

PONG

Holli & John
ENG 299
19 April 2007

PONG is one of the earliest video games, and one of the first to achieve success in the home market. It is a two player game, consisting of two white paddles and a ball that bounces between them in an imitation of table tennis. It's name comes from the distinctive sound made when the ball bounces off a paddle.

History:

- Originally released as coin-operated arcade game November 29, 1972.
- Nolan Bushnell and Ted Dabney create Atari in 1972 with \$500 capital.
- Bushnell hires Al Alcorn, assigns him the warm-up project of a ping-pong game.
- Late 1972 the first Pong game; circuit boards connected to a Hitachi TV set inside a 4' wooden cabinet, tested at a Sunnyvale bar.
- Atari pays Magnavox \$700,000 licensing fees for violating copyright of their own table tennis game which was released on the Magnavox Odyssey earlier that year.
- Within 1 year: 2,500 units sold. Within 2 years: 8,000 units sold.
- 1975 sees the home version of PONG created and demonstrated.

Influences:

- First videogame to achieve widespread success.
- Game simplicity eased the public into the idea of videogames.
- Influenced ideas of electronics: founders of Apple Computers worked for Atari on PONG spinoff Breakout.
- Begins long-standing tradition of videogame clones/copycats.
- Encouraged idea of two-player video games.