

Game Design & Development I

CGR 125

Professor Ryan Morrison

Game Analysis 4 (Console Comparison)

Purpose

- Reinforce students' knowledge on current console knowledge and be able to decipher the difference between benefits and features.

Instructions

- The current console on the market offer some similar and some very diverse features and benefits to the current market.
- Create a full analysis of the market's current consoles and highlight their top features and what the public appeal may be. Analyze what the current market wants and what they don't want and how that measures with each console.
- You should also feature some of the more outstanding cons of the current consoles as well. These negative features or console hazards as they may be could be some of the reasons other consoles are ultimately purchased.
- Overall your analysis should cover all features positive and negative and what effect they may bear on our market, You may want to investigate into some of the particulars of the basis of these systems and go into their predecessors as well (Playstation>PS2>PS3).
- The analysis can include a table to better organize the listed or discussed features but should be in addition to your analysis paper.

Table example:

○ Console	○ XB360	○ Wii	○ PS3
○ Pros			
○ Cons			

**see Analysis requirements for particulars on writing the paper*