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The History of Gaming : An Evolving Community

Since its commercial birth in the 1950s as a technological oddity at a science fair, gaming has blossomed into one of the most profitable entertainment industries in the world.

The mobile technology boom in recent years has revolutionized the industry and opened the doors to a new generation of gamers. Indeed, gaming has become so integrated with modern popular culture that now even grandmas know what Angry Birds is, and more than 42 percent of Americans are gamers and four out of five U.S. households have a console.

The Early Years

The first recognized example of a game machine was unveiled by Dr. Edward Uhler Condon at the New York World's Fair in 1940. The game, based on the ancient mathematical game of Nim, was played by about 50,000 people during the six months it was on display, with the computer reportedly winning more than 90 percent of the games.

However, the first game system designed for commercial home use did not emerge until nearly three decades later, when Ralph Baer and his team released his prototype, the “Brown Box,” in 1967.

The “Brown Box” was a vacuum tube-circuit that could be connected to a television set and allowed two users to control cubes that chased each other on the screen. The “Brown

Box” could be programmed to play a variety of games, including ping pong, checkers and four sports games. Using advanced technology for this time, added accessories included a lightgun for a target shooting game, and a special attachment used for a golf putting game.

According to the National Museum of American History, Baer recalled, “The minute we played ping-pong, we knew we had a product. Before that we weren’t too sure.”

The “Brown Box” was licensed to Magnavox, which released the system as the Magnavox Odyssey in 1972. It preceded Atari by a few months, which is often mistakenly thought of as the first games console.

Between August 1972 and 1975, when the Magnavox was discontinued, around 300,000 consoles were sold. Poor sales were blamed on mismanaged in-store marketing campaigns and the fact that home gaming was a relatively alien concept to the average American at this time.

However mismanaged it might have been, this was the birth of the digital gaming we know today.

ONWARD TO ATARI AND ARCADE GAMING

Sega and Taito were the first companies to pique the public’s interest in arcade gaming when they released the electro-mechanical games Periscope and Crown Special Soccer in 1966 and 1967. In 1972, Atari (founded by Nolan Bushnell, the godfather of gaming) became the first gaming company to really set the benchmark for a large-scale gaming community.

Atari not only developed their games in-house, they also created a whole new industry around the “arcade,” and in 1973, retailing at \$1,095, Atari began to sell the first real electronic video game Pong, and arcade machines began emerging in bars, bowling alleys and shopping malls around the world. Tech-heads realized they were onto a big thing; between 1972 and 1985, more than 15 companies began to develop video games for the ever-expanding market.

THE ROOTS OF MULTIPLAYER GAMING AS WE KNOW IT

During the late 1970s, a number of chain restaurants around the U.S. started to install video games to capitalize on the hot new craze. The nature of the games sparked competition among players, who could record their high scores with their initials and were determined to mark their space at the top of the list. At this point, multiplayer gaming was limited to players competing on the same screen.

The first example of players competing on separate screens came in 1973 with “Empire” — a strategic turn-based game for up to eight players — which was created for the PLATO network system. PLATO (Programmed Logic for Automatic Teaching Operation), was one of the first generalized computer-based teaching systems, originally built by the University of Illinois and later taken over by Control Data (CDC), who built the machines on which the system ran.

According to usage logs from the PLATO system, users spent about 300,000 hours playing Empire between 1978 and 1985. In 1973, Jim Bowery released Spasim for PLATO — a 32-player space shooter — which is regarded as the first example of a 3D

multiplayer game. While access to PLATO was limited to large organizations such as universities — and Atari — who could afford the computers and connections necessary to join the network, PLATO represents one of the first steps on the technological road to the Internet, and online multiplayer gaming as we know it today.

At this point, gaming was popular with the younger generations, and was a shared activity in that people competed for high-scores in arcades. However, most people would not have considered four out of every five American households having a games system as a probable reality.

PERSONAL COMPUTERS: DESIGNING GAMES AND OPENING UP TO A WIDER COMMUNITY

The video game boom caused by Space Invaders saw a huge number of new companies and consoles pop up, resulting in a period of market saturation. Too many gaming consoles, and too few interesting, engaging new games to play on them, eventually led to the 1983 North American video games crash, which saw huge losses, and truckloads of unpopular, poor-quality titles buried in the desert just to get rid of them. The gaming industry was in need of a change.

