



# Supercade: A Visual History of the Videogame Age 1971-1984

*Van Burnham*

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**Supercade: A Visual History of the Videogame Age 1971-1984** Van Burnham  
**Finalist in the category of Popular Culture in the Independent Publisher Book Awards 2002 (The Ippy Awards) presented by Independent Publisher Magazine.**

It was a time when technology was king, status was determined by your high score, and videogames were blitzing the world...

From Pong to Pac-Man, Asteroids to Zaxxon—more than fifty million people around the world have come of age within the electronic flux of videogames, their subconscious forever etched with images projected from arcade and home videogame systems.

From the first interactive blips of electronic light at Brookhaven National Labs and the creation of Spacewar! at the Massachusetts Institute of Technology; to the invention of the TV Game Project and the myriad systems of Magnavox, Atari, Coleco, and Mattel that followed; through the rise of the Golden Age of videogames and forward into the imagination of millions, *Supercade* is the first book to illustrate and document the history, legacy, and visual language of the videogame phenomenon.

Exuberantly written and illustrated in full color, *Supercade* pays tribute to the technology, games, and visionaries of one of the most influential periods in the history of computer science—one that profoundly shaped the modern technological landscape and helped change the way people view entertainment.

*Supercade* includes contributions from such commentators and participants as Ralph Baer, Julian Dibbell, Keith Feinstein, Joe Fielder, Lauren Fielder, Justin Hall, Leonard Herman, Steven Johnson, Steven Kent, Nick Montfort, Bob Parks, Carl Steadman, and Tom Vanderbilt.

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