

Ross A. Dannenberg contributes to a book on video game history

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Mr. Dannenberg is a contributor to the book [Before the Crash: Early Video Game History](#). The book gives readers a thorough overview of the early days of video games. The technologies of early video games are investigated, as well as the cultural context of the early period—from aesthetic, economic, industrial, and legal perspectives. Since the video game industry and culture got their start and found their form in this era, these years shaped much of what video games would come to be. This volume of early history, then, not only helps readers to understand the pre-crash era, but also reveals much about the present state of the industry.

Please click [here](#) for more information on this book or to place an order.

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