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The Nintendo generation comes of age: The technologist of the future

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ABSTRACT

While many products and inventions have revolutionized the computer world, none has had a greater impact than the Nintendo. The Nintendo game was developed for the children of the Babyboom generation. Dubbed the Nintendo generation, these children have grown up in a digital world that they could control. This Nintendo generation have pushed the technological limits because they didn’t know any better. Now, this generation has locked onto the World Wide Web as their playground, displacing the previous analog generation.

INTRODUCTION

With the introduction of the Nintendo (a dedicated microcomputer processor that uses game paddles and ROM cartridges connected to a television set) in the early 1980s, the world experienced its first digital revolution. For the first time in recorded history a mass audience of remarkably young children had their first lessons in the power of the computer. This taste of the digital world would later become the backbone of the present growth and expectation of this remarkable machine.

Introduced to the public in the 1970s, the microcomputer has made a miraculous change in the way we perceive the world. From its once humble beginning as a hobbyist playtoy, the microcomputer has become a portable personal machine that can now connect its users with information success across the world, and whose functions and capabilities appear endless. While this dramatic improvement is a miracle, its true potential still lies in the dreams and expectations of the future user.
While the future is definitely bright for the digital world of tomorrow, we should not forget to thank those whose curiosity and creativity have brought us to this evolutionary position. The insightful ideas and visions of the Babyboom generation (those born between 1946 and 1964) have revolutionized the world and made the microcomputer a household product and their progeny have gone even further in skills and abilities.

BABYBOOM GENERATION

While the Babyboomers and countless other individuals have contributed to this microcomputer, the microcomputer has literally changed the world. However, the greatest legacy of the Babyboomers or their greatest contribution comes in the form of their children and their playing of video games. For the first time ever in the history of the world, a generation has grown up in a computerized world. With the introduction of the Nintendo game machine and all of its competitor companies like Sega, Intelevision and Atari, the Babyboomers' children experienced firsthand a taste of the power of computers.

Video games allowed Babyboom children to be in charge of a situation on a one-on-one basis where they controlled everything. The video games allowed the player "to lose themselves" in a digital environment and gave them complete control in this artificial (digital representation) world. It provided endless possibilities, adventures, and opportunities to improve sustained repetitions. Obstacles and "dead ends" that were so common in society, could now be overcome through a series of combination of the control pad or by completely destroying digital walls or worlds. The cultural innocence of the players brought up questions like, "Why can't I do this or that?" or "Why can't I play with him or her at the same time?" Questions like this and many others that the players thought up could not be answered at the time because the questions were puzzling to the programmers and game inventors alike. In fact, some of the implications were too advanced for the equipment at the time or nobody had thought about it before.

NINTENDO GENERATION

This digital world created an unanticipated expectation in these players (which we are dubbing the Nintendo Generation for those players under the age of 25 years old today) and built a computer foundation that was never seen in the professional world of computer or information technology. While the Babyboom generation can be given the title of inventor and master of the microcomputer, the Babyboom generation never once had such a core foundation or lofty expectation as do those of this Nintendo Generation. The reason was simple, there weren't the traditional constraints and barriers of preceding generations. Sure, the computer had been
invented and games like "Star Trek" were around where the Babyboom generation hunted for Klingons in a text-only environment or "Pong," eventually came along to give a little digital experience. However, since its acceptance into everyday life, the microcomputer has been subject to so many technological developments that a given machine may be outdated in less than a year.

The future of computers in both development and application will be in the hand of the children—children who have grown up with computers, played them since they could remember, and have no concept of the fact that computers are limited by technology. To the Nintendo Generation, this world should be digital. That is what they grew up with and that is what they expect. The digital construct of technology is slowly becoming a dominant framework as the world becomes connected and networked. Additionally, as technological advances increase, the World Wide Web is slowly being adapted into more and more applications.

The World Wide Web is the next evolutionary step in the information revolution. Its rise stems from the vision and expectation of the Nintendo Generation. Video games, computers, and arcades were fun and exciting but something was amiss: they were digital environments that could be seen, heard, manipulated, and at the same time were entertaining and challenging. However, there could be more notion of 3D and virtual reality (VR) lurking in the next phase. The result has been increased research and implementation of current VR technology with a greater understanding of the role VR could play in the coming years. The Internet with its address and 2D graphics falls short of a Digital Mall with 3D graphics, where one can interact, see, touch, and feel objects. Such possibilities are not seen as unattainable or a dead end, but rather as simple hurdles that could be jumped over as had been done in the games like Pacman and Super Mario Brothers.

NEXT PLAYGROUND

The next step in the computer technology is being driven by Nintendo Generation adapting to the Internet. This adaptation is called the World Wide Web (WWW). The WWW is the new playground of the Nintendo Generation. The WWW is rapidly advancing because of the drive and vision of this generation. Going from a GUI (graphical user interface) to revolutionizing the world of business, the Nintendo Generation is developing new applications, converting business organizations to live on the web and, once again, pushing technology to greater heights. Within a short period of time, the VR world will be the "everyday" technology and newer ideas will be forthcoming. Architects can now design and build homes in a digital environment, letting various parties actually see the completed work before its actual construction. Tourists can now visit foreign countries, museums, and galleries, all from the comfort of their home. Engineers can design and build parts before their actual development. Such opportunities save time, energy, money, and improve the overall efficiency of the production of an object. Such simple applications have overwhelming eternal benefits and are the base of the next step in computer technology.
SUMMARY

The microcomputer was created by the Babyboom generation. The microcomputer revolutionized the world. Then the microcomputer gave birth to the Nintendo game systems. The Babyboomer's children adapted to this new world of the digital environment which gave rise to the Nintendo Generation. The Nintendo Generation have come of age in an environment of microcomputers, played with them since they could remember and have no concept of the fact that computers are limited in technology. This philosophy created an environment for technological advances. New applications were invented which in turn generated newer and better technology. This led to the adaptation of the Internet to the World Wide Web. The WWW has become the playground of this generation. This new playground is now revolutionizing the business world. The Nintendo Generation, freed from the shackles of bounded technology and near instantaneous feedback systems, has begun to blaze a technological trail leading to the 21st century.