At more or less the same time that consoles started getting bad press, home computers like the Commodore Vic-20, the Commodore 64 and the Apple II started to grow in popularity. These new home computer systems were affordable for the average American, retailing at around \$300 in the early 1980s (around \$860 in today's money), and were advertised as the “sensible” option for the whole family.

These home computers had much more powerful processors than the previous generation of consoles; this opened the door to a new level of gaming, with more complex, less linear games. They also offered the technology needed for gamers to create their own games with BASIC code. Even Bill Gates designed a game, called Donkey (a simple game that involved dodging donkeys on a highway while driving a sports car). Interestingly, the game was brought back from the dead as an iOS app back in 2012.

While the game was described at the time as “crude and embarrassing” by rivals at Apple, Gates included the game to inspire users to develop their own games and programs using the integrated BASIC code program.

Magazines like Computer and Video Games and Gaming World provided BASIC source code for games and utility programs, which could be typed into early PCs.

Games, programs and readers' code submissions were accepted and shared.

In addition to providing the means for more people to create their own game using code, early computers also paved the way for multiplayer gaming, a key milestone for the evolution of the gaming community.

Early computers such as the Macintosh, and some consoles such as the Atari ST, allowed users to connect their devices with other players as early as the late 1980s. In 1987, MidiMaze was released on the Atari ST and included a function by which up to 16 consoles could be linked by connecting one computer's MIDI-OUT port to the next computer's MIDI-IN port.

While many users reported that more than four players at a time slowed the game dramatically and made it unstable, this was the first step toward the idea of a deathmatch,

which exploded in popularity with the release of Doom in 1993 and is one of the most popular types of games today.

Multiplayer gaming over networks really took off with the release of Pathway to Darkness in 1993, and the “LAN Party” was born. LAN gaming grew more popular with the release of Marathon on the Macintosh in 1994 and especially after first-person multiplayer shooter Quake hit stores in 1996. By this point, the release of Windows 95 and affordable Ethernet cards brought networking to the Windows PC, further expanding the popularity of multiplayer LAN games.

The real revolution in gaming came when LAN networks, and later the Internet, opened up multiplayer gaming. Multiplayer gaming took the gaming community to a new level because it allowed fans to compete and interact from different computers, which improved the social aspect of gaming. This key step set the stage for the large-scale interactive gaming that modern gamers currently enjoy. On April 30, 1993, CERN put the World Wide Web software in the public domain, but it would be years before the Internet was powerful enough to accommodate gaming as we know it today.

THE MODERN AGE OF GAMING

Since the early 2000s, Internet capabilities have exploded and computer processor technology has improved at such a fast rate that every new batch of games, graphics and consoles seems to blow the previous generation out of the water. The cost of technology, servers and the Internet has dropped so far that Internet at lightning speeds is now accessible and commonplace, and 3.2 billion people across the globe have access to the Internet. According to the ESA Computer and video games industry report for 2015, at least 1.5 billion people with Internet access play video games.

Online storefronts such as Xbox Live Marketplace and the Wii Shop Channel have totally changed the way people buy games, update software and communicate and interact with other gamers, and networking services like Sony’s PSN have helped online multiplayer gaming reach unbelievable new heights.

Technology allows millions around the world to enjoy gaming as a shared activity. The recent ESA gaming report showed that 54 percent of frequent gamers feel their hobby helps them connect with friends, and 45 percent use gaming as a way to spend time with their family.

By the time of the Xbox 360 release, online multiplayer gaming was an integral part of the experience (especially “deathmatch” games played against millions of peers around the world for games such as Call of Duty Modern Warfare). Nowadays, many games have an online component that vastly improves the gameplay experience and interactivity, often superseding the importance of the player’s offline game objectives.

“What I’ve been told as a blanket expectation is that 90% of players who start your game will never see the end of it...” says Keith Fuller, a longtime production contractor for Activision.

As online first-person shooter games became more popular, gaming “clans” began to emerge around the world. A clan, guild or faction is an organized group of video gamers that regularly play together in multiplayer games. These games range from groups of a few friends to 4,000-person organizations with a broad range of structures, goals and

members. Multiple online platforms exist, where clans are rated against each other and can organize battles and meet-ups online.

List of Activities in ESP for Game Technology Business

1. Short Article about Game Technology
 2. Build 5W1H Questions
 3. Verbal and Nominal Sentences
 4. Tenses and It's Pattern
 5. Active and Passive Construction
 6. List of Vocabulary
 7. Translation into Indonesia
 8. Reasons Why Writer Uses Tenses
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A. 5W1H Questions

Instruction: Referring to the article you have, please build each two examples of your sentences Question and Answer based on 5W1H (Who, What, Where, Why, When, How).

