How Have Games And Other Gaming Technologies Changed And Developed Over The Years?

By Shruti Sharma

Some do not notice it, but games and gaming platforms have really changed over the years. A prime example of this is ‘The Legend of Zelda’ game series.

Take a look at the first game in the series, ‘The Legend of Zelda’. It does not look nearly as good as the most recent game. The level of quality has shot up to an extremely high standard of detail and complexity in the latest game.

The Legend of Zelda games over the years have improved by a considerable amount and were released on different consoles:

- **The Legend of Zelda** (First on FDS)
- **Zelda II: The Adventure of Link** (First on FDS)
- **The Legend of Zelda: A Link to the Past** (First on 'Super Nintendo Entertainment System')
- **The Legend of Zelda: Link's Awakening** (First on Game Boy)
- **The Legend of Zelda: Ocarina of Time** (First on Nintendo 64)
- **The Legend of Zelda: Majora's Mask** (First on Nintendo 64)
- **The Legend of Zelda: Oracle of Seasons + Oracle of Ages** (First on Game Boy Colour)
- **The Legend of Zelda: Four Swords + Anniversary Addition** (First on Game Boy Advance)

The Legend of Zelda: Breath of the Wild was first released on the Nintendo Switch and the Wii U. Its graphics are extremely high-quality and very detailed, and a lot different to the first game.
But games are not the only interesting thing; without gaming consoles, we would not have anything to play them on.

One of the latest (and greatest) gaming consoles is the Nintendo Switch. It was released on the 1st March 2017. It has more ways to play, much better and detailed graphics, and compared to the first gaming console, would be like comparing a 24-carat diamond with a handful of mud!

When the first console came out, updates and new features were slowly and gradually released, but in the past few years, they have been coming out so quickly that by the time you had bought a new console, people were already talking about the next one! It is hard to imagine, but just in 2011, people were overwhelmed by the new features of the Nintendo 3DS, but just a few years later, the Nintendo Switch came out, taking the world by storm by its high level of detail and complexity.
The origin of video games:

Some people just like to play them, but they do not know how they begun:

The first console was released in 1967, created by Ralph H. Baer.

It is described as a brown, large, rectangular box (which explains the name ‘Brown Box’) with two controllers attached to it. It came with only six games: ping-pong, tennis, handball, volleyball, chase games and a light gun game.
The Advancement in Technology

Technologies are getting more and more advanced.

Companies such as Samsung are planning and working on new and better technology.

Samsung have announced that the first plans for a bendable and flexible phone could be coming soon.

Some think this sounds a bit far-fetched, but cool technologies have already been out for a couple of years, such as the Virtual Reality System (VR System).

The VR System from Sony looks very futuristic:

A lot of ideas for advanced technologies are from movies or books, such as ‘The Hunger Games’. In ‘The Hunger Games’, you see technology that is extremely advanced (and VERY cool). This technology shown here has not been invented yet, but hopefully will be in the future!

Go to https://www.youtube.com/watch?v=PRKvqjRJJuE to see other cool Hunger Games Technology!
Future Technology

Many people talk about future technology.

There have been many ideas as to what we will use in the future, such as hover boards and flying cars. A type of hover boards has been invented yet called the Segway hover board (second image on the page). It is almost like a hover board, but not quite- it has two wheels on the side, but has the same idea- you lean the way you want to go or turn (e.g. leaning forwards to go forwards)

You will find that everyone has some idea of what we will have in the future, but some are a little unrealistic.

With the discovery of the Higgs Boson (the God Particle), it is now possible to have light sabers (from ‘Star Wars’). Normal light has mass-less particles. The Higgs Boson turns mass-less particles mass particles. So therefore, the normal soft light turns into hard light (in light sabers). Einstein said that teleportation (matter transporter) is possible, but said that humans were not ready for it, and refused
to do any work on it for the U.S Government. But, at the moment there is no computer with enough memory to remember every particle’s position in the body and speed, so it is not possible at the moment (but could be if mankind’s technology developed to an extremely high standard). And also Heisenberg said that it is not possible, due to his uncertainty principle.

Did You Know?
There was a group of people in Italy who built some sort of teleporter, but when the government found out, they shut down their project, and every record of them was deleted. No-one knows what happened to them- they were rounded up, along with their project and was never seen or heard from again. No-one knows anything about them- their names, how many people in the group- no-one knows!

In conclusion, the intricacy of technology and games has shot up, and will continue to do so. Some technologies we could see in the future could be in development right now. All we need to hope for is that no-one creates evil robots!

Thank you for reading.