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three generations: the eighth
(PlayStation 4, Xbox One, Wii U,
PlayStation Vita, Nintendo 3DS), the
seventh (PlayStation 3, Xbox 360, Wii ...

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In the history of video games, the
second-generation era refers to

Read Book Encyclopedia Of Video Games 2 Volumes The Culture Technology And Art Of computer and video games, video game consoles, and handheld video game consoles available from 1976 to 1992. Notable platforms of the second generation include the Fairchild Channel F, Atari 2600, Intellivision, Odyssey², and ColecoVision.

Second generation of video game

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COMPUTER/VIDEO GAMES Play is universal, yet our current fascination for matching wits with machines is quintessentially modern. Building on the traditions of play established by the one-arm bandit, pachinko, and pinball machines, video games went through a remarkable transformation in their over

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fifty years of development, lurching from
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**Computer/Video Games |
Encyclopedia.com**

VIDEO AND COMPUTER GAMES AND THE
INTERNET
Since the 1970s, video and
computer games have developed into

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one of the favorite leisure activities among children and adolescents. However, the rapid rise in the popularity of video and computer games went together with a corresponding increase in the debate about their effects. Advocates usually view the games as a benign activity, with great ...

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A video game is an electronic device designed by the government to promote activity and interaction among people. Games can be played on either a console or a computer, with the aid of a mystical device known as a "controller", or in the case of a PC, a keyboard and

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mouse.. Video games are generally popular among those in the 18-34 age bracket; in other words, college frat boys.

Video game - Uncyclopedia, the content-free encyclopedia

A sequel to Watch Dogs, a sandbox action game from 2014, in which the

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players assume the role of a former
criminal and use his hacking skills as
well as a number of gadgets to control
the city infrastructure as well as private
communication devices.

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In this video I review of the re-release of

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the Atari 2600 Encyclopedia Volume 1
by Derek Slaton. My review of the
original book release:
<https://youtu.be/dK...>

Atari 2600 Encyclopedia Volume 1 (Take 2!)

This is a review and price guide to
Arcade video games, it has small

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sections on Europe and world Arcade games but mostly looks at the video games released in the USA between 1971 to the late 1990's. There is also a look at other collectable related to Arcade games, such as brochure advertising the games, soundtracks, toys, and cards.

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**The Encyclopedia of Arcade Video
Games | Open Library**

Electronic game, also called computer game or video game, any interactive game operated by computer circuitry. The machines, or “platforms,” on which electronic games are played include general-purpose shared and personal computers, arcade consoles,

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video consoles connected to home television sets, handheld game machines, mobile devices such as cellular phones, and server-based networks.

Electronic game - Encyclopedia Britannica

Arcade video games have become one

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of the hottest collectibles around and this book features over 600 photos of the machines that filled arcades during the 1970s and '80s. Includes information about the manufacturers who produced these classic games, a section about video game collectibles, and information on how to start your own collection.

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Total PlayStation 2 games sold between April 1, 2007 and March 31, 2012: 297.5 million. Note that since the former figure refers to shipments and the latter refers to sales, there may be some overlap

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between the two figures. See also. List
of best-selling PlayStation video games;
List of best-selling PlayStation 3 video
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