

# Generation 1: 1967 – 1975

Magnavox Odyssey 1972  
Black and white and silent  
Cost: \$100  
Sold: 350 000



Pong system 1975  
Still black and white but more  
powerful than the Magnavox  
Cost: \$100  
Sold: 150 000



# Generation 2: 1977 - 1983



Nintendo colour TV game series 1977

Colour with variations of games

Cost: \$175

Sold: 3 000 000



Game & Watch 1980

Made by Nintendo consisted of 1 game and a watch and alarm system

Cost: \$20

Sold: 43 000 000

Atari 2600 1977

First console to use cartridge games

Cost: \$199

Sold: 30 000 000



# Generation 3: 1983 – 1986



NES 1983 brought story based games such as Zelda and Super Mario Bros  
Cost: \$89.99  
Sold: 62 000 000

Sega Master System 1986 brought arcade games into the home and introduced us to Sonic the hedgehog  
Cost: \$200  
Sold: 12 000 000



# Generation 4: 1988 – 1994



Sega Megadrive 1988  
introduced the possibility  
of 4 player mode for the  
first time  
Cost: \$299  
Sold: 30 000 000

Gameboy 1989 the first handheld  
cartridge console  
Cost: \$89  
Sold: 119 000 000 (combined with  
Gameboy colour)



Game Gear 1991 had over 250  
games available  
Cost: \$149  
Sold: 11 000 000

Atari Lynx 1989 the first  
colour handheld console  
Cost: \$179  
Sold: 3 000 000



SNES 1990 developed role playing  
games (RPG) into what we have now  
Cost: \$199  
Sold: 49 000 000





# Generation 5: 1994 – 1999



Sony Playstation 1994, gave us revolutionary controllers and games on CD as standard

Cost: \$299

Sold: 104 000 000



Nintendo 64 1996, introduced us to 3D games and the first console with 4 controller ports

Cost: \$199

Sold: 33 000 000



Nokia Neo Geo pocket 1996 was Nokias first attempt and it wasn't particularly successful!

Cost: \$69

Sold: 2 000 000



Gameboy Colour 1998, upgrade on the original Gameboy to colour

Cost: \$69

Sold: 119 000 000 (combined with Gameboy original)

# Generation 6: 2000 – 2004



Xbox 2001 Microsofts first console ushered in the start of online gaming.

Cost: \$299

Sold: 25 000 000



Playstation 2 2000 the most successful console of all time.

Cost: \$299

Sold: 158 000 000

Gameboy Advance 2001 allowed you to connect 4 consoles for multiplayer on the go.

Cost: \$99

Sold: 81 500 000



# Generation 7: 2004 – 2006



Xbox 360 allowed smaller developers to develop games, drove the growth in online gaming  
Cost: \$299 - \$399  
Sold: 85 800 000

Sony PSP 2004 allowed you to play games or watch films on the go.  
Cost: \$249  
Sold: 80 800 000



Nintendo Wii 2006 introduced a sensor bar which allowed users to use body movements and the controller to move their character.  
Cost: \$249  
Sold: 101 640 000

Playstation 3 was offered in a "slim" and "super slim" model  
Cost: \$499 - \$599  
Sold: 86 900 000



Nintendo DS 2004 duel screen and touchscreen introduced a new generation of handheld console  
Cost: \$249  
Sold: 154 900 000



# Generation 8: 2013 – 2018



Playstation 4 2013 opened up development of games leading to more growth of online gaming.

Cost: \$399

Sold: 92 000 000 (to Feb 2020)



Nintendo Switch 2017 is both a home console and a portable one

Cost: \$199 - \$299

Sold: 30 540 000 (to Feb 2020)



Xbox One 2013 has voice activation and the ability to record a share videos of gaming

Cost: \$499

Sold: 43 150 000





