

Codename Revolution

The Nintendo Wii Platform



Steven E. Jones and George K. Thiruvathukal

Codename Revolution The Nintendo Wii Platform Platform Studies

George K. Thiruvathukal



Codename Revolution The Nintendo Wii Platform Platform Studies:

Codename Revolution George K. Thiruvathukal, Nintendo's hugely popular and influential video game console system considered as technological device and social phenomenon **Codename Revolution** Steven E. Jones, George K. Thiruvathukal, 2012-02-24 Nintendo's hugely popular and influential video game console system considered as technological device and social phenomenon The Nintendo Wii introduced in 2006 helped usher in a moment of retro reinvention in video game play This hugely popular console system codenamed Revolution during development signaled a turn away from fully immersive time consuming MMORPGs or forty hour FPS games and back toward family fun in the living room Players using the wireless motion sensitive controller the Wii Remote or Wiimote play with their whole bodies waving swinging swaying The mimetic interface shifts attention from what's on the screen to what's happening in physical space This book describes the Wii's impact in technological social and cultural terms examining the Wii as a system of interrelated hardware and software that was consciously designed to promote social play in physical space Each chapter of *Codename Revolution* focuses on a major component of the Wii as a platform the console itself designed to be low powered and nimble the iconic Wii Remote Wii Fit Plus and its controller the Wii Balance Board the Wii Channels interface and Nintendo's distribution system and the Wii as a social platform that not only affords multiplayer options but also encourages social interaction in shared physical space Finally the authors connect the Wii's revolution in mimetic interface gaming which eventually led to the release of Sony's Move and Microsoft's Kinect to some of the economic and technological conditions that influence the possibility of making something new in this arena of computing and culture *Codename Revolution* Steven E. Jones, George K. Thiruvathukal, 2024-12-17 Nintendo's hugely popular and influential video game console system considered as technological device and social phenomenon The Nintendo Wii introduced in 2006 helped usher in a moment of retro reinvention in video game play This hugely popular console system codenamed Revolution during development signaled a turn away from fully immersive time consuming MMORPGs or forty hour FPS games and back toward family fun in the living room Players using the wireless motion sensitive controller the Wii Remote or Wiimote play with their whole bodies waving swinging swaying The mimetic interface shifts attention from what's on the screen to what's happening in physical space This book describes the Wii's impact in technological social and cultural terms examining the Wii as a system of interrelated hardware and software that was consciously designed to promote social play in physical space Each chapter of *Codename Revolution* focuses on a major component of the Wii as a platform the console itself designed to be low powered and nimble the iconic Wii Remote Wii Fit Plus and its controller the Wii Balance Board the Wii Channels interface and Nintendo's distribution system and the Wii as a social platform that not only affords multiplayer options but also encourages social interaction in shared physical space Finally the authors connect the Wii's revolution in mimetic interface gaming which eventually led to the release of Sony's Move and Microsoft's Kinect to some of the economic and technological conditions that

influence the possibility of making something new in this arena of computing and culture

Analog Game Studies:

Volume III Evan Torner, Aaron Trammell, Emma Leigh Waldron, 2019-02-05 Analog Game Studies is a bi monthly journal for the research and critique of analog games We define analog games broadly and include work on tabletop and live action role playing games board games card games pervasive games game like performances carnival games experimental games and more Analog Game Studies was founded to reserve a space for scholarship on analog games in the wider field of game studies

Too Much Fun Jesper Juul, 2024-12-10 The surprising history of the Commodore 64 the best selling home computer of the 1980s the machine that taught the world that computing should be fun The Commodore 64 C64 is officially the best selling desktop computer model of all time according to The Guinness Book of World Records It was also from 1985 to 1993 the platform for which most video games were made But while it sold at least twice as many units as other home computers of its time like the Apple II ZX Spectrum or Commodore Amiga it is strangely forgotten in many computer histories In *Too Much Fun* Jesper Juul argues that the C64 was so popular because it was so versatile a machine developers and users would reinvent again and again over the course of 40 years First it was a serious computer next a game computer then a computer for technical brilliance graphical demos using the machine in seemingly impossible ways then a struggling competitor and finally a retro device whose limitations are now charming The C64 Juul shows has been ignored by history because it was too much fun Richly illustrated in full color this book is the first in depth examination of the C64 s design and history and the first to integrate US and European histories With interviews of Commodore engineers and with its insightful look at C64 games music and software from Summer Games to International Karate to Simons BASIC *Too Much Fun* will appeal to those who used a Commodore 64 those interested in the history of computing and video games and computational literacy or just those who wish their technological devices would last longer

