *Respawn* Colin Milburn,2018-12-14 Colin Milburn examines the relationships between video games hackers and science fiction showing how games provide models of social and political engagement critique and resistance while offering a vital space for players and hacktivists to challenge centralized power and experiment with alternative futures

Fans and Videogames Melanie Swalwell,Angela Ndalians,Helen Stuckey,2017-03-03 This anthology addresses videogames long history of fandom and fans important role in game history and preservation In order to better understand and theorize video games and game playing it is necessary to study the activities of gamers themselves Gamers are active creators in generating meaning they are creators of media texts they share with other fans mods walkthroughs machinima etc and they have played a central role in curating and preserving games through activities such as their collective work on emulation creating online archives and the forensic archaeology of code This volume brings together essays that explore game fandom from diverse perspectives that examine the complex processes at work in the phenomenon of game fandom and its practices Contributors aim to historicize game fandom recognize fan contributions to game history and critically assess the role of fans in ensuring that game culture endures through the development of archives

I Am Error Nathan Altice,2017-09-08 The complex material histories of the Nintendo Entertainment System platform from code to silicon focusing on its technical constraints and its expressive affordances In the 1987 Nintendo Entertainment System videogame *Zelda II The Adventure of Link* a character famously declared I AM ERROR Puzzled players assumed that this cryptic message was a programming flaw but it was actually a clumsy Japanese English translation of My Name is Error a benign programmer's joke In *I AM ERROR* Nathan Altice explores the complex material histories of the Nintendo Entertainment System and its Japanese predecessor the Family Computer offering a detailed analysis of its programming and engineering its expressive affordances and its cultural significance Nintendo games were rife with mistranslated texts but as Altice explains Nintendo's translation challenges were not just linguistic but also material with consequences beyond simple misinterpretation Emphasizing the technical and material evolution of Nintendo's first cartridge based platform Altice describes the development of the Family Computer or Famicom and its computational architecture the translation problems faced while adapting the Famicom for the U S videogame market as the redesigned Entertainment System Nintendo's breakthrough console title *Super Mario Bros* and its remarkable software innovations the introduction of Nintendo's short lived proprietary disk format and the design repercussions on *The Legend of Zelda* Nintendo's efforts to extend their console's lifespan through cartridge augmentations the Famicom's Audio Processing Unit APU and its importance for the chiptunes genre and the emergence of software emulators and the new kinds of play they enabled

Warez Martin Paul Eve,2021 When most people think of piracy they think of Bittorrent and The Pirate Bay These public manifestations of piracy though conceal an elite worldwide underground organized network of pirate groups who specialize in obtaining media music videos

games and software before their official sale date and then racing against one another to release the material for free Warez

The Infrastructure and Aesthetics of Piracy is the first scholarly research book about this underground subculture which began life in the pre internet era Bulletin Board Systems and moved to internet File Transfer Protocol servers topsites in the mid to late 1990s The Scene as it is known is highly illegal in almost every aspect of its operations The term Warez itself refers to pirated media a derivative of software Taking a deep dive in the documentary evidence produced by the Scene itself Warez describes the operations and infrastructures an underground culture with its own norms and rules of participation its own forms of sociality and its own artistic forms Even though forms of digital piracy are often framed within ideological terms of equal access to knowledge and culture Eve uncovers in the Warez Scene a culture of competitive ranking and one upmanship that is at odds with the often communalist interpretations of piracy Broad in scope and novel in its approach Warez is indispensable reading for anyone interested in recent developments in digital culture access to knowledge and culture and the infrastructures that support our digital age

Game After Raiford Guins, 2014-01-24 A cultural study of video game afterlife whether as emulation or artifact in an archival box or at the bottom of a landfill We purchase video games to play them not to save them What happens to video games when they are out of date broken nonfunctional or obsolete Should a game be considered an ex game if it exists only as emulation as an artifact in museum displays in an archival box or at the bottom of a landfill In Game After Raiford Guins focuses on video games not as hermetically sealed within time capsules of the past but on their material remains how and where video games persist in the present Guins meticulously investigates the complex life cycles of video games to show how their meanings uses and values shift in an afterlife of disposal ruins and remains museums archives and private collections Guins looks closely at video games as museum objects discussing the recontextualization of the Pong and Brown Box prototypes and engaging with curatorial and archival practices across a range of cultural institutions aging coin op arcade cabinets the documentation role of game cartridge artwork and packaging the journey of a game from flawed product to trash to memorialized relic as seen in the history of Atari s infamous E T The Extra Terrestrial and conservation restoration and re creation stories told by experts including Van Burnham Gene Lewin and Peter Takacs The afterlife of video games whether behind glass in display cases or recreated as an iPad app offers a new way to explore the diverse topography of game history

Playback ? A Genealogy of 1980s British Videogames Alex Wade, 2016-10-20 Locates explains and analyses the origins of the British gaming industry examining the production and consumption of games in an historical social and economic context

