

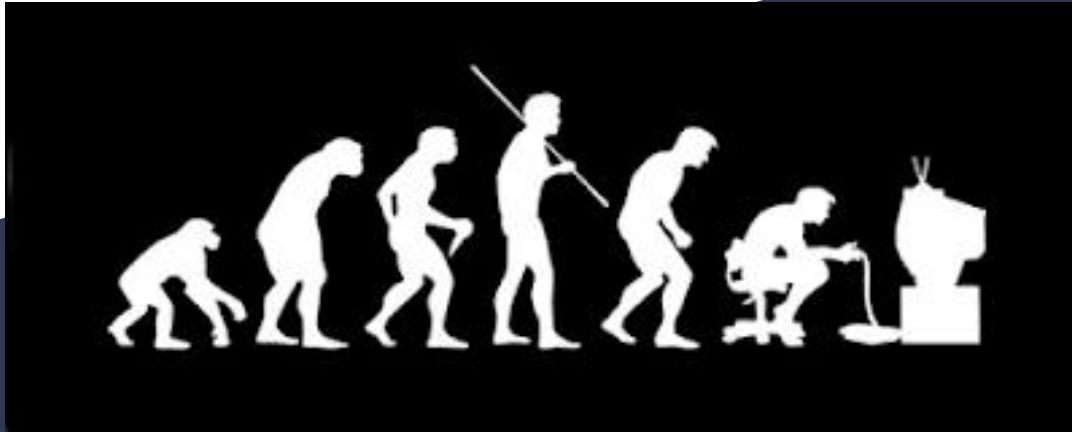
# Formation Des écrans avec modération

2, 9 et 16 Octobre 2023

Anthony Dez [adez@udaf05.unaf.fr](mailto:adez@udaf05.unaf.fr)  
Marion Dorche  
[marion.dorche@codes05.org](mailto:marion.dorche@codes05.org)



