



The Legacy of Pong

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What is Pong

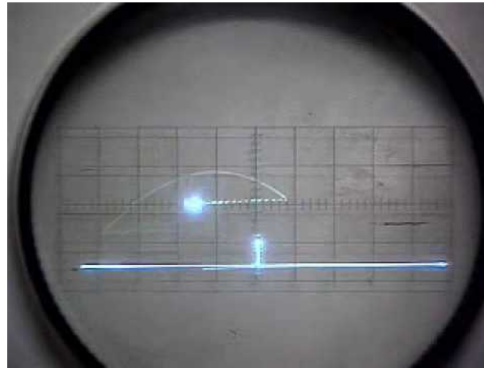
- Pong is considered to be one of the earliest commercially successful video games
- A table tennis game but with two dimensional graphics
- Pong was designed by Allan Alcorn and developed by Atari in November 1972
- Atari co-founder Nolan Bushnell originally gave Alcorn task to design game as an exercise
- Helped establish the video game industry





Tennis for Two and Magnavox Table Tennis

- *Tennis for Two* designed in 1958 by William Higinbotham at Brookhaven National Laboratory
- Game was designed to be displayed on an oscilloscope and played with two custom controllers
- *Magnavox Odyssey's Table Tennis* designed by Ralph Baer in May 1972
- Magnavox Odyssey's Table Tennis indirectly inspired Atari's Pong



Tennis for Two (Side View)

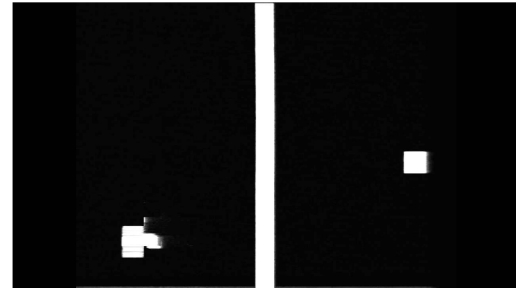


Table Tennis (Top View)

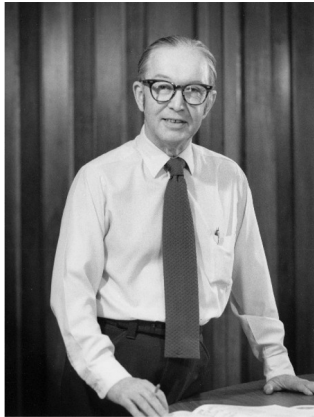
The Success of Pong

- Table Tennis inspired the exercise Bushnell gave to Alcorn to provide the latter with game development experience
- Due to success of arcade version of Pong, Atari released a home version of Pong that was exclusively distributed through Sears retail stores.
- Sold over 150,000 copies
- Paved the way for modern day electronic video gaming market (both arcades and home consoles)

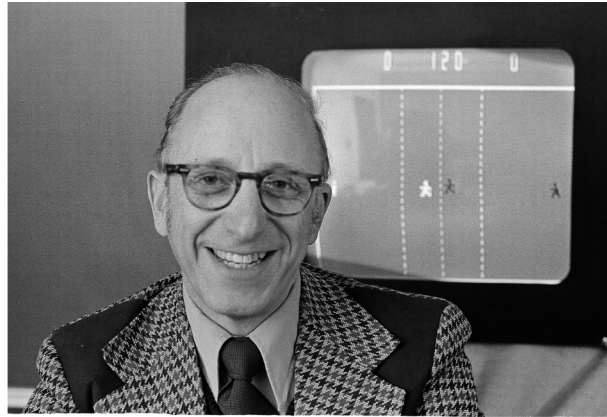




Whose Idea Was First?



