

Chapter 1 : Top Ten Nineties Songs Download Mp3 (MB) â€“ Download Mp3 Music Trending

The s (pronounced "nineteen-nineties" and abbreviated as the nineties) was a decade of the Gregorian calendar that began on January 1, , and ended on December 31,

Both these factors contributed to the emergence of a number of independent record labels , often run by people in bands in order to release their own music and that of their friends. The independent labels Lookout! Skate punk broke into the mainstream in the mids, initially with the Northern California-based skate punk band Green Day and in the late s with the Southern California-based pop punk band Blink as well who all achieved massive worldwide commercial success. Soon after the release of Dookie, The Offspring released the album Smash. The album sold over 14 million copies worldwide, setting a record for most albums sold on an independent label. By the end of the year, Dookie and Smash had sold millions of copies. In , Blink made a breakthrough with the release of Enema of the State , which sold over 15 million copies worldwide receiving multi-platinum status in the United States , Canada , Australia , Italy , New Zealand and platinum status in Europe and the United Kingdom. Green Day are seen as the biggest act in punk rock whilst Blink are seen to have the most influence on later bands like Fall Out Boy and All Time Low. Heavy metal[edit] Many subgenres of metal developed outside of the commercial mainstream during the s. Pop rock and singer-songwriter[edit] In the s, there was a revival of the singer-songwriter movement of the s. Pop[edit] Michael Jackson had been a major figure in the music industry for nearly three decades by the s. The American vocal group Backstreet Boys became one of the most commercially successful boy bands of the s. Britney Spears became one of the most successful pop singers of the s. Michael Jackson achieved continued critical and commercial success in the s with his album Dangerous which sold 35 million copies and his follow-up HIStory which sold 40 millions units 20 million copies of the double disc set. In , Jackson released Blood on the Dance Floor: HIStory in the Mix which became the best-selling remix album of all time, a record it still holds with over six million copies sold. Their impact brings about a widespread invasion of teen pop acts to the US charts which had been predominantly dominated by grunge and hip hop prior to the success of the group. At the end of the decade, Britney Spears and Christina Aguilera had huge successes with their hit singles, " Baby One More Time " and " Genie in a Bottle " and respective debut albums which remain among the best selling of all time. In , she also had her most acclaimed album to date, Ray of Light , which has sold over 16 million copies worldwide. Cyndi Lauper released her first mature album Hat Full of Stars , which leaves complete the image of her first two albums, but it is highly praised by critics even though it did not achieve commercial success.

Chapter 2 : Snoop Dogg and Photojournalist Chi Modu on Defining a Hip-Hop Era – WWD

Although it seems somewhat premature, in Defining the Nineties the chief curator at America's newest museum for contemporary art, MOCA Miami, attempts to identify the emerging artists of the Nineties, to define the characteristics of their works, and to explore the impact of the marketplace.

In 1990, the ending of the civil war and the return to political normalcy in Lebanon began. With the peace among all factions in Lebanon, the rebuilding of Lebanon and its capital, Beirut, started. Israeli military forces withdraw from the Palestinian territories in compliance with the accord, which marked the end of the First Intifada a period of violence between Palestinian Arab militants and Israeli armed forces from 1987 to 1993. The Palestinian National Authority is created in 1994 in accordance with the Oslo Accords, giving Palestinian Arab people official autonomy over the Gaza Strip and West Bank, though not official independence from Israel. In 1994, a peace treaty is signed between Israel and Jordan. He remained in the cabinet as Senior Minister. In July 1994, North Korean leader Kim Il-sung died, having ruled the country since its founding in 1948. His son Kim Jong-il succeeded him, taking over a nation on the brink of complete economic collapse. In the Philippines two Presidents were elected, Fidel V. Ramos in 1992 and Joseph Estrada in 1998. Indonesian president Suharto resigned after ruling for 32 years – German reunification – Germany reunified on 3 October 1990 as a result of the fall of the Berlin Wall and after integrating the economic structure and provincial governments, focused on modernization of the former communist East. People who were brought up in a socialist culture became integrated with those living in capitalist western Germany. Less than two years later on the infamous Black Wednesday of September 1992, the pound sterling crashed out of the system after the pound fell below the agreed exchange rate with the Deutsche Mark. The restructuring of the Soviet Union destabilizes, as nationalist and separatist demagogues gain popularity. Boris Yeltsin, then chairman of the Supreme Soviet of Russia, resigns from the Communist Party and becomes the opposition leader against Mikhail Gorbachev. Yeltsin became president of the successor Russian Federation and presided over a period of political unrest, economic crisis, and social anarchy. On 31 December 1999, Yeltsin resigned leaving Vladimir Putin as acting president. The European Union forms in 1993 under the Maastricht Treaty. It affirmed both the right of the people of Ireland to self-determination, and that Northern Ireland would be transferred to the Republic of Ireland from the United Kingdom only if a majority of its population was in favour of such a move. It included, as part of the prospective of the so-called "Irish dimension", the principle of consent that the people of the island of Ireland, had the exclusive right to solve the issues between North and South by mutual consent. This marked the beginning of the end of 25 years of violence between the IRA and the United Kingdom, and the start of political negotiations. The Belfast Agreement a. A total of 1, ballots were spoiled. The National Assembly for Wales established following the Welsh devolution referendum, was held on 18 September 1997 in which voters approved the creation of the National Assembly for Wales by a majority of 6, votes, or His administration is marked by economic development but also by numerous human rights violations La Cantuta massacre, Barrios Altos massacre, and a rampant corruption network set up by Vladimiro Montesinos. Notable world leaders[edit].