# Une petite histoire du jeu vidéo...



“Tennis for two” 1958

William

Higinbotham



“Space wars”  
1962  
Steve Russel



Ralph Baer,  
inventeur du  
concept et  
premier  
brevet en  
1971



# Première console “Grand public” 1972





à gauche:  
Computer  
space  
1971

à droite:  
Pong  
1972

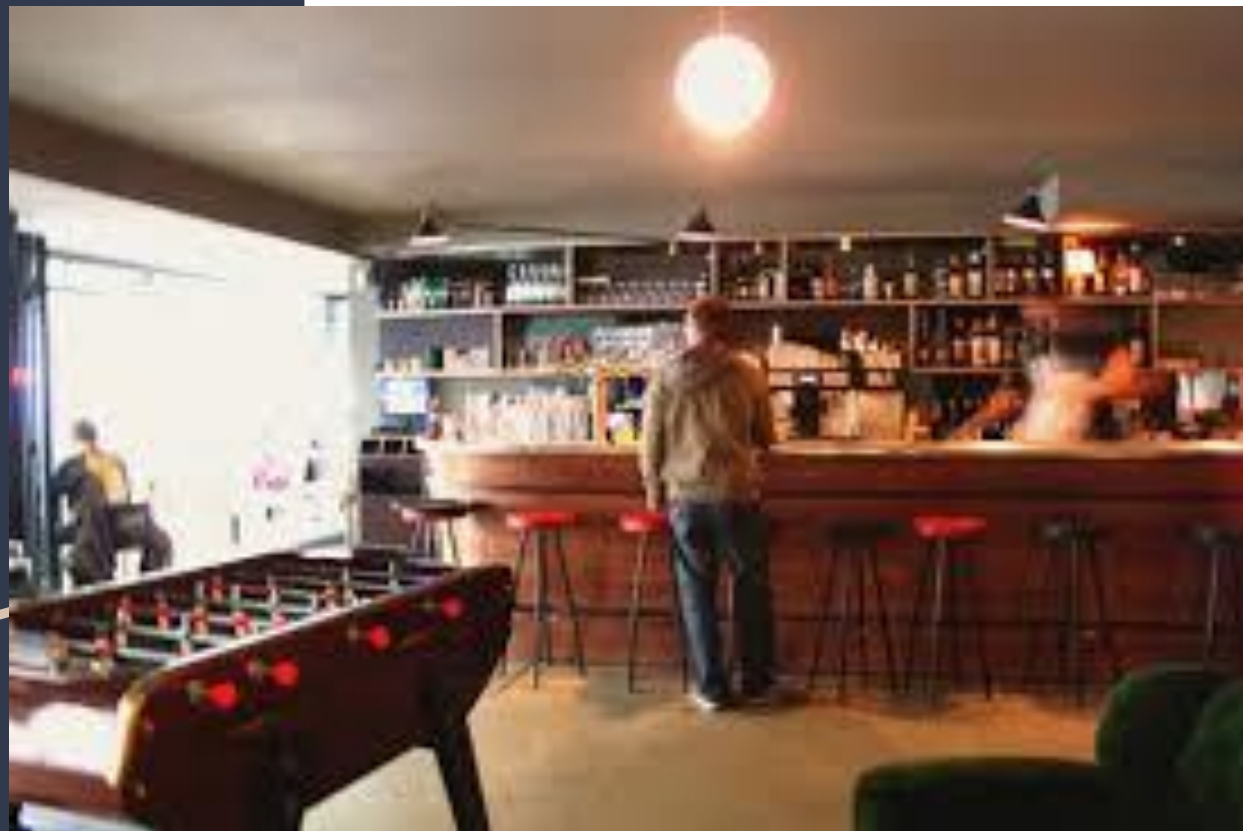


Première coinsole  
en France :  
“Telescope” SEB  
1977





# Jeu arcade dans les bars

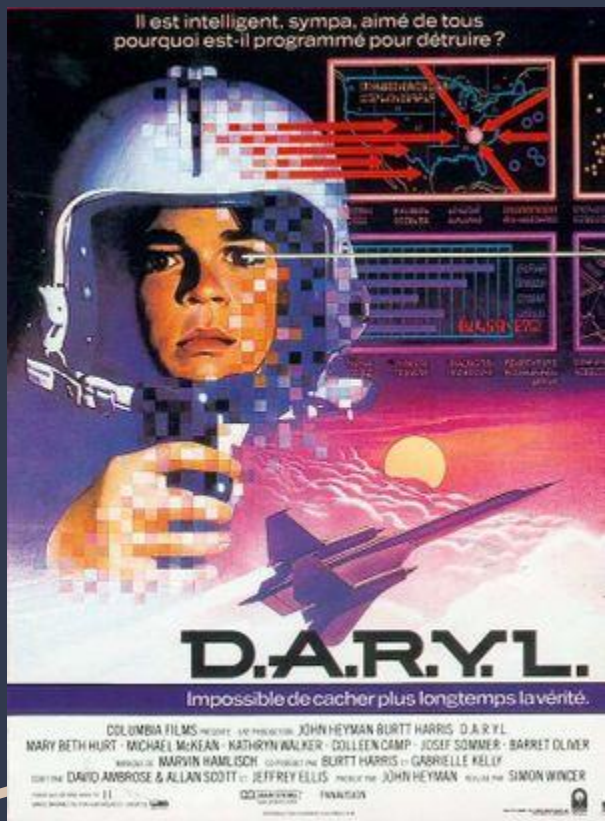


ANNÉES 1970