CLUES FOR BUILDING SENTENCES		
WH	Meaning	Example
Who	Person	Who is your favorite idol in Animation Business?
What	Things, Ideas, Information, Action	What are you bringing in bag? (Thing) What are you thinking about Animation Business? (Idea) What kind of Animation Book do you wish to buy? (Info) What are you doing with Animation Business? (Action)
Where	Place	Where is my book entitled Guide to Animation Book?
Why	Reason	Why did you bring that animation book?
When	Time	When is his son's birthday?
Which	Choice	Which design style of academic book do you like more?
Whose	Possession	Whose book on the table?
How	Manner	How did you convince customer about animation business? How do you choose a book cover? How do you make an attractive book cover?
How many	Quantity	How many animation books does she have?
How much	Quantity	How many animation book do you need?
How often	Frequency	How often do you read books?
How far	Distance	How far is it from your house to the campus?
How old	Age	How old are you? How long Duration? How long will the test be?

SENTENCE BUILDING

No	WH	Sentence Building (Question and Answer)
1	Who	Who unveiled the first recognized game machine, and where was it showcased?

	Answer	Dr. Edward Uhler Condon unveiled the first recognized game machine at the New York World's Fair in 1940.
2	Who	Who is the main topic of this article?
	Answer	The main topic of this article is the history and evolution of the gaming industry, covering its development from the early years.
3	What	What key developments and evolutionary changes have occurred in gaming technology from the 1940s to the modern age?
	Answer	The development and evolution of gaming technology from the 1940s to the modern age.
4	What	What specific advancements in Internet capabilities and computer processor technology since the early 2000s have led to the significant improvements in games, graphics, and consoles, surpassing previous generations?
	Answer	Since the early 2000s, Internet capabilities have exploded and computer processor technology has improved at such a fast rate that every new batch of games, graphics and consoles seems to blow the previous generation out of the water.
5	Where	Where did the development of online multiplayer gaming take off with the release of "Pathway to Darkness" in 1993?
	Answer	The development of online multiplayer gaming took off with the release of "Pathway to Darkness" in 1993.
6	Where	Where did online multiplayer gaming become an integral part of the gaming experience, especially for games like "Call of Duty Modern Warfare"?
	Answer	Online multiplayer gaming became an integral part of the gaming experience, especially for games like "Call of Duty Modern Warfare."
7	Why	Why did the sales of the Magnavox Odyssey, the first home gaming console, initially suffer?
	Answer	Poor sales of the Magnavox Odyssey were blamed on mismanaged in-store marketing campaigns and the fact that home gaming was a relatively alien concept to the average American at that time.
8	Why	Why has the cost of technology, servers, and the Internet significantly decreased, making high-speed Internet accessible and common, and granting approximately 3.2 billion people worldwide access to the Internet?
	Answer	The cost of technology, servers and the Internet has dropped so far that Internet at lightning speeds is now accessible and commonplace, and 3.2 billion people across the globe have access to the Internet.
9	When	When did the significant explosion in Internet capabilities and rapid advancements in computer processor technology begin,

		leading to the trend of each new batch of games, graphics, and consoles surpassing the previous generation?
	Answer	Since the early 2000s, Internet capabilities have exploded and computer processor technology has improved at such a fast rate that every new batch of games, graphics and consoles seems to blow the previous generation out of the water.
10	When	When did gaming experience its commercial birth in the 1950s, initially as a technological oddity at a science fair, and subsequently develop into one of the most profitable entertainment industries worldwide?
	Answer	since its commercial birth in the 1950s as a technological oddity at a science fair, gaming has blossomed into one of the most profitable entertainment industries in the world.
11	How	How did multiplayer gaming evolve from local arcade competition to online multiplayer gaming, as described in the article?
	Answer	Multiplayer gaming evolved from local arcade competition to online multiplayer gaming through several milestones. One key step was the introduction of LAN (Local Area Network) gaming, which allowed multiple players to connect their devices and play together. Later, the expansion of the Internet and improved technology enabled players to compete and interact from different computers, leading to the large-scale interactive gaming experiences we have today.
12	How	How did the introduction of early home computers like the Commodore Vic-20 and the Apple II impact the gaming industry in the early 1980s?
	Answer	Multiplayer gaming evolved from local arcade competition to online multiplayer gaming through several milestones. One key step was the introduction of LAN (Local Area Network) gaming, which allowed multiple players to connect their devices and play together. Later, the expansion of the Internet and improved technology enabled players to compete and interact from different computers, leading to the large-scale interactive gaming experiences we have today.

