Guide to the Michael Newman journal articles collection

Electronic files maintained on the ICHEG Library and Archives drive.

[Article number on this guide corresponds to file number in folder. Newman’s original file names remain within the folder.]

2. Annotated copy of above article (Smith, “The Impact of Computerization on Children’s Toys and Games,” 1981)
40. Blip: The Video Games Magazine, Vol. 1, No. 4, May 1983. (entire issue)
42. Blip: The Video Games Magazine, Vol. 1, No. 6, July 1983. (entire issue)


143. Adamo, Sue. “Hollywood is Game,” Film Comment, January/February 1983.


183. Advertisement: “A whole new Magnavox for ’78 is coming to your town soon.” Unidentified source, n.d.


192. Advertisement: “You get the same 25” hobby-kit color TV from three different schools.” Ad for NRI Schools, in Mechanix Illustrated, n.d. (c. 1978)
200. Advertisement: “A whole new Magnavox for ’78 is coming to your town soon.” Full ad, in Merchandising, n.d. (c. 1978)
205. Advertisement: “Sony customers don’t buy different products. They buy different Sonys.” Ad for Sony, in Merchandising, n.d. (c. 1980)
206. Merchandising staff. “At the Toy Fair - Producers extending electronics well beyond games and vehicles,” Merchandising, n.d. (March 1980?)
208. Advertisement: “Activision presents games that are a challenge to play, but easy to sell.” Ad for Activision, in Merchandising, n.d. (c. 1981)
223. Advertisement: “Energize your work for better productivity.” Ad for Muzak, unidentified source, n.d. (c. 1973?)


338. Photograph with caption: “Bloomingdale’s shoppers: This Christmas anything to do with outer space is in.” Unknown source, n.d.
340. Williams, Dmitri. “A Brief Social History of Game Play,” University of Illinois at Urbana-Champaign, n.d.


431. Advertisement: “If you can’t stop thinking about word processing, maybe you should see an analyst.” Ad for Xerox, in Business Week, n.d. (January 1977?)