Intellivision Tom Boellstorff, Braxton Soderman, 2024-11-05 The engaging story of Intellivision an overlooked videogame system from the late 1970s and early 1980s whose fate was shaped by Mattel Atari and countless others who invented the gaming industry Astrosmash Snafu Star Strike Utopia do these names sound familiar to you No Maybe They were all videogames created for the Intellivision videogame system sold by Mattel Electronics between 1979 and 1984 This system was Atari s main rival during a key period when videogames were moving from the arcades into the home In *Intellivision* Tom Boellstorff and Braxton Soderman tell the fascinating inside story of this overlooked gaming system Along the way they also analyze Intellivision s chips and code games marketing and business strategies organizational and social history and the cultural and economic context of the early US games industry from the mid 1970s to the great videogame industry crash of 1983 While many remember Atari Intellivision has largely been forgotten As such Intellivision fills a crucial gap in videogame scholarship telling the story of a console that sold millions and competed aggressively against Atari Drawing on a wealth of data from both institutional and personal archives and over 150 interviews with programmers engineers executives marketers and designers Boellstorff and

Soderman examine the relationship between videogames and toys an under analyzed aspect of videogame history and discuss the impact of home computing on the rise of videogames the gendered implications of play and videogame design at Mattel and the blurring of work and play in the early games industry **Super Power, Spooky 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

Seeing Red Jose P. Zagal,Benj Edwards,2024-05-14 The curious history technology and technocultural context of Nintendo s short lived stereoscopic gaming console the Virtual Boy With glowing red stereoscopic 3D graphics the Virtual Boy cast a prophetic hue Shortly after its release in 1995 Nintendo s balance sheet for the product was in the red as well Of all the innovative long shots the game industry has witnessed over the years perhaps the most infamous and least understood was the Virtual Boy Why the Virtual Boy failed and where it succeeded are questions that video game experts Jos Zagal and Benj Edwards explore in Seeing Red but even more interesting to the authors is what the platform actually was what it promised how it worked and where it fit into the story of gaming Nintendo released the Virtual Boy as a standalone table top device in 1995 and quickly discontinued it after lackluster sales and a lukewarm critical reception In Seeing Red Zagal and Edwards examine the device s technical capabilities its games and the cultural context in the US in the 1990s when Nintendo developed and released the unusual console The Virtual Boy in their account built upon and extended an often forgotten historical tradition of immersive layered dioramas going back 100 years that was largely unexplored in video games at the time The authors also show how the platform s library of games conveyed a distinct visual aesthetic style that has not been

significantly explored since the Virtual Boy's release having been superseded by polygonal 3D graphics. The platform's meaning they contend lies as much in its design and technical capabilities and affordances as it does in an audience's perception of those capabilities. Offering rare insight into how we think about video game platforms, *Seeing Red* illustrates where perception and context come quite literally into play.

Topics in Parallel and Distributed Computing Sushil K. Prasad, Anshul Gupta, Arnold Rosenberg, Alan Sussman, Charles Weems, 2018-09-29. This book introduces beginning undergraduate students of computing and computational disciplines to modern parallel and distributed programming languages and environments including map reduce, general purpose graphics processing units (GPUs), and graphical user interfaces (GUI) for mobile applications. The book also guides instructors via selected essays on what and how to introduce parallel and distributed computing topics into the undergraduate curricula, including quality criteria for parallel algorithms and programs, scalability, parallel performance, fault tolerance, and energy efficiency analysis. The chapters designed for students serve as supplemental textual material for early computing core courses which students can use for learning and exercises. The illustrations, examples, and sequences of smaller steps to build larger concepts are also tools that could be inserted into existing instructor material. The chapters intended for instructors are written at a teaching level and serve as a rigorous reference to include learning goals, advice on presentation, and use of the material within early and advanced undergraduate courses. Since Parallel and Distributed Computing (PDC) now permeates most computing activities, imparting a broad-based skill set in PDC technology at various levels in the undergraduate educational fabric woven by Computer Science (CS) and Computer Engineering (CE) programs, as well as related computational disciplines, has become essential. This book and others in this series aim to address the need for lack of suitable textbook support for integrating PDC-related topics into undergraduate courses, especially in the early curriculum. The chapters are aligned with the curricular guidelines promulgated by the NSF/IEEE TCPP Curriculum Initiative on Parallel and Distributed Computing for CS and CE students and with the CS2013 ACM/IEEE Computer Science Curricula.