Chapter 3 : Janus Films " Chungking Express

Popular music in the s saw the continuation of teen pop and dance-pop trends and their era defining concerts at continued their success into the nineties.

By the last decade it feels fantasy flavored SF had overtaken hard science fiction in popular appeal, but many of the most successful science fiction books of the s were about space travel. Vernor Vinge, Iain M. Banks, Dan Simmons, and Peter F. Hamilton began paving the way for the New Space Opera of the s. And more than ever, science fiction is concerned with the post-human future. SF writers of s represents the centennial descendants of H. Where Wells explored the impact of Darwinism, s science fiction writers were inspired by NASA interplanetary probes, the Hubble Space Telescope, and the many breakthroughs in contemporary cosmology. Heinlein, Asimov and Clarke loom large in our history, but modern science fiction writers stand on their shoulders and see much further than they ever imagined. Yet, I would claim by the s that it was obvious that science fiction had forked in its evolution. NASA will never be able to send a probe to either of these universes. A handful of writers dominated the decade with their series books. Kim Stanley Robinson set the standard for hard science fiction with his decade spanning Mars trilogy. He won two Hugos and one Nebula by writing about a realistic colonization of the Red planet. Lois McMaster Bujold had so many award winning books in the s that picking the best is impossible. The Vorkosigan Saga just keeps on growing. And fans debate whether new readers should follow publication order or internal chronological order. Willis has carved out a much loved series based on time travel and history, blending two genres together, and like Bujold, Willis keeps expanding her series today. Some people have asked me how I make up these lists of memorable science fiction books. The first one, about the s, was more from personal memory, but eventually I discovered various resources I used for the later decades. I start with Internet Speculative Fiction Database. I use its advanced search and look up novels, language and type. I only worry about books in English. I go down their listings looking for books I remember reading or reading about. Most valuable is whether the book made the Locus Poll that year. I also study various best of lists to discern long term popularity. I look for books that get picked time and again. This is how I create the short list called the Best Remembered books. The longer Defining Books list are those books which got particular notice during the year they came out. Most of these have been frequently reprinted and are often on some of the best SF of all time lists. I avoided fantasy novels unless they won or were nominated for the Hugo, Nebula, or other SF award. Best of Book Lists.

Chapter 4 : Defining the 1990s

It was the era before social media and when being flashy wasn't necessarily a bad thing. Welcome to MsMojo, and today we'll be counting down the top 10 decade-defining fashion trends of the 1990s.

But what about the company that is not born with great DNA? How can good companies, mediocre companies, even bad companies achieve enduring greatness? For years, this question preyed on the mind of Jim Collins. Are there companies that defy gravity and convert long-term mediocrity or worse into long-term superiority? And if so, what are the universal distinguishing characteristics that cause a company to go from good to great? The Standards Using tough benchmarks, Collins and his research team identified a set of elite companies that made the leap to great results and sustained those results for at least fifteen years. The Comparisons The research team contrasted the good-to-great companies with a carefully selected set of comparison companies that failed to make the leap from good to great. Why did one set of companies become truly great performers while the other set remained only good? Over five years, the team analyzed the histories of all twenty-eight companies in the study. The Findings The findings of the Good to Great study will surprise many readers and shed light on virtually every area of management strategy and practice. The research team was shocked to discover the type of leadership required to achieve greatness. To go from good to great requires transcending the curse of competence. A Culture of Discipline: When you combine a culture of discipline with an ethic of entrepreneurship, you get the magical alchemy of great results. Good-to-great companies think differently about the role of technology. The Flywheel and the Doom Loop: Those who launch radical change programs and wrenching restructurings will almost certainly fail to make the leap. In 1994, he returned to his hometown of Boulder, Colorado, to found his management laboratory, where he conducts research and works with leaders in the corporate and social sectors. More about Jim and his works can be found at his e-teaching site, where he has assembled articles, audio clips, a recommended reading list, discussion guide, tools, and other information. The site is designed to be a place for students to study and learn.

