

# Diversions

The Daily Tar Heel

THURSDAY, APRIL 22, 2004

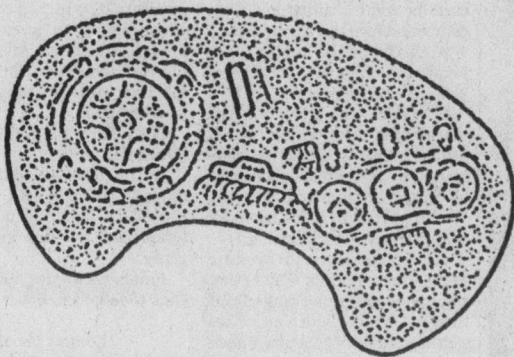
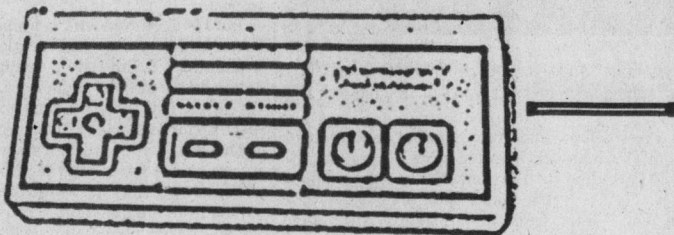
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INSIDE DIVE ■ TRUE ROMANCE ... Tarantino takes on assassins, love in second 'Kill Bill' flick. PAGE 16 ■ COUNT THE SHELLS ... 'Punisher' brings da' noise, pain — all funk excluded. PAGE 17

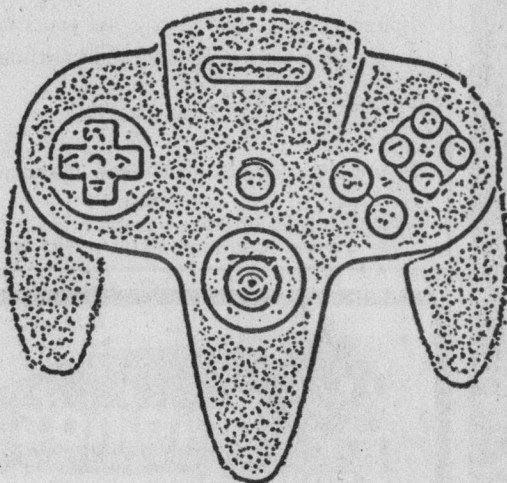
## PRESS START

DECEMBER 1985  
NINTENDO  
ENTERTAINMENT  
SYSTEM



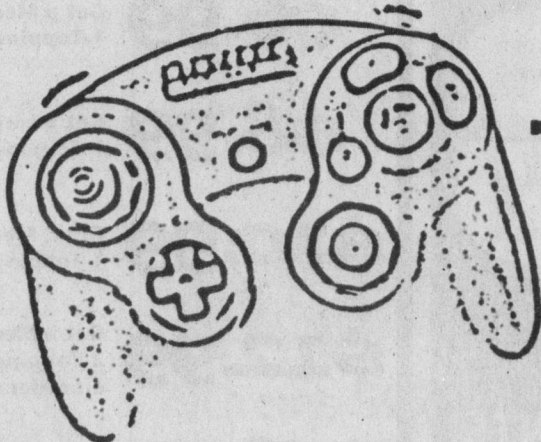
AUGUST 1989  
SEGA GENESIS

SEPTEMBER 1991  
SUPER NINTENDO  
ENTERTAINMENT  
SYSTEM



SEPTEMBER 1996  
NINTENDO 64

SEPTEMBER 1995  
SONY PLAYSTATION  
MARCH 2000  
SONY PLAYSTATION 2



NOVEMBER 2001  
NINTENDO GAMECUBE

### Video games grow into a revolution

BY BRIAN MILLIKIN SENIOR WRITER

Parents don't play video games. They just don't understand.

That's the popular idea, anyway. Teenage boys, college dorm rooms and violent gunfire adventures.

But video games and their perception are changing. The day is fast approaching when grandparents will plug in controllers alongside their grandkids.

New types of games continue to crop up, from online to educational. Major universities are offering video game coursework, and new schools entirely devoted to game design and study rapidly are appearing.

After two decades of steady success and evolution, from 1985's Nintendo Entertainment System to today's Sony PlayStation 2, video games aren't just taking up more space in American culture — they're leading a revolution.

"What we think of as video games now will soon become ubiquitous," said Jerry Holkins, co-creator and writer of Penny-Arcade.com, a popular gaming site. "We'll use 3D programs and games in all walks of life."

According to the NPD Group, video games revenue in 2003 was \$10 billion in the United States alone. Box office revenue in 2003 was \$9.5 billion by comparison. Video games have outgrossed Hollywood for several years running.

But there are so many genres and forms that the term "video games" might not even apply anymore.

"I'm fairly certain that the 'video' portion of 'video games' will become entirely vestigial and just fall off," Holkins said. "Eventually they'll just be games."

The games — from violent fare like the "Grand Theft Auto" series to home-life simulator "The Sims" — have begun to take large shares of people's time, just like television, film, literature and other media.

"They will continue this trend of becoming more important in our daily life," said Gonzalo Frasca, who works with the Computer Games Research Center in Copenhagen, Denmark.

Frasca created a game for former presidential candidate Howard Dean's Web site, the first officially endorsed political game. Following on its heels is GOP.com's "John Kerry: Tax Invaders."

"Just the fact that presidential candidates are using video games, even if they're very simple, means that games are becoming more and more important," Frasca said. "We're just scratching the surface."

Video games also are becoming more like other popular media. There are games with cinematic narratives, simulation games for technical training and true-life games based on history and news.

"(Video games) are crude, early forms of interactive expression, which have the potential to be as varied and subtle and powerful as film or television is today," said Janet Murray, director of graduate studies for the information design and technology program at the Georgia Institute of Technology.

Education is an arena that many think video games will soon muscle into, offering opportunities not available through text books and lectures.

"There will be a day soon when I can offer you a scientific laboratory or a field study in a box," said James Paul Gee, author of "What Video Games Have to Teach Us About Learning and Literacy."

"If a student in Wisconsin wanted to study chimpanzees, I could offer him a way to go to Africa and study them."

Gee predicts that games will be offered by businesses and schools, to be used for education on demand, for someone to learn wherever and whenever they want.

"I think these technologies will be a real threat to schools," Gee said. "They make learning more powerful and possible outside of schools. Schools will be forced either to adapt or die."

Universities have taken notice. Under Murray, Georgia Tech is the first U.S. university to offer a doctoral degree in humanities-based digital media. Georgia Tech also has the nation's oldest master's degree in the field.

"There's an increasing demand for courses at the university level in digital media," Murray said. "It's gotten to where films were in the 1950s. ... It's emerging as its own field of studies."

The Massachusetts Institute of Technology, Carnegie Mellon University, Southern Methodist University and

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