Atari 2600. First commercially successful video game system (1977) for homes; allowed the owner to purchase individual game cartridges.

Backward compatibility. Older games can be played on newer game consoles.

Balance. Mix of physical, mental, work, and play activities.

Behavioral development. Learning how to react to situations.

Bit. Computer term for a single binary digit of 0 or 1.

Board game. A portable game environment in which players use imagination to engage in mental or strategic competition.

Brain-extremity pathways. Nerve connection from the brain to movement points throughout the body.

Card games. A series of uniquely printed cards used within set rules of a game.

Carpal tunnel syndrome. Condition that causes pain or tingling in the hand resulting from a pinched nerve in the wrist.

Chance. Adds interest to a game by allowing different random results each time a game is played.

Cocooning. Social phenomenon where people do not interact with their physical environment.

Cognitive development. Building of intelligence through learning, remembering, and problem solving.

Commercial success. Product that makes enough of a profit to continue producing it.

Compact disc, read-only memory (CD-ROM). Provides interchangeable video games on an inexpensive plastic disc; replacement technology for the ROM game cartridges.

Compete. To play against an opponent with a goal or victory condition to determine who is the best.

Competitive advantage. Benefit to consumers that other companies do not provide.

Content descriptors. Part of a rating system; indicates elements in the game that may have triggered a particular rating.

Coordination. How well your hands, feet, and eyes work together to perform a task.

Desensitized. Repeated exposure to an unpleasant event until it no longer results in an emotional reaction.

Digital video disc (DVD). Similar to a CD-ROM or music CD, but can hold much more information.

Entertainment Software Rating Board (ESRB). Nonprofit, self-regulatory body that assigns age and content ratings for computer video games, enforces industry-adopted advertising guidelines, and helps ensure responsible online privacy practices for the interactive entertainment software industry.

Game Boy. Handheld device released by Nintendo in 1989 with 8-bit processor and interchangeable ROM cartridges.

Game environment. Setting altered or designed to play a specific activity.

Game-specific controllers. Game controllers that can only be used for a specific game, like a guitar controller for Rock Band.
**Generation 1.** First series of video games and systems; available to consumers in the early 1970s.

**Generation 2.** Began in the mid-1970s when home video games became popular and could be played on an interchangeable-cartridge platform.

**Generation 3.** Began in the mid-1980s and featured home video game computer systems with 8-bit processors that could process better movement, graphics, and sound.

**Generation 4.** Began in the late 1980s and featured computer game systems with 16-bit processors that led to improved game graphics.

**Generation 5.** Began in the mid-1990s; introduced 32- and 64-bit game systems with advancements in computer technology and game storage.

**Generation 6.** Began in the early 2000s; featured 64- and 128-bit game systems, DVD-ROM technology, and realistic 3D movement.

**Generation 7.** Began in the mid-2000s; introduced multicore processor game systems and new user interfaces; featured immersive gameplay and online play.

**Hand-eye coordination.** Ability to move your hand in response to a viewed object of action.

**LAN party.** Players meet at a location and connect their machines to a local area network (LAN) to play an online game.

**Licensing agreement.** Provides third-party designers the rights to obtain the game source code for a specific system.

**Light gun.** User interface that senses the direction the gun is pointed and interacts with objects on a cathode ray tube television.

**Mental acuity.** Person’s learning, problem-solving, and reasoning ability.

**Motion-based controllers.** User interface that allows the player to move in real space with the action in the game environment.

**Motor skills.** Combination of hand-eye coordination, muscle memory, and brain-extremity pathways to make movements appear smooth.

**Motor skills development.** Learning to control muscles to perform necessary tasks.

**Muscle memory.** How the muscles in the body remember practiced movements.

**Nintendo Entertainment System (NES).** Began selling in 1985 and dominated the home system market at that time.

**Online play.** Players connect via the Internet to compete with other players.

**Patent.** Issued by the government patent office to protect the rights of designers.

**Physical dexterity.** Skill or ability at performing physical tasks.

**Physical trials.** Competitions featuring athletic abilities as the basis in determining the winner.

**Play.** Participation in an entertainment activity.

**PlayStation.** A 32-bit video game system from Sony that used CD-ROM technology.

**Poker.** Popular card game with several variations.

**Ported.** Video game source code translated to work on a different video game system.

**Proprietary game.** Designed to play only on a single manufacturer’s game console.
Puzzles. Require the player to mentally analyze and solve a problem.

Random-number generator. Any device used to create a number at random within a given range of numbers.

Rating symbols. Suggest age appropriateness for a game; found on the front of game packages.

Reflex. Quick, involuntary movement.

Role-playing games (RPGs). Allow for very deep immersion as players assume a character and play the role.

ROM cartridge. Read-only memory chip in a plastic case that stores the game program.

Royal Game of Ur. One of the earliest known board games; played similar to backgammon.

Sega Genesis. First successful 16-bit video game console (1989); featured improved graphics, colors, and movement in 2D.

Six-axis controller. Interface device for the Sony PlayStation that allows the player to shake or twist the controller to input some commands.

Socializing. Interacting in a group environment.

Source code. Underlying game creation code.

Stereotype. Opinion that all members of a group of people have the same characteristics; usually considered a negative.

Super Nintendo. A 16-bit game console introduced in 1991 and using a ROM cartridge system.

Tarot cards. Playing cards common in the late 1300s.

Themed board game. Board games with a central theme.

Third-party providers. Manufacturers licensed by the game console manufacturer to make games for that system.

Video game arcade. Variety of coin-operated video games gathered in one location and offered to the public at a price per play.

Wii. Generation 7 game console manufactured by Nintendo; featured the introduction of the motion-based controller.

Xbox 360. Generation 7 video game console manufactured by Microsoft.