William Higinbotham

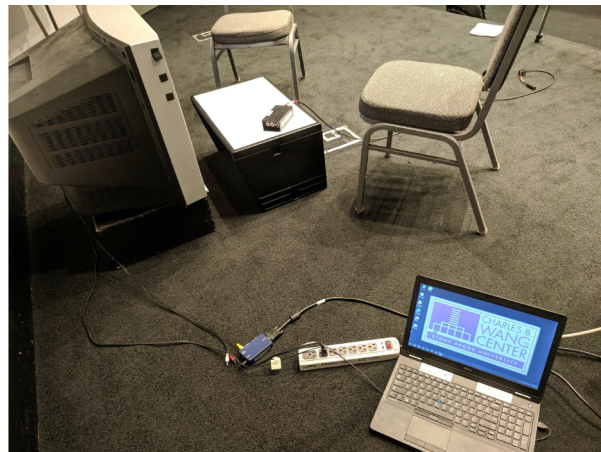
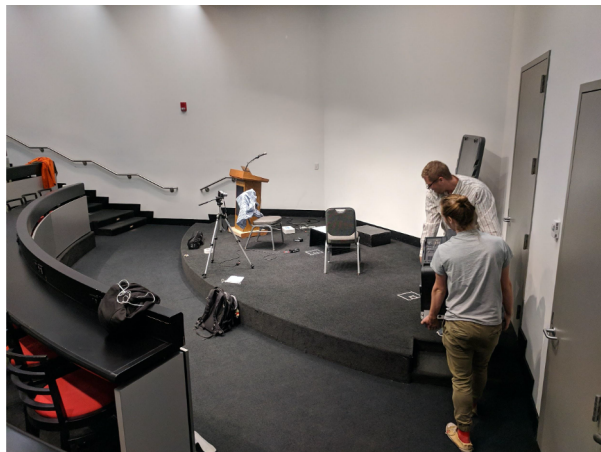


Ralph Baer



Nolan Bushnell

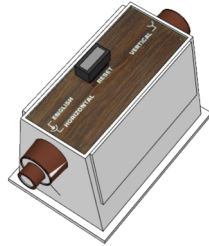
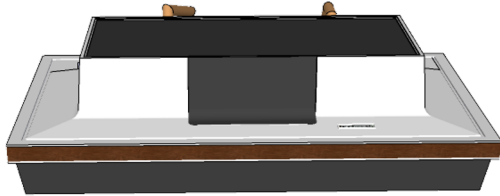
- Controversy exists about who pioneered the game first. Higinbotham created the idea and game first on an oscilloscope. Baer utilized the same idea but executed it differently on a home console. Bushnell copied Baer's game and refined it.

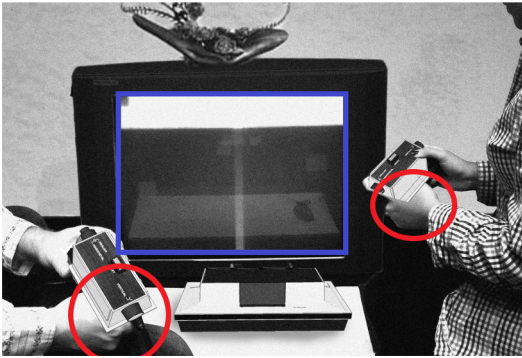


Our reenactment process



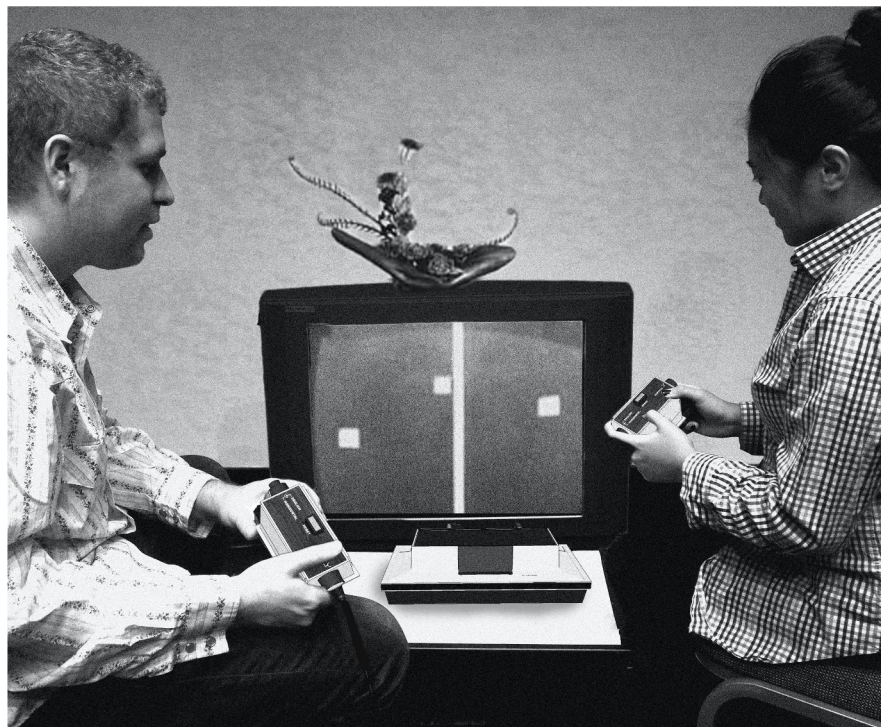
Models of Magnavox and controllers





Editing Process

Final Image & Comparison





References

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