B. Verbal and Nominal Sentences

Clues: Verbal sentences (V) are **those, which start with a verb**. Non-verbal sentences start with a noun or pronoun, or with derivative nouns. Verbal sentences consist of a verb + subject + object or adverbial phrase. The subject and object can be either nouns or pronouns. Nominal sentence (N) also known as equational sentence is a **linguistic term that refers to a nonverbal sentence (i.e. a sentence without a finite**

verb). As a nominal sentence does not have a verbal predicate, it may contain a nominal predicate, an adjectival predicate, in Semitic languages also an adverbial predicate or even a prepositional predicate.

1. Verbal Sentences

No	Sentences	A/P
01	The mobile technology boom in recent years has revolutionized the industry.	A
02	Gaming has become so integrated with modern popular culture.	P
03	The first recognized example of a game machine was unveiled.	A
04	The "Brown Box" was a vacuum tube-circuit.	A
05	The "Brown Box" could be programmed to play a variety of games.	A
06	Sega and Taito were the first companies to pique the public's interest in arcade gaming.	A
07	Atari became the first gaming company to set the benchmark for a large-scale gaming community.	A
08	The real revolution in gaming came when LAN networks opened up multiplayer gaming.	A
09	Internet capabilities have exploded, and computer processor technology has improved.	A
10	Online multiplayer gaming has reached unbelievable new heights.	P

2. Nominal Sentences

No	Sentences
01	Poor sales were blamed on mismanaged in-store marketing campaigns.
02	The gaming industry was in need of a change.
03	Magazines like Computer and Video Games provided BASIC source code.
04	The recent ESA gaming report showed that 54 percent of frequent gamers feel their hobby helps them connect with friends.
05	Multiplayer gaming was limited to players competing on the same screen.
06	Access to PLATO was limited to large organizations.
07	The Internet was powerful enough to accommodate gaming.
08	Internet at lightning speeds is now accessible and commonplace
09	Gaming "clans" began to emerge around the world.
10	Online storefronts have changed the way people buy games.

C. Active and Passive Construction

Clues: Active sentence is a sentence where the subject performs the action of the verb. For example: John kicked the ball. ("John" is the subject. "John" is performing the action of the verb "kick." Therefore, this is an active sentence.) An active sentence is the opposite of a passive sentence. In a passive sentence, the

action of the main verb is done to the subject. The passive voice occurs when the person or thing that performs an action is not the grammatical subject of the sentence. Instead, the person or thing that receives the action is placed before the verb. Passive sentences are formed using the verb to be combined with a past participle.

No	Sentences	Active	Passive
01	The industry has been revolutionized by the mobile technology boom in recent years.		V
	The mobile technology boom in recent years has revolutionized the industry.	V	
02	An example of a game machine was first recognized and unveiled.		V
	The first recognized example of a game machine was unveiled.	V	
03	The "Brown Box" was a vacuum tube-circuit.	V	
	A vacuum tube-circuit was used in the "Brown Box."		V
04	The "Brown Box" could be programmed to play a variety of games.	V	
	A variety of games could be programmed to be played on the "Brown Box."		V
05	Sega and Taito were the first companies to pique the public's interest in arcade gaming.	V	
	The public's interest in arcade gaming was first piqued by companies like Sega and Taito.		V
06	Atari not only developed their games in-house.	V	
	Their games were not only developed in-house by Atari.		V
07	Tech-heads realized they were onto a big thing.	V	
	It was realized by tech-heads that they were onto a big thing.		V
08	The video game boom caused by Space Invaders saw a huge number of new companies and consoles pop up.	V	
	A huge number of new companies and consoles were seen to pop up due to the video game boom caused by Space Invaders.		V
09	Early computers such as the Macintosh allowed users to connect their devices with other players.	V	
	Users were allowed to connect their devices with other players by early computers such as the Macintosh.		V
10	The real revolution in gaming came when LAN networks opened up multiplayer gaming.	V	
	The real revolution in gaming occurred when multiplayer gaming was opened up by LAN networks.		V

D. List of Vocabulary

No	Vocabulary	Pronoun Spelling	Meaning
01	Revolution	Revolusyen	Revolusi
02	Unveiled	Anveild	Diresmikan
03	Exploded	Eksploded	Meledak
04	Suffer	Saffer	Menderita
05	Expansion	Ekspensyen	Ekspansi
06	Pique	Pik	Kekesalan
07	Commonplace	Kamenples	Biasa
08	Decreased	Dikris	Menurun
09	Especially	Espeshly	Khususnya
10	Occurred	Okerd	Muncul

E. Tenses and It's Pattern

Please identify the tenses of ten sentences you take from the article. Learn the matrix clues below.

