



Inventing the Video Game (Spark of Invention)

Heather Adamson

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Presents the story of the video game's invention: why there was a need for it, its design and testing, the science behind it, and its lasting impact. Additional features to aid comprehension include a table of contents, fact-filled captions, infographics, a glossary, sources for further research, a listing of source notes, and an introduction to the author.

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