

COLLOQUIUM

Intelligent Visions: A Very Early Introduction

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We are writing a book on Intellivision, provisionally entitled *Intelligent Visions: The Intellivision System, Video Games, and Society*. Intellivision, developed by Mattel Electronics in the late 1970s and early 1980s, is one of the most important but understudied home video game systems. In this informal talk, we will present this project, very much in progress, and introduce some key working concepts under development, including productive constraint, systems theory, and transplatform. We will explore our multidimensional approach to Intellivision as social history, computational infrastructure, design platform, and gaming space. Finally, we will discuss how Intellivision provides a crucial alternative history to Artificial Intelligence (AI), with consequences for anthropology and STS.

Thurs Jan. 31, 2019

3:30-5:00pm

SBSG 1517



Intellivision is a system that consists of:

1. *The Master Component*
2. *The Keyboard Component**

(*Each Sold Separately)

The heart of Intellivision is the Master Component. Separately, it provides a variety of entertainment and game play.

When available the Keyboard Component will expand the system to provide programs in self education, personal improvement and family information processing.

Intellivision—The future today! Try Intellivision yourself by using the display instructions.

