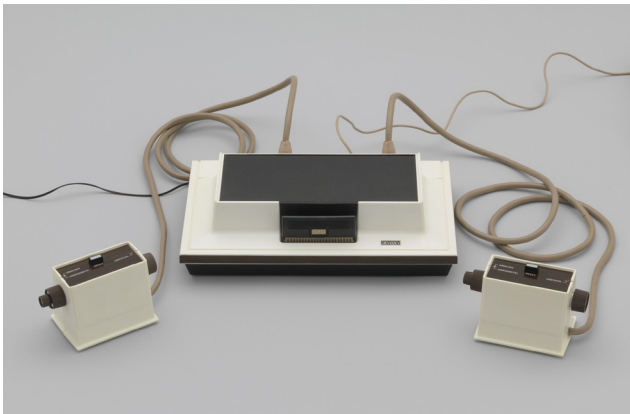# Odyssey

I chose the Odyssey or as they call it the grandfather of gaming consoles as my design object. The Odyssey is the oldest gaming console designed in 1972 by Ralph Baer a German American engineer under the company Magnavox this console was the inspiration for what many people regard as the true start of gaming the Atari by Nolan Bushnell. Even though the Odyssey was the first of its kind it did not find that much success unlike the Atari which met huge success causing people to still remember it as the definition of the console to this day and this was due to the aesthetic design, variety of games, and ease of use that were available on it, unlike the Odyssey which only came with one game and offered a design that made it look more like a radio more than a console. Today only people who are hardcore into the gaming industry would remotely know what an odyssey is while Atari is known worldwide which shows us how much variety and aesthetics can do to a design.

Magnavox's Odyssey

Atari 2600

Even with all the problems that the Odyssey had we cannot deny that it opened the door for a new medium of entertainment which the audience in it were not just observers no more, they had the power to interact with the design. This made art more for the people because I believe that video games are art it is just so commercial that we sometimes forget. The goal of the Bauhaus was to bring art back to everyday life and I believe with the state of gaming today I believe that the odyssey was able to accomplish this. I will take myself as an example of the millennials I cannot spend a full day without opening my PlayStation or play a game on my pc, so the art of video games became a part of my everyday life.

I also believe that video games in a way achieved being a universal language with the development of the internet and being able to connect people from every spot on earth together this made video games a nonspoken language, it became a language of what's called mechanics, nowadays you can bring two people from anywhere on earth and you will find that they most likely know a game or two that they can play and still enjoy even though they don't share a race, a language or religion, in my opinion, video games are the only form of entertainment that travels the world without much of a content change.

Video games now are the number one interactive form of art, In fact it is so interactive that people started coming out with theories like the simulation theory which is built on the fact that human beings will someday be able to create a video game so realistic that we won't be able to distinguish it from reality, so what prove do we have that we are not living in a video game. We are getting there the power of ower systems grows exponentially which makes me believe that we will get there within 20 to 30 years maximum.

In conclusion, I believe that this design object in one of the top 5 designs of the 20th century not just after 1971 it truly revolutionized the world of entertainment and created a new everlasting field that should keep providing us with more and more interactive entertainment for years to come.

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