


Milestones in history of console gaming

Home video game consoles can be divided into *eight generations* of evolution. Microsoft and Sony will release new models later this year

1 1967, Brown Box: First video game console invented by **Ralph Baer**. Released as **Magnavox Odyssey** in 1972. **Sold: 330,000 units**



1977, Atari 2600: Popularises use of changeable ROM game cartridges
Sold: 30m



3 1983, Nintendo Entertainment System (NES): Mario franchise begins
Sold: 62m




1979, Mattel Intellivision: Better graphics and sound than Atari 2600
Sold: 3m



4 1988, Sega Mega Drive/Genesis: Sonic the Hedgehog
Sold: 40m



1990, Nintendo SNES/Famicom: Able to display 3D graphics
Sold: 49m

1996, Nintendo N64: Mario goes 3D. Voted best game of all time
Sold: 33m




1994, Sony PlayStation: Games stored on CD-ROMs and not cartridges
Sold: 102m



1994, Sega Saturn: Popular in Japan, less so elsewhere
Sold: 9m

6 1998, Sega Dreamcast: First console to offer online gaming
Sold: 11m



2000, Sony PS2
Sold: 155m



7 2005, Microsoft Xbox 360: Halo sci-fi games
Sold: 77m




2001, Microsoft Xbox: Starts charging gamers for online play
Sold: 24m

2001, Nintendo GameCube: Redesigns Zelda series
Sold: 22m



2006, Sony PS3: Uses Blu-rays
Sold: 77m

2006, Nintendo Wii: Motion controller
Sold: 100m

8 2012, Nintendo Wii U: Tablet style controller
Sold: 3.5m

2013, Microsoft Xbox One and Sony PS4: Expected end of year