

# [PDF] Phoenix IV: The History Of The Videogame Industry

Leonard Herman - pdf download free book



## Books Details:

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Author: Leonard Herman

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## Description:

Since its debut in 1994 as the first serious book about videogame history, Phoenix has been regarded worldwide as the Bible of videogame history by professionals and fans alike. Now in its fourth edition, the text of this deluxe hardcover volume has been completely rewritten and updated to include videogame history through 2016. Illustrated with over 1000 COLOR photos from Atari to Zeebo, Pong to PlayStation, and arranged chronologically, Phoenix remains the first place to start any study of gaming history.

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My Game Scholar column in Old School Gamer magazine supplements Phoenix IV: The History of the Videogame Industry. For example, my latest column discusses the videotape-based consoles. Phoenix IV only mentions three of them but since the time I wrote Phoenix IV, I learned about a fourth. Read about it in the latest issue. Receive a digital subscription for free or buy a printed subscription at The video game industry has a history of record. Its title is Phoenix. Steven Kent, author of The Ultimate History of Video Games Anyone who loves video games and wants a fact-filled deep dive into its origins, evolution, and key players - as well as ancillary technologies like home computers and the Internet - should look no further than Leonard Herman's fourth edition of Phoenix. Joe Santulli, Curator, National Videogame Museum Leonard Herman is the original videogame historian, and Phoenix is where the serious study of the game industry began. I'm super excited to see the updates in the latest edition. Chris Charla, Director, ID@Xbox at Microsoft For the past decade, I have exclusively used Phoenix in my college classrooms. Phoenix follows a chronological approach to the history of videogames. Nearly every chapter represents one year (with the exception of Chapter 1, which covers the years 1951 through 1970, Chapter 2, which represents the years 1970-1972, and Chapter 4, which is about the years 1974-1976). Herman began writing the book in 1987 and his intention was for it to be published by 1992, the twentieth anniversary of videogames. Several publishers, including Prima Games, rejected the book on the grounds that the videogame industry was still too new for anyone to be interested in a detailed history of it. Phoenix IV book. Read reviews from world's largest community for readers. Since its debut in 1994 as the first comprehensive book about videogame history... Now in its fourth edition, the text has been completely rewritten and updated to include videogame history through 2015. Illustrated with over 1000 b&w photos from Atari to Zeebo, Pong to Pla Since its debut in 1994 as the first comprehensive book about videogame history, Phoenix has been regarded worldwide as the Bible of videogame history by professionals and fans alike. Now in its fourth edition, the text has been completely rewritten and updated to include videogame history through 2015.