The Media Snatcher Carl Therrien, 2019-10-08 An in depth exploration of a neglected video game platform of the 1990s and a reflection on the way we construct the cultural history of video games In The Media Snatcher Carl Therrien offers an in depth exploration of NEC s PC Engine TurboGrafx 16 a little studied video game platform released in the late 1980s The PC Engine was designed to bring technological expandability to the world of game consoles The Media Snatcher s subtitle evokes some

of the expansions and the numerous rebranded versions of the system released by NEC including the first CD ROM add on in video game history The platform makers hoped that expandability would allow its console to remain at the cutting edge and even catch up with such perceptually rich media as cinema and anime More than a simple shape shifter the PC Engine became a media snatcher Therrien examines the multidirectional interactions of video game technologies commercial structures and cultural dynamics He considers among other things hyperbolic marketing and its impact on how we construct video game history glitches technological obsolescence and the difficulty of conducting media archaeology of the recent past the emergence of male centered power fantasies through audiovisual rewards the rise of original genres such as visual novels and the sustained efforts to integrate PC Engine software in the sprawling media landscape of Japan where the PC Engine found much of its success Avoiding the usual techno industrial glorification Therrien recounts the bold technological aspirations of the platform makers and the struggles to make the actual technology realize its potential

Super Power, Spoony Bards, and Silverware Dominic Arsenault, 2017-09-01 A critical look at how the Super Nintendo Entertainment System and a resistance to innovation took the company from industry leadership to the margins of videogaming This is a book about the Super Nintendo Entertainment System that is not celebratory or self congratulatory Most other accounts declare the Super NES the undisputed victor of the 16 bit console wars of 1989 1995 In this book Dominic Arsenault reminds us that although the SNES was a strong platform filled with high quality games it was also the product of a short sighted corporate vision focused on maintaining Nintendo s market share and business model This led the firm to fall from a dominant position during its golden age dubbed by Arsenault the ReNESSance with the NES to the margins of the industry with the Nintendo 64 and GameCube consoles Arsenault argues that Nintendo s conservative business strategies and resistance to innovation during the SNES years explain its market defeat by Sony s PlayStation Extending the notion of platform to include the marketing forces that shape and constrain creative work Arsenault draws not only on game studies and histories but on game magazines boxes manuals and advertisements to identify the technological discourses and business models that formed Nintendo s Super Power He also describes the cultural changes in video games during the 1990s that slowly eroded the love of gamer enthusiasts for the SNES as the Nintendo generation matured Finally he chronicles the many technological changes that occurred through the SNES s lifetime including full motion video CD ROM storage and the shift to 3D graphics Because of the SNES platform s architecture Arsenault explains Nintendo resisted these changes and continued to focus on traditional gameplay genres

Bits and Pieces Kenneth B. McAlpine, 2019 Bits and Pieces tells the story of chiptune a style of lo fi electronic music that emerged from the first generation of video game consoles and home computers in the late 1970s and early 1980s Through ingenuity and invention musicians and programmers developed code that enabled the limited hardware of those early 8 bit machines to perform musical feats that they were never designed to achieve In time that combination of hardware and creative code came to define a unique 8 bit

sound that imprinted itself on a generation of gamers For a new generation of musicians this music has currency through the chipscene a vibrant musical subculture that repurposes obsolete gaming hardware It s performative raw and edgy loaded with authenticity and driven by a strong DIY ethic It s more punk than Pac Man and yet it s part of that same story of ingenuity and invention 8 bit hardware is no longer a retired gaming console but a quirky and characterful musical instrument Taking these consoles to the stage musicians fuse 8 bit sounds with other musical styles drum n bass jungle techno and house to create a unique contemporary sound Analyzing musical structures and technological methods used with chiptune Bits and Pieces traces the simple beeps of the earliest arcade games through the murky shadows of the digital underground to global festivals and movie soundtracks *Introduction to Game Analysis* Clara Fernández-Vara,2024-06-03 This accessible third edition textbook gives students the tools they need to analyze games using strategies borrowed from textual analysis As game studies has become an established academic field writing about games needs the language and methods that allow authors to reflect the complexity of a game and how it is played in a cultural context This volume provides readers with an overview of the basic building blocks of game analysis examination of context content and distinctive features and formal qualities as well as the vocabulary necessary to talk about the distinguishing characteristics of a game Examples are drawn from a range of games non digital and digital and across history from Pong to Fortnite and the book includes a variety of examples and sample analysis as well as a wealth of additional sources to continue exploring the field of game studies This third edition revision brings the book firmly up to date pulling in new examples and sources and incorporating current key topics in this dynamic field such as artificial intelligence and game streaming *Introduction to Game Analysis* remains an essential practical tool for students who want to become fluent writers and informed critics of games as well as digital media in general **The Johns Hopkins Guide to Digital Media** Marie-Laure Ryan,Lori Emerson,Benjamin J. Robertson,2014-04-15 The first systematic comprehensive reference covering the ideas genres and concepts behind digital media The study of what is collectively labeled New Media the cultural and artistic practices made possible by digital technology has become one of the most vibrant areas of scholarly activity and is rapidly turning into an established academic field with many universities now offering it as a major The Johns Hopkins Guide to Digital Media is the first comprehensive reference work to which teachers students and the curious can quickly turn for reliable information on the key terms and concepts of the field The contributors present entries on nearly 150 ideas genres and theoretical concepts that have allowed digital media to produce some of the most innovative intellectual artistic and social practices of our time The result is an easy to consult reference for digital media scholars or anyone wishing to become familiar with this fast developing field

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