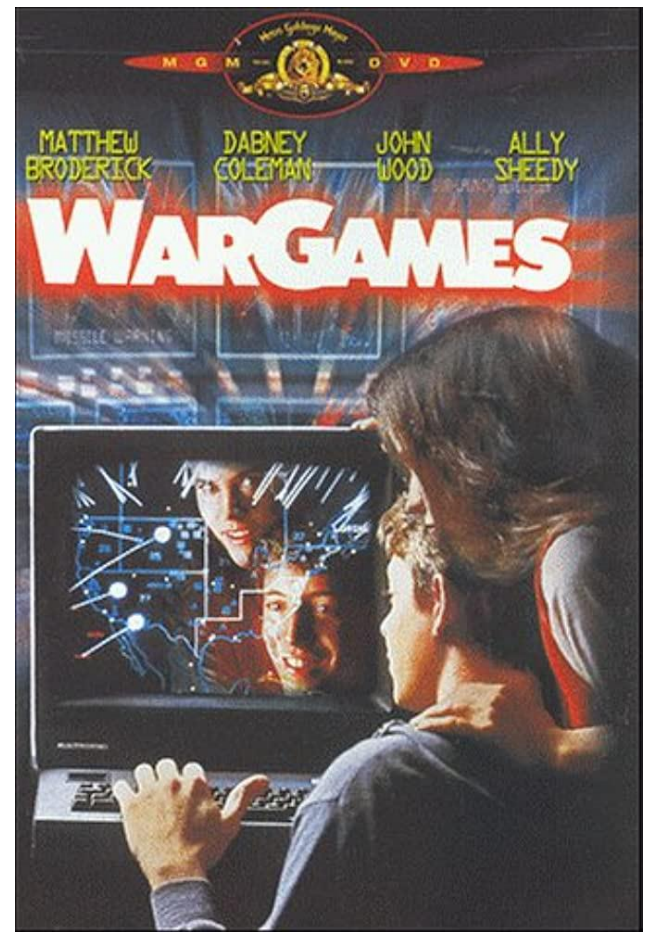


Les années 80:  
Le jeu vidéo rentre dans la culture populaire





1985



1983

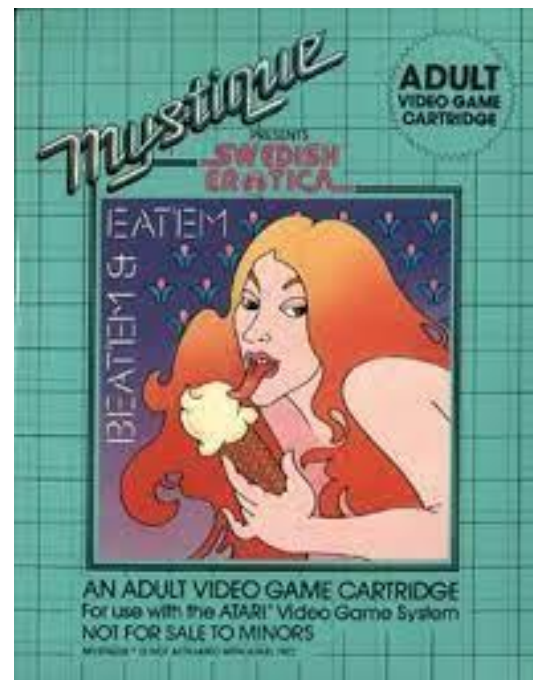
# Le crash de 1983

# 1983



Quand le jeu vidéo a failli  
**MOURIR**

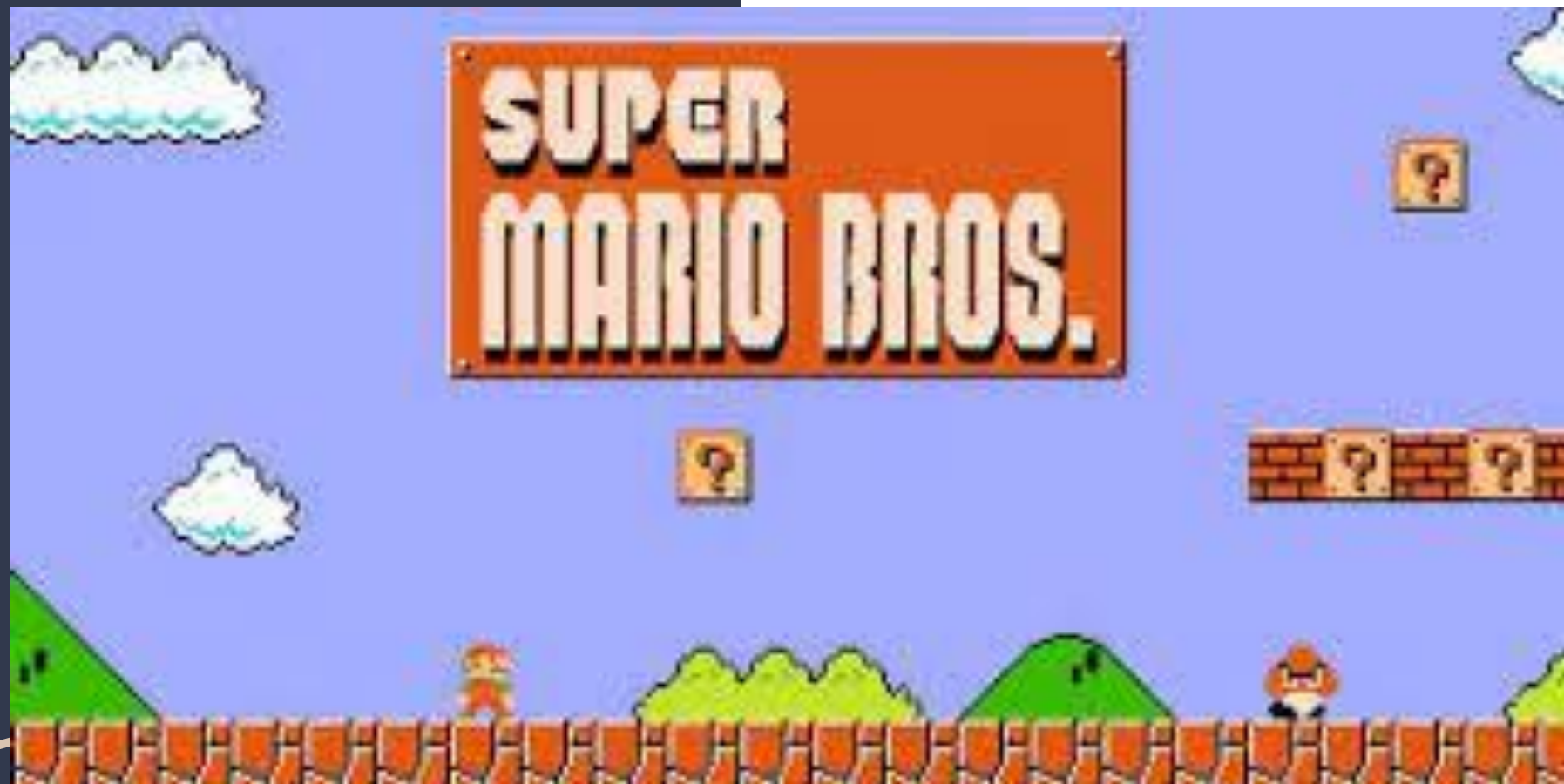