Chapter 5 : What was the defining characteristic of the nineties? | The Blewog Blog

Defining the '90s Posted on January 2, August 22, Author Ivan Jose The '90s decade ushered in essential reforms in music, style, attitude, and habits.

With some impressive technology, ease of development and a heavy marketing budget behind them, Sony rallied a number of the best game developers in the industry to create a powerhouse library of games – many of which laid a solid foundation for generations to come. If you want to learn more about the actual Playstation hardware history, library, accessories, and how it fits into a retro gaming lifestyle today, check out our Playstation Beginners Guide. Due to the size of this article and the variety of games discussed, it quickly became a group project. Thanks to all for their contributions and I hope everyone enjoys the results! After Nintendo breached the contract and ultimately decided to ditch the CD format, Sony decided to create the PlayStation on their own and make Nintendo regret their decision. In addition to a new competitor in Sony, Nintendo suffered from the loss of Squaresoft as premier third party publisher. For many impressionable youths in this new gaming generation, it was an introduction to the genre and was an early showcase of what could be done with computer generated cut-scenes and story-telling. Even though it may not have been the greatest Final Fantasy in terms of game mechanics, it is definitely high on the food chain in terms of iconic characters and experiences from the bit era. Final Fantasy VII finished up with 9. The length of the games was also quite impressive. While Square would not see nearly as much success in these areas, the games did endear more fans to the company, leading some to speculate that Squaresoft alone could pick which console would win the generation wars. Selling over 7 million copies during its lifespan, the game would become one of the highest selling games in the bit generation. Of course, it also was the beginning of a franchise that would help sell millions PS2s and PS3s for years to come. The game mechanics came as such a pleasant surprise to mainstream gamers that Metal Gear Solid is often credited as having created the popularizing the Stealth genre that is now filled with many blockbuster titles. And despite some criticisms about the short length of the title, the constant cut scenes, and how easy it was to avoid enemies, some gamers could argue they did it, or at least came close. However, Metal Gear Solid seems to be one of the few exceptions to the rule. Even though the game was remade on the Gamecube, it is still strongly recommended that one play the original version of this classic on the PlayStation. While the Crash series has seen 14 titles, with over 20 million games sold worldwide, the PlayStation era yielded the largest impact. Crash had a couple of things going for it during the bit era. In addition to the advertising campaigns, Crash Bandicoot was one of the first 3D platforming games that were worth playing. The series would see annual releases up until , with the second and third games, Crash Bandicoot 2: Cortex Strikes Back and Crash Bandicoot 3: Warped, being released in and respectively. Both continued being platformers, though introduced major changes for the better. Indeed, Crash 3 is considered by many to be the best of the entire series, as well as one of the greatest platformers of all time. From there, the series branched out, with the release of Crash Team Racing, a kart-racer like Mario Kart. Seeing only two releases on the PS1, both titles serve as some of the best-selling racing games in history. The original Gran Turismo holds the honor of being the highest selling PlayStation game in the world, with over 10 million copies sold. From the beginning of the series, the developers at Polyphony Digital were committed to make sure the models and handling of the vehicles were as true to life as possible with the technology at hand. Everything from physical to accurate audio was taken into consideration. In addition to having relatively accurate representations of each of the featured cars, players were able to tune the performance to their liking. The first game featured over 20 selectable vehicles and 11 racetracks, as well as a soundtrack featuring the works of Chemical Brothers, Garbage, Feeder, and more. Gran Turismo 2 continued this success, with nearly 100 playable vehicles and 27 tracks, as well as being released with a full soundtrack. The game was so large that it required two disks, something unheard of in a racing game. Check for Gran Turismo Series on eBay Tekken 3 While the Tekken series may have been one of the greatest selling 3D fighters on the PlayStation console, it is specifically Tekken 3 that deserves special attention. Considered the pinnacle of the series, Tekken 3 brought over fifteen new characters, a revised combat system where moves were easier to combo, the z-axis and

side-stepping were made key to avoiding attacks, and jumps were severely toned down. When brought over from the arcade, mini-game modes like Tekken Force and Tekken Ball were added on top of the older modes from Tekken 2. Backgrounds became more limited and character models had frames of animation removed as well as lower polygon counts and fewer textures. The game also was forced to a lower resolution. The new gameplay was left largely intact, however, and including all unlockables, the roster held an impressive 23 characters. At its release, changes to the combat engine were happily accepted and the game was considered almost perfect by reviewers. Three out of four reviewers at Electronic Gaming Monthly gave the game a 10 out of 10, with the last giving a 9. Years later, the game is still considered one of the best, appearing on Top 10 lists. As of this writing, Game Rankings rates Tekken 3 as the 10th highest rated game of all time, much to the ire of Virtua Fighter fans everywhere. Check for Tekken 3 on eBay

