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**Chapter Case**

Chapter 5 Microcomputers

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# Chapter 5 Microcomputers

## Gaming Consoles Yesterday, Today, and Tomorrow

Atari is a company founded in 1972 that developed an iconic gaming console which enabled millions of users to play games such as “Pong,” “Asteroids,” “Centipede,” and “Missile Command.” According to atari.com, “*Atari played an integral role in the development of the arcade game, game console, and personal computer industries*.” [[1]](#footnote-1)

In 1977 Atari released the Atari 2600 gaming console (also called the Atari Video Computer System), which featured microprocessor-based hardware that included swappable gaming cartridges capable of storing Kilobytes (KB) of gaming information. Additionally, the gaming console included a motherboard that could control hardware components such as a CPU, RAM, input devices (joy sticks), and output devices.

More than 50 years have passed since Atari was founded, and gaming consoles today have been innovated far beyond the computing capabilities of the 1977 Atari 2600. Use the internet to research any gaming console system (ex. Microsoft Xbox, Sony PlayStation, etc.) of your choice. Answer the following questions based on the results of your online research:

## Case Questions

1. List the hardware specifications for the gaming console of your choice. Be sure to list as many hardware components as you can (ex. CPU, memory, input devices, output devices, etc.). After listing each hardware component, briefly describe what the component is used for. Finally, provide a weblink to document where you retrieved the information.
2. Write a short paragraph describing what you imagine gaming consoles will be capable of doing 50 years in the future.

1. About Atari, https://atari.com/pages/about, website accessed on 1/12/2023. [↑](#footnote-ref-1)