# Le renouveau vient du Japon





**Original**

**Nintendo**

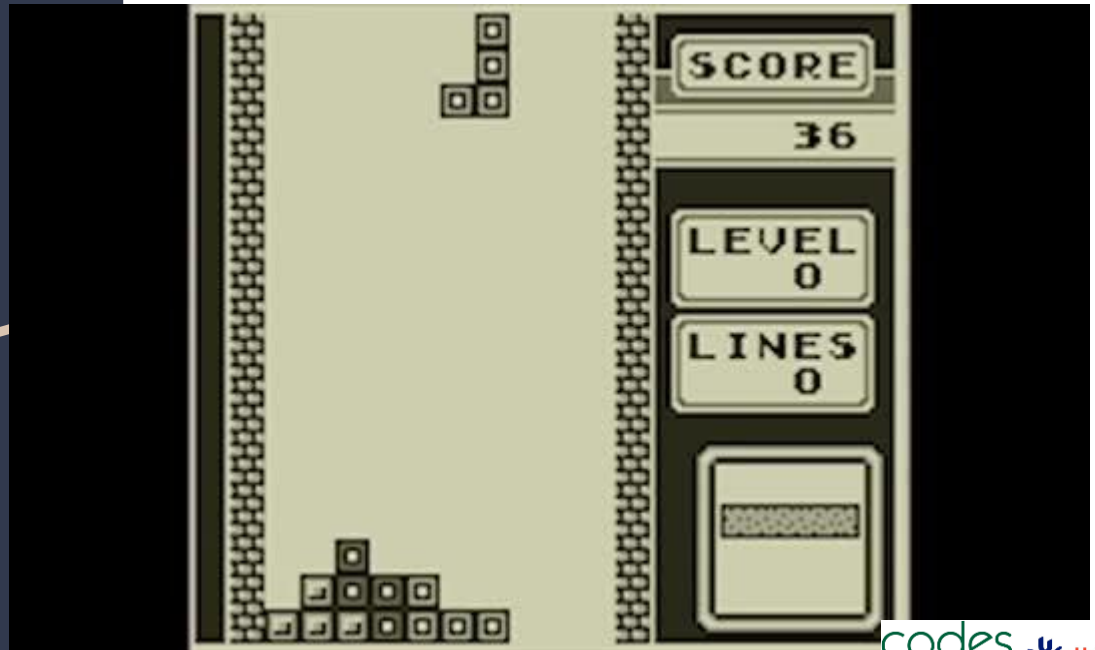
**Seal of  
Quality**

**TM**









1P

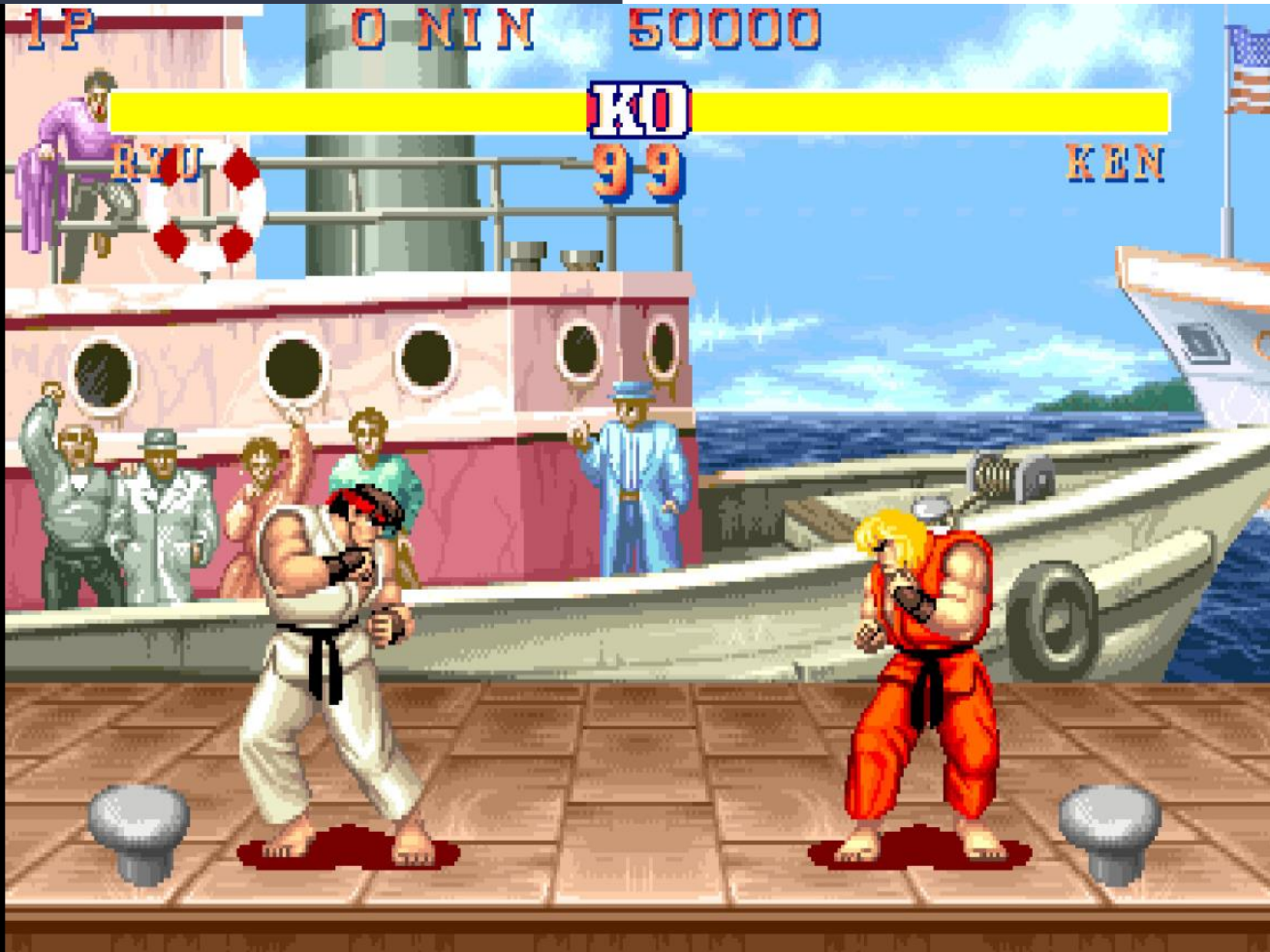
0 NIN

50000

RYU

KO  
99

KEN





et puis...