Tomb Raider Series The Tomb Raider games may seem like standard fare now, but back in , the series was revolutionary in more ways than one. First of all, Tomb Raider was one of the first 3D action adventure games on the market and had excellent use of 3D environments in an era when most developers were still trying to wrap their brains around truly 3D game design. In addition to the relatively expansive and innovative game design, Tomb Raider was also a trailblazer in terms of character design. However, it was hard to ignore the fact that Lara Croft was not your typical game protagonist. While the extra curvy character design raised some eyebrows and attracted some extra attention from young male gamers, Lara was more than a pretty face. Once gamers played the games, it was obvious that Lara Croft was more of a female Indiana Jones-meets-James Bond than a stereotypical pin-up girl. Developed by the relatively small team at Core Design which was newly acquired by Eidos , Tomb Raider was a quite ambitious project, but the early hype and the large sales impact the game had at the launch took the team by surprise. After blowing the gaming industry away, Eidos pushed Core to have Tomb Raider II ready to ship by the holiday season of Even under such a tight deadline development was finished in nine months , Tomb Raider II was a solid product that adequately improved over the original with superior graphics, twice the scope, more flexible controls, and the ability to use vehicles. In the end, Core Design pumped out five solid, blockbuster games in as many years and gave not only the PlayStation, but also the entire gaming industry one of the most iconic characters of a generation. Check for Tomb Raider Series on eBay

Resident Evil Series Capcom had a lot to offer when it came to two-dimensional games, but with the rise of the PlayStation and the demand for the 3D games, Capcom needed to reinvent itself a bit to stay ahead of the competition. The Resident Evil games typically followed the exploits of two characters as they end up ensnared in a diabolical plot by the Umbrella Corporation, a leading pharmaceuticals company. The main objectives of the games were to conserve ammunition and health items while dealing with limited inventory space, bizarre puzzles and fetch quests, and attempting to avoid such enemies as zombies, dogs, giant spiders, and other creatures that will make you jump out of your seat. They were also known for their tank-like character controls. Something Resident Evil has never shied away from is violence. While all three games would later see re-releases or remakes on other platforms, the PS1 was the place to play them when they were cutting-edge. The Resident Evil series has remained tremendously successful, seeing multiple spin-off titles, sequels, prequels, numerous game-based merchandising, ports and remakes, as well as comic lines, book series, and films. Check for Resident Evil Series on eBay

Ridge Racer Series The mids saw an arms race on the arcade scene, with more and more powerful graphics engines being developed in response to waning player interest and increasingly popular home consoles. The result was a huge gap between arcade games and console ports in many cases. So when new PlayStation owners popped in this disc and saw Ridge Racer running smooth and playing even smoother on their TV at home, it was enough to change the mind of even the most skeptical gamer about whether Sony was worthy of entering the home market. Two other aspects of the game held up perfectly, however – the gameplay and the audio. Ridge Racer on the PlayStation was actually a fairly light on content, though it did go beyond what the coin-op machine offered. There was essentially a single track that also had an extension section filled with hairpin turns on the harder difficulties. Coming in first on all four races beginner, medium, expert and time trial unlocked the reverse courses. A little trick running through the wall behind the starting block at more than 60 mph also unlocked mirror courses, for a total of 16 ways to race the track. Beating a Galaxian mini-game during the load sequence unlocked eight

