



# Sejarah & Idea Dasar Konsep Game

PERTEMUAN 02

The background is a dark blue, futuristic digital interface. It features several glowing circular elements: a large, complex circular pattern on the left side, a smaller circular pattern in the upper right, and another circular pattern in the lower right. These are interconnected by a network of glowing blue lines and dots, resembling a circuit board or data flow. The overall aesthetic is high-tech and digital.

# Sejarah Game



**William Higinbotham**

**1958 / New York**

Game tenis meja (ping pong)





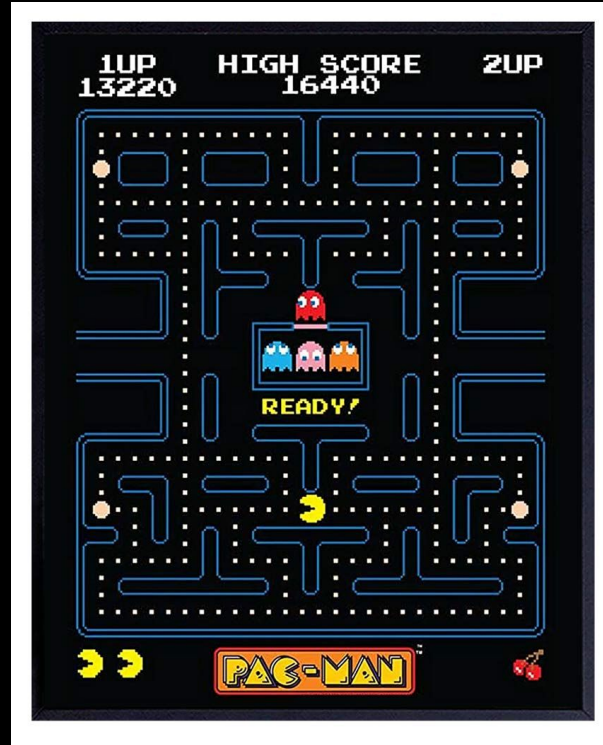
**Steve Russell**

1962 / New York



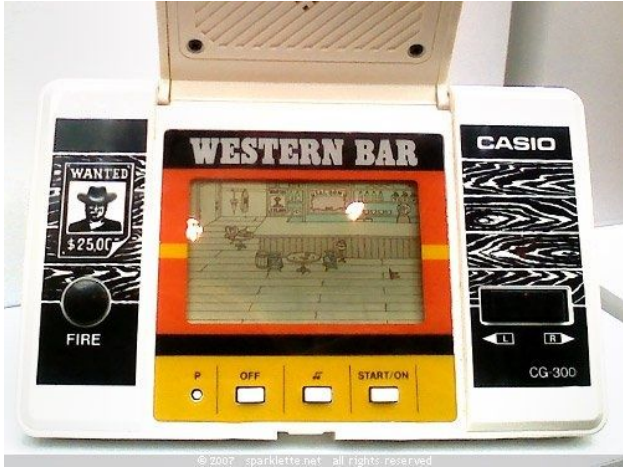
Source: <http://www.masswerk.at/spacewar/>

Tahun **1970an** dan **1980an** (dimana **game konsol** dan **game arcade** mulai muncul)