No	Sentence	Tenses
01	Our entire lives have led up to this	Present Perfect Tense
	Our entire lives (S) have (Auxiliary verb have/has) led (Past participle) up to this (rest of the sentence).	
02	I was sitting in my tiny New York City apartment, panicky and coming to terms with the reality that I'd be trapped inside for weeks, potentially months	Past Continuous, Present Continuous, and Future tenses
	"I was sitting" is in the past continuous tense.	

	Pattern: S + past tense of the verb "to be" + present participle (-ing). "panicky" is used as an adjective describing the subject's state. "coming to terms" is in the present continuous tense. Pattern: S + present tense of the verb "to be" + present participle (-ing). "with the reality that I'd be trapped" is in a complex structure with a future condition. Pattern: Prepositional phrase + conjunction + future tense "I'd be trapped".	
03	But my friends reassured me that as lifelong video game enthusiasts, the prospect of sitting on a sofa in front of a TV for an interminable stretch would be a cakewalk	Past, Present, and Conditional tenses
	"reassured" is in the past tense. Pattern: S + past tense of the verb. "that as lifelong video game enthusiasts" is a dependent clause describing the reason. "the prospect of sitting" is in the present tense. Pattern: Article "the" + noun + present participle (-ing) "on a sofa in front of a TV" is a prepositional phrase. "for an interminable stretch" is a prepositional phrase. "would be" is in the conditional tense. Pattern: S + modal verb "would" + base form of the verb. "a cakewalk" is in the simple present tense. Pattern: Article "a" + noun.	
4	After all, gamers like me do already spend plenty of time in front of our screens all on our own	Present Simple Tense
	"do already spend" is in the present simple tense. Pattern: S + present tense of the verb "do" + adverb "already" + base form of the verb. "plenty of time" is a noun phrase. "in front of our screens" is a prepositional phrase. "all on our own" is a prepositional phrase.	

5	But even sitting alone for hours, gamers aren't necessarily isolated	Present Participle, Present Tense, Present Participle
	"sitting" is in the present participle form and is part of a gerund phrase. Pattern: Gerund phrase - "sitting alone for hours." "gamers aren't" is a contraction of "gamers are not," indicating the present tense with negation. Pattern: S + present tense of the verb "to be" + negation "not". "necessarily isolated" is in the present participle form used as an adjective. Pattern: Adjective phrase - "necessarily isolated."	
6	With the rise of social media, gamers particularly in Gen Z have perfected the art of building communities in and around video games	Present Perfect Tense
	"have perfected" is in the present perfect tense. Pattern: S + present perfect tense of the verb. "With the rise of social media" is a prepositional phrase. "gamers particularly in Gen Z" is a descriptive phrase. "the art of building communities in and around video games" is a noun phrase.	
7	Gamers don't just compete with strangers on the internet, but forge genuine, enduring friendships	Present Tense
	"don't" is the contraction of "do not," indicating the present tense with negation. Pattern: S + present tense of the verb "do" + negation "not". "just compete" is in the present tense. Pattern: S + present tense of the verb. "with strangers on the internet" is a prepositional phrase. "but forge" is in the present tense. Pattern: Conjunction "but" + present tense of the verb. "genuine, enduring friendships" is a noun phrase.	
8	In this age of long-haul social distancing and mental-health strains, gamers have long had a tool that's now bringing some relief to those who've never picked up a controller before	Present Perfect Tense, Present Continuous

		Tense, Prepositional Phrase
	"have long had" is in the present perfect tense. Pattern: S + present perfect tense of the verb. "that's now bringing" is in the present continuous tense. Pattern: Demonstrative pronoun + present continuous tense of the verb. "In this age of long-haul social distancing and mental-health strains" is a prepositional phrase. "some relief to those who've never picked up a controller before" is a noun phrase with a relative clause.	
9	The explosive growth of gaming during the pandemic has shown that many have found a new outlet for much-needed connection in isolation	Present Perfect Tense
	"has shown" is in the present perfect tense. Pattern: S + present perfect tense of the verb. "The explosive growth of gaming during the pandemic" is a noun phrase. "that many have found a new outlet for much-needed connection in isolation" is a noun clause.	
10	When shelter-in-place orders came down, millions of people around the world turned to tech-fuelled diversions to stay in touch with family and friends, like Netflix Party film viewings, Zoom chats and video games	Past Simple Tense
	"came down" is in the past simple tense. Pattern: S + past simple tense of the verb. "millions of people around the world" is a noun phrase. "to stay in touch with family and friends, like Netflix Party film viewings, Zoom chats, and video games" is an infinitive phrase.	