more cars in addition to the original four, and beating the impossibly fast 13 black car on the time trial unlocked it as well. Ridge Racer was also notable because it was the first Namco game on the PlayStation. Namco went on to become a huge force on the system. It rarely published games on other consoles, and essentially became a defacto second party developer for Sony, much like Squaresoft did for Nintendo in the bit era. It supported the PlayStation with dozens of games, include three more Ridge Racer titles. It was not the first, with titles like Ogre Battle: March of the Black Queen being released on Super Nintendo, but it sold significantly more units and brought tactical RPGs to the masses. Tactics actually shared much of the same team that made Ogre Battle and Tactics Ogre. Instead of pushing 3D graphics and focusing on visual story-telling, Tactics took an old-school approach with sprites and a rotating, isometric playing field. The classic combat gameplay found in Tactics is just as outstanding and is really the star of the show. Much like a game of chess, Tactics forces players to think carefully about each move, to plan ahead, and to bring the best possible strategies to duke it out against many challenging opponents. Many games, since its time, have attempted to copy and improve on its formula, but none have managed to do so with the same dramatic flair and unusual style as Final Fantasy Tactics. Indeed, probably the greatest problem Final Fantasy Tactics had would also be the thing that would make it popular: While this likely led many fans of the Final Fantasy series to pick it up, it also led to its inevitable overshadowing by Final Fantasy VII, released only a few months before it. However, Tactics was still quite successful, selling about 2 million units. When all was said and done, Final Fantasy Tactics is one of the most involved, serious, and well-rounded strategy RPGs out there. Despite being more than 6 years old, it remains as playable and fascinating as ever. Final Fantasy Tactics is notable for its well-crafted storyline, which might actually be one of the best in the Final Fantasy series. The Spyro the Dragon games are cartoonish 3D platformers that were quite popular with the younger crowd, but also had enough substance to keep established gamers entertained as well. And like Crash Bandicoot, the Spyro games were some of the few non-Nintendo platforming games that did well in 3D. The Spyro games each featured free-roaming 3D environments, fantasy and futuristic locales, and even crossed over to the Crash Bandicoot series from time to time. In fact, several of the later PlayStation Crash games would feature demo discs for Spyro titles, and vice versa. Of course, the games each centered around Spyro, a cocky little purple dragon that is a bit on the curious side. When enemies come and invade the various fantasy worlds that Spyro inhabits, he inevitably must go out and solve the problem, usually with the help of a group of friends. Though Spyro would branch out in later years to different consoles and handhelds, three titles were released on PlayStation. These three were the only three designed by Insomniac Games, and are often considered the best of the series. Symphony of the Night would mark a turning point in the history of all Castlevania games. It would follow the son of Dracula, Alucard, instead of a Belmont clan member. While these ideas had been tried in passing in Castlevania II: Perhaps one of the most important features of the game is its 2D style.

Chapter 6 : Games That Defined The History of the PlayStation (PS1) - RetroGaming with Racketboy

Subject: Re: Defining the "Early Nineties" Written By: bbigd04 on 01/09/06 at pm To split hairs, to me the mid '90s is the second half of , the entire years of and '96, and the first half of

Defining the "Early Nineties" Written By: Pretty much the span from when Kurt Cobain shot himself to when the first episode of "South Park" aired. Also, is when the technology boom began to start, and Clinton was in office. The embryonic stages of the 90s, it was a time that was "less late 80s", then actually a continuation of the late 80s. I remember feeling a real difference between and , but the thing is you kinda had to have been old enough to remember it well to know what I am talking about. No one would dare walk around saying something like "totally radical dude! People in my school were not wearing the exact same fashions in , but the thing is the aesthetic was not vastly different from either. So since the aesthetic was sorta the same, to someone born in or they would not be able to tell a whole lot of difference between the early 90s and the late 80s because it was more of a "less " time. In my opinion the atmosphere and mood of and was not an 80s atmosphere at all, but there was still this vague late 80s look still around. Some girls still held onto big hair, some dudes still held onto mullets. Some people still held onto neon clothes. And all of this is what trips people up about the early s. Again it was more like "less " and also the early early stages of what would be the 90s. If you are watching a TV show or movie that has this 80s look to it, but not really, then it probably is from the early 90s. I guess my opinion would be by pop culture and political events, not actual timeline: Actually, I see what you mean about , based on my experience with and That really began in , fall The "early 90s" to me, if you are talking about the real 90s, would be and I consider to be the "mids", are what I would call the late 90s even though 99 was actually only psuedos in a way. Actually, in many ways MC Hammer himself was pseudos.

Chapter 7 : Defining the "Early Nineties"

Music 66 Songs That Define The '90s For Better Or Worse. In a rough chronological order, these are the most '90s hits of the '90s.

Chapter 8 : The Defining Science Fiction Books of the s â€“ Auxiliary Memory

3. Will Smith playing Nintendo in a backwards hat, on a zebra rug, wearing Nike Air's, zubaz pants, and a Mariah Carey cd on the ground.

Chapter 9 : s in music - Wikipedia

Title Defining the nineties: consensus-making in New York, Miami, and Los Angeles / edited by Bonnie Clearwater ; essays by Bonnie Clearwater, Michael Duncan, and Allan Schwartzman.