The History of Video Games by Charlie Fish

Unique selling points
- Instead of telling the history chronologically, each chapter focuses on a different perspective, such as technology, people, money, gender and representation, culture and community;
- Starts earlier than most histories (1940s), and is bang up to date into the 2020s;
- Coffee table type book, with easily digestible text and loads of lovely pictures.
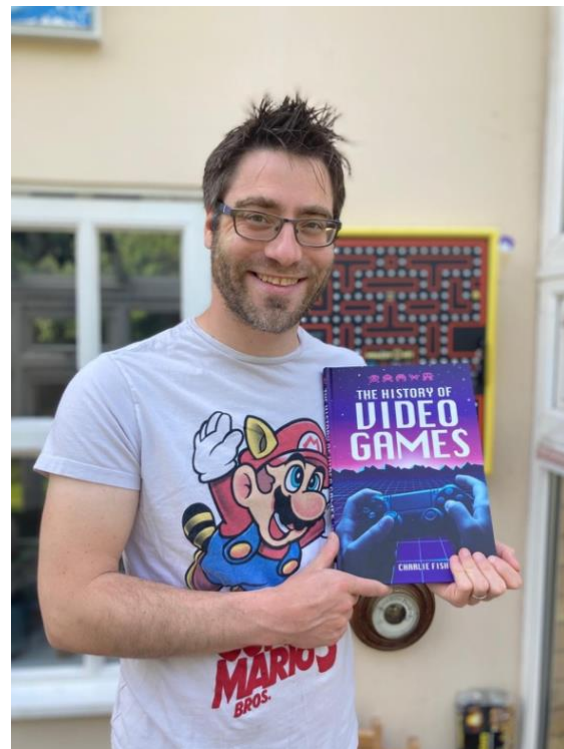
Blurb
- Across the planet, nearly one in three people now regularly play video games – this is an indispensable guide to how we got there.
- Bang up to date, with seventy years' worth of stories from the start of the 1950s to the end of the 2010s.
- Packed with full-colour pictures and fascinating facts.
- This book is a potted history of video games, telling all the rollercoaster stories of this fascinating young industry that's now twice as big globally as the film and music industries combined. Each chapter explores the history of video games through a different lens, giving a uniquely well-rounded overview.
- Packed with pictures and stats, this book is for video gamers nostalgic for the good old days of gaming, and young gamers curious about how it all began. If you've ever enjoyed a video game, or just want to see what all the fuss is about, this book is for you.

About the author
- Charlie Fish is a popular short story writer and screenwriter, branching out into non-fiction. His short stories have been published in several countries and inspired dozens of film adaptations. Since 1996, he has edited www.fictiononttheweb.co.uk, the longest-running short story site on the web. He was born in Mount Kisco, New York in 1980; and now lives in south London with his wife and daughters.
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