83 1500

RAIDEN

KANO



02 WINS

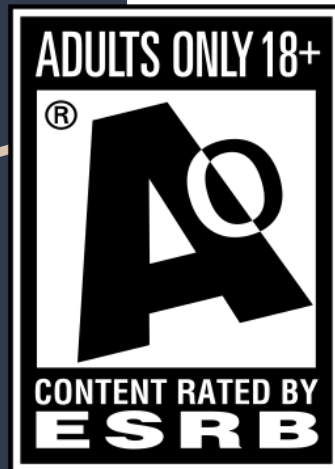
60

SUB-ZERO

CAGE

SUB-ZERO WINS  
FATALITY







### EARLY CHILDHOOD

Content is intended for young children.



### EVERYONE

Content is generally suitable for all ages. May contain minimal cartoon, fantasy or mild violence and/or infrequent use of mild language.



### EVERYONE 10+

Content is generally suitable for ages 10 and up. May contain more cartoon, fantasy or mild violence, mild language and/or minimal suggestive themes.



### TEEN

Content is generally suitable for ages 13 and up. May contain violence, suggestive themes, crude humor, minimal blood, simulated gambling, and/or infrequent use of strong language.



### MATURE

Content is generally suitable for persons ages 17 and up. May contain intense violence, blood and gore, sexual content and/or strong language.



### ADULTS ONLY

Content suitable for adults 18 years and up. May include prolonged scenes of intense violence, graphic sexual content and/or gambling with real currency.



### RATING PENDING

Not yet assigned a final ESRB rating. Appears only in advertising, marketing and promotional materials and related to a game that is expected to carry an ESRB rating, and should be replaced by a game's rating once it has been assigned.









# DARK AGE OF CAMELOT™



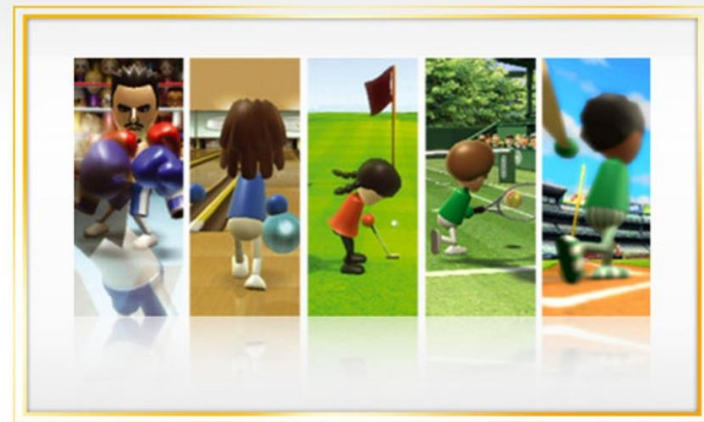








# Wii Sports







MADemoiselle  
NOLWENN ER





The screenshot shows the "Candy Crush Bank" interface. At the top, there are icons for Gold Bars (50), Hearts (5 Full), Like, Get, Shop, and Play with Friends. The main title is "Candy Crush Bank" with a close button (X). Below the title is the text "This is where you buy Gold Bars, the in-game currency for Candy Crush Saga." and a "Redeem gift cards" button. There are four purchase options:

Quantity	Price	Discount
10 Gold Bars	\$1	
50 Gold Bars	\$5	
100 Gold Bars	\$10	
250 Gold Bars	\$21 (16% discount)	

Each option has a "Buy" button. A blue ribbon labeled "Most Popular" is placed over the 50 Gold Bars option. At the bottom, there is a "Secure Payment" section with logos for VISA, MasterCard, American Express, Discover, and PayPal.



# MINECRAFT



# FORTNITE



VS









Accueil » Economie » Meta catastrophe : 14 milliards de dollars perdus pour le metaverse de Mark Zuckerberg

# META CATASTROPHE : 14 MILLIARDS DE DOLLARS PERDUS POUR LE METAVERSE DE MARK ZUCKERBERG

Economie

Marchés Financiers

Metaverse

02 février 2023 à 11h00 par Ben Canton

