

SPACE WAR

Steve Russel and his friends

Digital equipment corporation (1962) had delivered a hulking new main-frame computer to the MIT electrical engineering lab –for serious scientific research- to design timing devices for the Manhattan project's atomic bomb. Steve Russell and his friends to indulge in a little creative slacking on the new machine have invent Space War. Having briefly considered trying to sell this curio, Russell and his team decided that no one would want to buy it, so they gave away the source code to anyone who was interested. Within a few years it was everywhere. It was the first video game.

The lesson: Give a man a tool and he will play with it

