

Klausúrna

práca

Cieľom
práce
ma byť

...interaktivita

...niečo z technickej oblasti

...musí ma to baviť

Výber
postavy

...hmm a čo tak tvorca prvej
interaktívnej hry (dnešná
herná konzola)

Sandy Douglas

1952 - hrá 0X0

nebola vytvorená na hranie ale len ako
časť dizertacnej práce

Výber
postavy

Výber postavy

Sandy Douglas

1952 - hrá OXO

nebola vytvorená na hranie ale len ako
časť dizertacnej práce

William Higinbotham

"Grandfather of Video Games"

1958 - Tennis for two

prvá hra vytvorená pre zábavu, pre dvoch
ľudí a ovládaná joystickom

Výber postavy

Sandy Douglas

1952 - hrá OXO

nebola vytvorená na hranie ale len ako
časť dizertacnej práce

William Higinbotham

"Grandfather of Video Games"

1958 - Tennis for two

prvá hra vytvorená pre zábavu, pre dvoch
ľudí a ovládaná joystickom

Ralph H. Baer

"Father of Video Games"

1972 - Pong - vychádzala z hry TET

...spravil z toho biznis

Výber postavy

Sandy Douglas

1952 - hrá OXO

nebola vytvorená na hranie ale len ako
časť dizertacnej práce

William Higinbotham

"Grandfather of Video Games"

1958 - Tennis for two

prvá hra vytvorená pre zábavu, pre dvoch
ľudí a ovládaná joystickom

Ralph H. Baer

"Father of Video Games"

1972 - Pong - vychádzala z hry TFT

...spravil z toho biznis

William
Higinbotham

Americký fyzik

"Grandfather of Video Games"

Okrem prvej konzoly bol
súčasťou tímu, ktorý vytvoril
nukleárnu bombu





Nie, nie, žiadny smartphone

“Jednotky a nuly”

- kodovanie
- binárna sústava
- digitálne

Grafické
princípy
a.k.a.
inšpirace



Grafické
princípy
a.k.a.
inšpirace

“Jednotky a nuly”

- kodovanie
- binárna sústava
- digitálne

Oscilograf

- “monitor” prvej hry



Grafické
princípy
a.k.a.
inšpirace

“Jednotky a nuly”

- kodovanie
- binárna sústava
- digitálne

Oscilograf

- “monitor” prvej hry

Príkazový riadok



```
root@localhost: ~# ping -c 3 www.wikipedia.org
PING text.pntos.wdmedia.org (208.86.152.1) 56(84) bytes of data:
64 bytes transmitted, 1 received, 0% packet loss, time 0ms
rtt min/avg/max/mdev = 546.528/546.528/543.528/0.000 ms
root@localhost: ~# pwd
/root
root@localhost: ~# cd /var
root@localhost: var# ls -la
total 72
drwxr-xr-x. 18 root root 4096 Jul 30 22:43 .
drwxr-xr-x. 23 root root 4096 Sep 14 20:42 ..
drwxr-xr-x.  2 root root 4096 Sep 14 00:17 account
drwxr-xr-x. 11 root root 4096 Jul 31 22:18 cache
drwxr-xr-x.  3 root root 4096 Sep 18 16:33 db
drwxr-xr-x.  3 root root 4096 Sep 18 16:33 empty
drwxr-xr-x.  2 root root 4096 Sep 18 16:33 games
drwxrwxr-x.  2 root gdm 4096 Jun 2 8:48 gdm
drwxr-xr-x. 38 root root 4096 Sep 18 16:33 lib
drwxr-xr-x.  2 root root 4096 Sep 18 16:33 local
drwxrwxr-x.  1 root root 4096 Sep 14 00:17 lock > ../run/lock
drwxr-xr-x. 14 root root 4096 Sep 14 20:42 log
drwxrwxr-x.  1 root root 4096 Jul 30 22:43 mail > spool/mail
drwxr-xr-x.  2 root root 4096 Sep 18 16:33 nis
drwxr-xr-x.  2 root root 4096 Sep 18 16:33 opt
drwxr-xr-x.  2 root root 4096 Sep 18 16:33 preserve
drwxr-xr-x.  2 root root 4096 Jul 1 22:11 report
drwxrwxr-x.  1 root root 4096 Sep 14 00:17 run > ../run
drwxr-xr-x.  2 root root 4096 Sep 18 16:33 tmp
```

Spracovanie

William Higinbotham

*25 October 1910 — †10 November 1994

William "Willy" A. Higinbotham was an American physicist. A member of the team that developed the first nuclear bomb, he later became a leader in the nonproliferation movement.

He also has a place in the history of video games for his 1958 creation of Tennis for Two, the first interactive analog computer game and one of the first electronic games to use a graphical display.

[MORE ABOUT WILLIAM](#)



{about}

W. Higinbotham

[01] Early life

Higinbotham was born in Bridgeport, Connecticut, and grew up in Caledonia, New York. His father was a minister in the Presbyterian Church. He earned his undergraduate degree from Williams College in 1932 and continued his studies at Cornell University. He worked on the radar system at MIT from 1941 to 1943.

[02] Career

During World War II, he worked at Los Alamos National Laboratory and headed the lab's electronics group in the later years of the war, where his team developed electronics for the first nuclear bomb. His team created the bomb's ignition mechanism as well as measuring instruments for the device. Higinbotham also created the radar display for the experimental B-28 bomber. Following his experience with nuclear weapons, Higinbotham helped found the



Prototyp webu

Ďakujem za
pozornosť.