Global South Discourse in East Asian Media Studies Dal Yong Jin, 2022-11-04. This book examines the nexus of East Asian media culture and digital technologies in the early 21st century from a Global South perspective. Providing an empirically rich analysis of the emergence of Asian culture, histories, texts, and state policies as they relate to both Asian media and global media, the author discusses relevant theoretical frameworks as East Asian popular culture and media have shifted the contours of globalization. After overviewing Western media cultural theories and histories, the book explores the ways in which East Asian focused analytical frameworks are able to shift people's understanding of globalization and media, drawing upon examples from different East Asian countries to illustrate how current cultural flows have influenced and have been influenced by a handful of dimensions. Offering an important contribution to understanding the historical trajectory and recent developments of East Asian media, this book will interest students and scholars of media communication, popular culture, cultural studies, Asian studies, politics, and sociology.

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

Now the Chips Are Down Alison Gazzard, 2024-05-21 The story of a pioneering microcomputer its beginnings as part of a national Computer Literacy Project its innovative hardware and its creative uses In 1982 the British Broadcasting Corporation launched its Computer Literacy Project intended to introduce interested adults to the world of computers and computing The BBC accompanied this initiative with television programs courses books and software an early experiment in multi platform education The BBC along with Acorn Computers also introduced the BBC Microcomputer which would be at the forefront of the campaign The BBC Micro was designed to meet the needs of users in homes and schools to demystify computing and to counter the general pessimism among the media in Britain about technology In this book Alison Gazzard looks at the BBC Micro examining the early capabilities of multi platform content generation and consumption and the multiple literacies this approach enabled not only in programming and software creation but also in accessing information across a range of media and in do it yourself computing She links many of these early developments to current new media practices Gazzard looks at games developed for the BBC Micro including *Granny's Garden* an educational game for primary schools and *Elite* the seminal space trading game She considers the shift in focus from hardware to peripherals describing the Teletext Adapter as an early model for software distribution and the Domesday Project which combined texts video and still photographs as a hypermedia like experience Gazzard's account shows the BBC Micro not only as a vehicle for various literacies but also as a user oriented machine that pushed the boundaries of what could be achieved in order to produce something completely new

Minitel Julien Mailland, Kevin Driscoll, 2017-06-23 The first scholarly book in English on Minitel the pioneering French

computer network offers a history of a technical system and a cultural phenomenon A decade before the Internet became a medium for the masses in the United States tens of millions of users in France had access to a network for e mail e commerce chat research game playing blogging and even an early form of online porn In 1983 the French government rolled out Minitel a computer network that achieved widespread adoption in just a few years as the government distributed free terminals to every French telephone subscriber With this volume Julien Mailland and Kevin Driscoll offer the first scholarly book in English on Minitel examining it as both a technical system and a cultural phenomenon Mailland and Driscoll argue that Minitel was a technical marvel a commercial success and an ambitious social experiment Other early networks may have introduced protocols and software standards that continue to be used today but Minitel foretold the social effects of widespread telecomputing They examine the unique balance of forces that enabled the growth of Minitel public and private open and closed centralized and decentralized Mailland and Driscoll describe Minitel s key technological components novel online services and thriving virtual communities Despite the seemingly tight grip of the state however a lively Minitel culture emerged characterized by spontaneity imagination and creativity After three decades of continuous service Minitel was shut down in 2012 but the history of Minitel should continue to inform our thinking about Internet policy today and into the future

Peripheral Vision Zabet Patterson, 2023-08-15 How the S C 4020 a mainframe peripheral intended to produce scientific visualizations shaped a series of early computer art projects that emerged from Bell Labs In 1959 the electronics manufacturer Stromberg Carlson produced the S C 4020 a device that allowed mainframe computers to present and preserve images In the mainframe era the output of text and image was quite literally peripheral the S C 4020 a strange and elaborate apparatus with a cathode ray screen a tape deck a buffer unit a film camera and a photo paper camera produced most of the computer graphics of the late 1950s and early 1960s At Bell Laboratories in Murray Hill New Jersey the S C 4020 became a crucial part of ongoing encounters among art science and technology In this book Zabet Patterson examines the extraordinary uses to which the Bell Labs SC 2040 was put between 1961 and 1972 exploring a series of early computer art projects shaped by the special computational affordances of the S C 4020 The S C 4020 produced tabular data graph plotting and design drawings grid projections and drawings of axes and vectors it made previously impossible visualizations possible Among the works Patterson describes are E E Zajac s short film of an orbiting satellite which drew on the machine s graphic capacities as well as the mainframe s calculations a groundbreaking exhibit of computer generated pictures by B la Julesz and Michael Noll two scientists interested in visualization animations by Kenneth Knowlton and the Bell Labs artist in residence Stan VanDerBeek and Lillian Schwartz s cybernetic film Pixillation Arguing for the centrality of a peripheral Patterson makes a case for considering computational systems not simply as machines but in their cultural and historical context

