# **Computer Science Timeline – Version C**

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| 1936 | English computer pioneer Alan Turing developed a hypothetical computing machine called the Turing machine. |
| 1939-1945 | Analog computers used in World War II to calculate paths of bombs and bullets. |
| 1939 | First special-purpose electronic digital computer was constructed by John V. Atanasoff and Clifford Berry. |
| c. 1950 – c. 1960 | Grace Hopper directed work in the 1950's that led to development of COBOL computer programming language. |
| 1951 | EDVAC (Electronic Discrete Variable Automatic Computer) became operational. EDVAC was a computer based on the work of three men: J. Presper Eckert, Jr., John William Mauchly, and John von Neumann. This computer strongly influenced the design of later computers. |
| 1958 | The American physicist William Higinbotham created Tennis for Two. Historians disagree on who invented the electronic game. But many credit Higinbotham's game, created using electronic laboratory equipment, as the first. One of the first commercially popular games, Pong, resembled Tennis for Two. |
| c. 1960 – c. 1970 | U.S. Defense Department developed ARPAnet, the forerunner of the internet, in the 1960's. |
| 1961 | More than 10,000 computers in use worldwide. |
| 1961 | The very first web page went live. British computer scientist Tim Berners-Lee first thought of the World Wide Web in 1989. The web page contained information on the World Wide Web project he developed at the European Organization for Nuclear Research, CERN, near Geneva, Switzerland. |
| 1961 | The American computer programmer Steve Russell developed Spacewar! Spacewar!, a highly influential game, was one of the first to pit two human players against each other. |
| 1971 | More than 100,000 computers in use worldwide. |
| 1971 | The first commercially sold arcade game was released. The American engineer Nolan Bushnell adapted the earlier Spacewar! game to create Computer Space. He installed the game on a coin-operated computer housed in a freestanding cabinet. The following year, Bushnell cofounded the company Atari to manufacture such arcade games. |
| 1972 | The Magnavox Odyssey, the first home video game console, was released. Invented by Ralph Baer, the Odyssey allowed a player to manipulate a dot the size of a single pixel (picture element) on the television screen. |
| 1972 | Pong, the first commercially successful arcade video game, appeared. Pong was a simple but fast-paced game based on table tennis. |
| 1975 | Microsoft began as an informal business partnership between former schoolmates Bill Gates and Paul Allen. |
| 1976 | Steve Jobs and Steve Wozniak founded Apple Computer, Inc. (now Apple Inc.) |
| 1977 | Apple released a new computer called the Apple II. The computer was successfully marketed as easy for anyone to operate, even people without electronics expertise. |
| 1980 | Atari released the arcade game Pac-Man. Pac-Man introduced the first widely popular video game character and inspired several sequels, a popular song, a television show, and various toys and other merchandise. |
| 1983 | Apple introduced the Lisa, the first commercial computer to feature a mouse and a graphical user interface (GUI). GUI is a system that enables users to interact with a computer using icons and other visual elements displayed on a screen. People could now issue commands by pointing to on-screen symbols and clicking a mouse rather than by typing instructions. |
| 1984 | Apple introduced the popular Macintosh desktop computer. |
| 1985 | Microsoft introduced the first of a series of operating systems called Windows. |
| 1985 | The Nintendo Entertainment System (NES) video game console was released. The NES became a huge international success, backed by technological innovations and a large catalogue of imaginative, high quality games. |
| 1985 | Nintendo released the video game Super Mario Bros. Super Mario Bros., developed by Shigeru Miyamoto, revolutionized gaming with its bright, friendly colors, original music, and imaginative characters. It was released as a cartridge for the Nintendo Entertainment System. |
| 1989 | The Nintendo Game Boy was released. Developed by the Japanese game designer Gunpei Yokoi, Game Boy was a battery-powered handheld game system. It featured a dim liquid crystal display (LCD) that displayed four shades of one color. Game Boy sold well with the help of a variety of popular games, including the puzzle game Tetris. |
| 1990 | About 100 million computers in use worldwide. |
| c. 1990 – c. 2000 | Virtual reality games appeared in arcades and stores in the 1990's. |
| 1991 | The first web browser enabled the public to use the internet more easily. |
| 1994 | The Sony PlayStation console was released. The electronics giant Sony Corporation entered the video game console market with the PlayStation. The console's CD-ROM discs could store much more information than video game cartridges. The extra storage space enabled the development of richer, more complex games. |
| 1994 | Yahoo!, a popular online portal, was launched. One of Yahoo!’s most widely used services is its search engine, which helps users locate websites and information on the internet. Yahoo! also offers communication services—such as Yahoo! Mail and Yahoo! Messenger—that enable users to send e-mail and instant messages to one another. |
| 1995 | Boeing 777, completely planned with paperless design CAD technique, went into service. |
| 1995 | Amazon launched as an online bookstore. Amazon has expanded to sell many types of products and services. |
| 1997 | Netflix, an online movie rental service, was founded. |
| 1998 | Google, Inc. launched its search engine. In addition to its search engine, Google offers a variety of products and services. The company's Android operating system runs many mobile phones, small computers, and other electronic devices. Google Chrome is a popular web browser, a type of program used to access and interact with websites. Google runs YouTube, a major video-sharing website. Google Maps, an interactive, searchable map service, provides satellite and street-level imagery and gives directions between locations. |
