Home entertainment takes its brand-new kind. With the advancement of technology and its integration to numerous aspects of our lives, traditional home entertainment such as theatrical plays and cultural shows is changed by so-called "electronic home entertainment". There you have different digital and animated movies that you can enjoy on movie theater or on your house entertainment system, cable system (CTS), and the computer game system, which is popular not just to young and old gamers alike however also to video game designers, merely because of the advancement of ingenious technologies that they can utilize to improve existing game systems.

The video game system is meant for playing video games, though there are modern video game systems that allows you to have an access over other forms of entertainment using such video game systems (like viewing DVD films, listening to MP3 music files, or surfing the Web). Thus, it is often referred to as "interactive entertainment computer" to differentiate the video game system from a machine that is utilized for numerous functions (such as personal computer and game games).

The very first generation of computer game system started when Magnavox (an electronic devices company which makes tvs, radios, and gramophones or record players) released its first video game system, which is the Magnavox Odyssey developed by Ralph Baer. Odyssey's appeal lasted up until the release of Atari's PONG computer game. Magnavox recognized that they can not take on the appeal of PONG games, thus in 1975 they produced the Odyssey 100 computer game system that will play Atari-produced PONG games.

The 2nd generation of computer game system came a year after the release of Odyssey 100. In 1976, Fairchild released the FVES (Fairchild Video Entertainment System), that made use of a programmable microprocessor so that a game cartridge can hold a single ROM chip to save microprocessor guidelines. However, because of the "computer game crash" in 1977, Fairchild abandoned the computer game system market. Magnavox and Atari stayed in the video game market.

The rebirth of the video game system began when Atari launched the popular arcade Area Intruders. The industry was unexpectedly revived, with many players made purchase of an Atari computer game system just for Area Invaders. In other words, with the appeal of Space Invaders, Atari dominated the computer game market throughout the 80s.

Computer game system's 3rd generation entered being after the release of Nintendo's Famicon in 1983. It supported complete color, high resolution, and tiled background video gaming system. It was initially released in Japan and it was later on brought to the United States in the form of Nintendo Entertainment System (NES) in 1985. And just like Atari's Area Intruders, the release of Nintendo's well-known Super Mario Brothers was a big success, which completely restored the suffering video game system market in the early months of 1983.

Sega planned to take on Nintendo, but they stopped working to establish considerable market share. It was till 1988 when Sega released the Sega Genesis in Japan on October 29 of the very same year and on September 1, 1989 in the United States and Europe territories. Two years later, Nintendo launched the Super Nintendo Home Entertainment System (SNES) in 1990.

Atari came back with their new video game system, which is the Jaguar and 3DO. Both systems might show more onscreen colors and the latter used a CD instead of game cartridges, making it more effective compared to Genesis and SNES. Nintendo, on the other hand, opted to launch new games such as Donkey Kong Country instead of producing new computer game systems. Sega's Vectorman and Virtua Racing followed suit. Several years later, Sony, Sega, and Nintendo released the 5th generation of video game systems (PlayStation, Saturn, and N64, respectively).

The sixth generation of game systems followed, including Sega (Dreamcast, which was their last video game system and the first Internet-ready video game system), Sony (PlayStation 2), Nintendo (Game Cube which is their very first system to utilize game CDs), and the newcomer Microsoft (Xbox).

The most recent generation of video game systems is now slowly entering [game news](#) the game industry. These are as follows:

- Microsoft's Xbox, which was launched on November 22, 2005;

- Sony's PlayStation 3, which is schedule to be released on November 11, 2006 (Japan), November 17 of the exact same year (The United States and Canada), and March 2007 (Europe); and

- Nintendo's Wii, which is set up to be released on November 19, 2006 (North America), December 2 of the very same year (Japan), December 7 (Australia), and December 8 (Europe).

The advancement of video game system does not end here. There will be future generations of game system being established since this minute, which will defy the way we define "home entertainment".

##video##