F. Translation into Indonesia

Please translate the article into Indonesia

Meaning Translation – penerjemahan bermakna

The History of Gaming : An Evolving Community

Sejak lahir secara komersial pada tahun 1950-an sebagai sebuah keanehan teknologi di sebuah pameran sains, game telah berkembang menjadi salah satu industri hiburan paling menguntungkan di dunia.

Booming teknologi seluler dalam beberapa tahun terakhir telah merevolusi industri dan membuka pintu bagi generasi gamer baru. Memang benar, game sudah begitu terintegrasi dengan budaya populer modern sehingga kini bahkan nenek-nenek pun tahu apa itu Angry Birds, dan lebih dari 42 persen orang Amerika adalah gamer dan empat dari lima rumah tangga di Amerika memiliki konsol.

Tahun-Tahun Awal

Contoh pertama dari mesin permainan yang dikenal pertama kali diungkapkan oleh Dr. Edward Uhler Condon di Pameran Dunia New York pada tahun 1940. Permainan tersebut, berdasarkan permainan matematika kuno Nim, dimainkan oleh sekitar 50.000 orang selama enam bulan pertama berdirinya. tampilan, dengan komputer dilaporkan memenangkan lebih dari 90 persen permainan.

Namun, sistem permainan pertama yang dirancang untuk penggunaan komersial di rumah baru muncul hampir tiga dekade kemudian, ketika Ralph Baer dan timnya merilis prototipenya, “Brown Box,” pada tahun 1967.

“Kotak Coklat” adalah sirkuit tabung vakum yang dapat dihubungkan ke pesawat televisi dan memungkinkan dua pengguna untuk mengontrol kubus yang saling mengejar di layar. “Kotak Coklat” dapat diprogram untuk memainkan berbagai permainan, termasuk pingpong, catur, dan empat permainan olahraga. Menggunakan teknologi canggih saat ini, aksesoris tambahan termasuk lightgun untuk permainan menembak sasaran, dan perlengkapan khusus yang digunakan untuk permainan golf.

Menurut Museum Nasional Sejarah Amerika, Baer mengenang, “Saat kami bermain ping-pong, kami tahu bahwa kami memiliki sebuah produk. Sebelumnya kami tidak terlalu yakin.”

“Brown Box” dilisensikan ke Magnavox, yang merilis sistem tersebut sebagai Magnavox Odyssey pada tahun 1972. Sistem ini mendahului Atari beberapa bulan, yang sering disalahartikan sebagai konsol game pertama.

Antara Agustus 1972 dan 1975, ketika Magnavox dihentikan, sekitar 300.000 konsol terjual. Penjualan yang buruk disebabkan oleh kampanye pemasaran di dalam toko yang salah dikelola dan fakta bahwa permainan rumahan adalah konsep yang relatif asing bagi rata-rata orang Amerika saat ini.

Betapapun salahnya pengelolaannya, inilah lahirnya game digital yang kita kenal sekarang.

G. Please sum-up the article by explaining the reason why author use the tenses.

The author uses different tenses to convey different aspects of the story and provide context, emphasis and clarity to the story. Here are the reasons for using different tenses:

- Past (Simple Past, Continuous Past, Perfect Past):

These tenses are used to describe events and actions that happened in the past. They help set the scene and provide background information for the story. For example, when the author talks about her friend's prank in mid-March and the time they spent panicking in their apartment, these past tenses define the timeline and create a sense of events in the past.

- Present (Present Simple, Present Continuous, Present Perfect):

Present tenses are used to describe ongoing or habitual actions, current situations, and general facts. They are used to discuss current circumstances, such as the writer's feelings, the player's actions, and the relevance of certain situations today. For example, the author uses present tense to highlight the enduring qualities of gamers and their ability to build community, as well as the ongoing impact of gaming during the pandemic.

- Potential future:

Writers also hint at future events by using the conditional when discussing the possibility of being stuck inside for weeks or months. This helps to convey anticipation and uncertainty about what might happen in the future.

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