



PROJECT MUSE®

Tempest

Ruggill, Judd Ethan, McAllister, Ken S.

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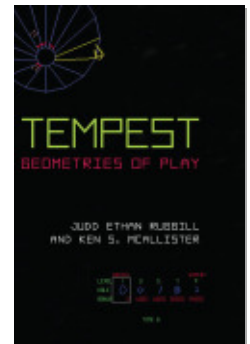
Ruggill, Judd Ethan and Ken S. McAllister.

Tempest: Geometries of Play.

University of Michigan Press, 2015.

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<https://muse.jhu.edu/>.



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APPENDIX A

Relevant Software and Hardware Companies Created between 1979 and 1982

1979

- Software
 - Activision
 - Edu-Ware Services
 - GST Computer Systems
 - Infocom
 - Sierra On-line
 - SOFEL
 - Strategic Simulations
 - Sullivan Bluth Studios
- Hardware
 - Saitek
 - Seagate

1980

- Software
 - ADK
 - Beagle Bros. Software
 - Beam Software/Krome Studios Melbourne
 - Brøderbund Software
 - Bug-Byte
 - Culture Brain
 - Datasoft
 - FASA Corporation
 - HAL Laboratory

- The Learning Company
- Mark Williams Company
- Spectral Associates
- Hardware
 - Elsa Technology
 - United Microelectronics Corporation

1981

- Software
 - Blitz Game Studios
 - Free Fall Associates
 - Games by Apollo
 - General Computer Corporation
 - Imagic
 - J.K. Greye Software
 - Kesmai
 - Level 9 Computing
 - Nihon Falcom
 - Optimized Systems Software
- Hardware
 - Cirrus Logic
 - Creative Technology
 - Kaypro
 - Kensington Computer Products
 - Labtec
 - Logitech

1982

- Software
 - Acornsoft
 - Addictive Games
 - Alligata Software
 - Argonaut Games
 - Artech Digital Entertainment
 - Autodesk
 - Eastgate Systems
 - Electronic Arts

- English Software
- Enix
- Fox Interactive
- FTL Games
- Greve Graphics
- HummingBirdSoft
- Imagine Software
- Interactive Picture Systems
- Lucasfilm Games (became LucasArts)
- Manley & Associates
- Micro Cabin
- Micronet
- MicroProse
- New Generation Software
- Quarterdeck Office Systems
- Riverhillsoft
- SPARKLE Computer
- Superior Software
- Technology & Entertainment Software
- Thinking Rabbit
- Ultimate Play the Game (became Rare)
- UltraCade Technologies
- US Games
- Visco Corporation
- Xtalsoft
- Zenobi
- Hardware
 - Advanced Gravis Computer Technology
 - Amiga Corporation
 - Compaq Computers
 - Dragon Data
 - Happy Computers
 - NABU Network
 - Orchid Technology