Game arcade Dingdong







Pac-Man  
1980



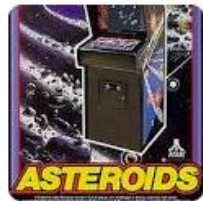
Space Invaders  
1978



Ms. Pac-Man  
1982



Donkey Kong  
1981



Asteroids  
1979



Pong  
1972



Galaga



Street Fighter II  
1991



Final Fight



GUILTY GEAR  
-STRIVE  
2021



Mortal Kombat 3  
1995



O.N.G.E.K.I.  
2018



Tekken  
1994



Arkanoid  
1986



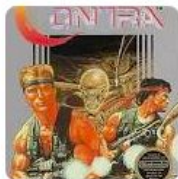
Mobile Suit  
Gundam: Extrem...  
2010



Mario Bros.  
1983



Bubble Bobble  
1986



Contra  
1987



Tekken 7  
2015



Tekken 3  
1997



Xevious  
1982



Street Fighter III:  
New Generation  
1997



Super Mario  
Bros.  
1985



Final Fight



The Simpsons  
1991



Tapper  
1984



Teenage Mutant  
Ninja Turtles: Tur...  
1991



Breakout  
1976



Street Fighter 6  
2023



Minecraft  
Dungeons  
2020



Street Fighter  
1987



Maimai  
2012



Out Run  
1986



Furoggä  
1981



Galaxian



Dig Dug



Mortal Kombat  
1992



Missile  
Command  
1980



Dragon's Lair  
1983



Robotron: 2084  
1982



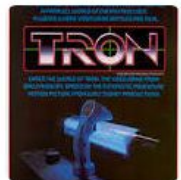
Donkey Kong Jr.  
1982



Q\*bert  
1982



Gauntlet  
Legends  
1998



Tron  
1982



Mortal Kombat II  
1993



Burgertime  
1982



Daytona USA  
1993



Smash TV  
1990



Paper Boy Race:  
lari & balap!  
1985



Berzerk  
1980



Track & Field  
1983





**Game Online / Mobile Game**

**Game Online** merupakan suatu permainan yang dimainkan oleh banyak orang dari berbagai penjuru dunia di waktu yang sama dan terhubung melalui jejaring internet. - Kustiawan & Utomo,2019

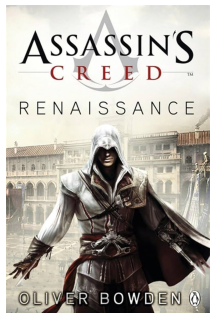
# Game Online Masuk Indonesia Tahun 2001

Menurut Ligagame Indonesia

**Game Mobile:** Smartphone membuat game lebih mudah diakses dan muncul kompetisi esports profesional.

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# Jenis - Jenis Game Online



MMORPG

MMORTS

MMOFPS

**MMORPG**

Massively Multiplayer Online **Role Playing Game**

**MMORTS**

Massively Multiplayer Online **Real Time Strategy**

**MMOFPS**

Massively Multiplayer Online **First Person Shooter**

The background is a dark blue, almost black, space filled with glowing light blue elements. On the left, there is a large, complex circular structure resembling a futuristic dial or a data visualization, with multiple concentric rings and segments. To its right, a network of glowing lines and nodes is visible, some nodes being small circles and others being larger, more complex shapes. In the upper right and lower right, there are smaller circular patterns, some with a central glow. The overall aesthetic is high-tech and digital.

# Teknologi VR/AR

HALF-LIFE

ALYX



The background is a dark blue, futuristic digital interface. It features several glowing circular gauges or HUD elements. The largest one is on the left, showing concentric rings and a central light. Another smaller one is in the upper right, and a third is partially visible in the lower right. The interface is overlaid with a network of glowing blue lines and dots, resembling a circuit board or data flow. Diagonal hatched patterns are also present, adding to the technical aesthetic.

**Genre Game**

<b>Basic Genres</b>	: <i>Action, Adventure, Educational, Racing / Driving, Role-Playing (RPG), Simulation, Sports, Strategy</i>
<b>Perspectives and Viewpoints</b>	: <i>1st-Person, 3rd-Person, Isometric, Platform, Side-Scrolling, TopDown</i>
<b>Sports Themes</b>	: <i>Baseball, Basketball, Bike / Bicycling, Bowling, Boxing, Cricket, dll.</i>
<b>Non-Sports Themes</b>	: <i>Adult, Anime/Manga, Arcade, BattleMech, Board / Party Game, Cards, Casino, Chess, Comics, Cyberpunk / Dark Sci-Fi, Detective / Mystery, Fighting, Flight, Game Show, Helicopter, Historical Battle (specific/exact), Horror, Interactive Fiction, dll</i>
<b>Educational Categories</b>	: <i>Ecology / Nature, Foreign Language, Geography, Graphics / Art, Health / Nutrition, dll.</i>
<b>Other Attributes</b>	: <i>Add-on, Coin-Op Conversion, Compilation / Shovelware, Editor / Constructor Set, Emulator, Licensed Title</i>