The Routledge Companion to Video Game Studies Mark J.P. Wolf, Bernard Perron, 2014-01-03 The number of publications dealing with video game studies has exploded over the course of the last decade but the field has produced few

comprehensive reference works The Routledge Companion to Video Game Studies compiled by well known video game scholars Mark J P Wolf and Bernard Perron aims to address the ongoing theoretical and methodological development of game studies providing students scholars and game designers with a definitive look at contemporary video game studies Features include comprehensive and interdisciplinary models and approaches for analyzing video games new perspectives on video games both as art form and cultural phenomenon explorations of the technical and creative dimensions of video games accounts of the political social and cultural dynamics of video games Each essay provides a lively and succinct summary of its target area quickly bringing the reader up to date on the pertinent issues surrounding each aspect of the field including references for further reading Together they provide an overview of the present state of game studies that will undoubtedly prove invaluable to student scholar and designer alike

Intermedial Studies Jørgen Bruhn, Beate Schirrmacher, 2021-11-17 Intermedial Studies provides a concise hands on introduction to the analysis of a broad array of texts from a variety of media including literature film music performance news and videogames addressing fiction and non fiction mass media and social media The detailed introduction offers a short history of the field and outlines the main theoretical approaches to the field Part I explains the approach examining and exemplifying the dimensions that construct every media product The following sections offer practical examples and case studies using many examples which will be familiar to students from Sherlock Holmes and football to news vlogs and videogames This book is the only textbook taking both a theoretical and practical approach to intermedial studies The book will be of use to students from a variety of disciplines looking at any form of adaptation from comparative literature to film adaptations fan fictions and spoken performances The book equips students with the language and understanding to confidently and competently apply their own intermedial analysis to any text

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

Flash Anastasia Salter,John Murray,2014-08-29 How Flash rose and fell as the world s most ubiquitous yet divisive software platform enabling the development and distribution of a world of creative content Adobe Flash began as a simple animation tool and grew into a multimedia platform that offered a generation of creators and innovators an astonishing range of opportunities to develop and distribute new kinds of digital content For the better part of a decade Flash was the de facto standard for dynamic online media empowering amateur and professional developers to shape the future of the interactive Web In this book Anastasia Salter and John Murray trace the evolution of Flash into one of the engines of participatory culture Salter and Murray investigate Flash as both a fundamental force that shaped perceptions of the web and a key technology that enabled innovative interactive experiences and new forms of gaming They examine a series of works that exemplify Flash s role in shaping the experience and expectations of web multimedia Topics include Flash as a platform for developing animation and the Flashimation aesthetic its capacities for scripting and interactive design games and genres enabled by the reconstruction of the browser as a games portal forms and genres of media art that use Flash and Flash s stance on openness and standards including its platform defining battle over the ability to participate in Apple s own proprietary platforms Flash s exit from the mobile environment in 2011 led some to declare that Flash was dead But as Salter and Murray show not only does Flash live but its role as a definitive cross platform tool continues to influence web experience

Hybrid Play Adriana de Souza e Silva,Ragan Glover-Rijkse,2020-02-26 This book explores hybrid play as a site of interdisciplinary activity one that is capable of generating new forms of mobility communication subjects and artistic expression as well as new ways of interacting with and understanding the world The chapters in this collection explore hybrid making hybrid subjects and hybrid spaces generating interesting conversations about the past current and future nature of hybrid play Together the authors offer important insights into how place and space are co constructed through play how when and for what reasons people occupy hybrid spaces and how cultural practices shape elements of play and vice versa A diverse group of scholars and practitioners provides a rich interdisciplinary perspective which will be of great interest to those working in the areas of games studies media studies communication gender studies and media arts

Enacting Platforms James Malazita,2024-07-02 An analysis of the game engine Unreal through feminist race and queer theories of technology and media as well as a critique of the platform studies framework itself In this first scholarly book on the Unreal game engine James Malazita explores one of the major contemporary game development platforms through feminist race and queer theories of technology and media revealing how Unreal produces and is produced by broader

intersections of power Enacting Platforms takes a novel critical platform studies approach raising deeper questions what are the material and cultural limits of platforms themselves What is the relationship between the analyst and the platform of study and how does that relationship in part determine what counts as the platform itself Malazita also offers a forward looking critique of the platform studies framework itself The Unreal platform serves as a kind of technical and political archive of the games industry highlighting how the techniques and concerns of games have shifted and accreted over the past 30 years Today Unreal is also used in contexts far beyond games including in public communication biomedical research civil engineering and military simulation and training The author s depth of technical analysis combined with new archival findings contributes to discussions of topics rarely covered in games studies such as the politics of graphical rendering algorithms as well as new readings of previously closed case studies such as the engine s entanglement with the US military and American masculinity in America s Army Culture Malazita writes is not built into software but emerges through human practices with code

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