| 1999 | Blogger and LiveJournal, two popular blogging services, were launched. |
| 2000 | The computer game The Sims was released. Will Wright's The Sims let players build virtual neighborhoods, guiding the day-to-day lives of their inhabitants. The Sims won many new players with its innovative gameplay. But perhaps more importantly, the game allowed players to create their own content and share it with others over the internet, resulting in an online community of Sims enthusiasts. The Sims was followed up by numerous expansions and sequels. |
| 2001 | Wikipedia, a wiki-based encyclopedia, started. Wikis are websites that enable multiple people to quickly and easily edit their content. |
| 2001 | Microsoft released the Xbox console. The software giant Microsoft Corporation's first entry into the console market succeeded despite stiff competition from the PlayStation 2. |
| 2001 | Apple introduced the iPod, a peripheral device for storing and playing digital music. |
| 2002 | Friendster, a social networking website, was launched. Friendster allowed users to make new friends by making connections through current friends. |
| 2003 | The online software distribution service Steam was launched. Steam was initially created as a way to deliver computer game patches (updates). But the platform soon became a popular way for users to purchase electronic games. Steam opened up the computer game market to small, independent developers that lacked the funds to create and distribute physical copies of their games to retail stores. |
| 2003 | MySpace, a social networking website, was launched. MySpace is a social networking website that helps people make and communicate with friends and share photos, music, and videos, was launched. The website quickly grew in popularity, and in 2006, became the world’s largest social network with millions of users. In 2007, however, the website Facebook passed MySpace to become the most popular social networking site. |
| 2004 | Facebook, a social networking website, was launched. Facebook users can send messages to one another and share pictures, videos, articles, and more. Mark Zuckerberg, along with four other fellow students at Harvard University, founded Facebook in his dorm room. |
| 2005 | YouTube, a video-sharing website, was launched. YouTube is a video-sharing website where users can view, upload, and download videos. |
| 2005 | Reddit, a news and entertainment site, was founded. Reddit tracks the popularity of news stories and allows users to have discussions about a variety of topics in what are called “subreddit” areas. |
| 2006 | The Nintendo Wii console was released. The Wii had far less computing power than its competitors. But it captivated audiences with its unique, motion-sensitive controller. With simple, social, and active play, Wii games appealed to many people who had not previously been video game enthusiasts. |
| 2006 | Twitter, a social networking website, was launched. Twitter is a social networking website that allows users to post extremely short messages, called tweets. |
| 2007 | Apple released the iPhone. Before the iPhone, most cell phones had physical keys, tiny screens, and very limited—if any—internet capabilities. With its large touchscreen, robust internet connectivity, and ever-expanding suite of apps (applications), the iPhone revolutionized the cell phone industry. |
| 2007 | Tumblr, a microblogging service, was founded. Unlike traditional blogs that are published on personal web pages, microblogs (frequent brief messages) are usually posted on such sites as Twitter or Facebook. |
| 2010 | Apple Inc. released the iPad, the first widely used tablet computer. |
| 2010 | Instagram, a photo-sharing and social networking service, was founded. The mobile app (application) allows people to instantly post (upload) pictures and short videos onto social networking websites. |
| 2011 | The computer game Minecraft was released. In Minecraft, players explore and build worlds made of virtual blocks. The open-ended nature of the game attracted millions of players. |
| 2011 | Snapchat, a mobile messaging app, was launched. Snapchat, formerly called Picaboo, is an app (application software program) that enables users to share “snaps”—photos, videos, and messages—which disappear a few seconds after the recipient views them. |
| 2013 | Microsoft released the Xbox One console. The Xbox One featured access to more internet applications. It also came with an enhanced Kinect device. Kinect is a motion-sensing device that recognized spoken commands and enabled more active game play, with players controlling the action through gestures and body motions rather than a controller. In 2014, Microsoft began selling a cheaper Xbox One without the Kinect included. |
| 2013 | Sony released the PlayStation 4 (PS4) console. This console enables players to connect through the internet for social gaming and interaction more readily than did the PlayStation 3. |
| 2015 | Apple Inc. begins selling its first computerized "smart watch," called the Apple Watch. |
| 2016 | The Oculus Rift was released. Oculus's Rift headset allowed users to explore virtual reality (VR)—an artificial, three-dimensional computer environment. Inventors had been working for years to deliver a VR experience to customers, but previous VR systems had been beset by technological problems. |
| 2017 | Fortnite: Save the World and Fortnite Battle Royale were both released. |
| 2017 | Nintendo released the Nintendo Switch. The Switch functions as both a console and a handheld system, allowing players to play the same games at home or on the go. |
| 2020 | Sony released the PlayStation 5 (PS5) console. The PS5 was more powerful than previous PlayStation consoles. |
| 2020 | Microsoft released the Xbox Series X and the Xbox Series S consoles. The Xbox Series X was larger and more powerful, and the Xbox Series S was smaller and more economical. |