

8th and 9th Generation Gaming Consoles

PlayStation 4 / Slim / Pro (2013 - 2020)



The PlayStation 4 or PS4 for short, created and released by Sony in Nov 15, 2013 NA. Made to be the successor to the PS3, currently at 10 years old. Later versions were released such as the PS4 Slim on Sept 15, 2016 then the PS4 Pro on Nov 10, 2016. The PS4 was finally replaced after 7 years by the PS5 on Nov 2020. The console's DualShock controller was praised as ergonomic and refined, while the touchpad gained more praise because of the innovation.

Xbox One / One X (2013 - 2020)



The Xbox One, created and released by Microsoft in Nov 22, 2013 worldwide (with exceptions of Japan and China), made to be an "All in one entertainment system" rather to be just a gaming console. The device could be used to play Blu-ray discs and television programs. The first version was replaced later by the Xbox One S in 2016, then by the Xbox One X in 2017 then those were replaced by the Xbox Series X/S in Nov 10, 2020.

Wii U (2012 - 2017)



First of the Nintendo 8th Generation gaming console and successor of the original Wii. Released Nov 18, 2012, it was the first console of Nintendo to support HD graphics. Used with an assortment of controllers starting with the Wii U GamePad Pro Controller, Wii U Remote, Balance Board, A Nintendo Classic Controller and more. It was praised for it's innovative GamePad

PlayStation 5 / (2020 - Present)



After the massive success of the PS4 and its versions and extensive lifespan of 7 years, Sony released the PS5 on Nov 12, 2020. The console featured a base model and Digital Edition which eliminated the use of the optical disc drive. Main features are the inclusion of a solid-state drive (SSD) for the high-speed storage performance, AMD graphics which

Xbox Series X/S (2020 - Present)



First 9th Generation gaming console. Released in Nov 10, 2020. It featured the inclusion of solid-state drives, first console to include ray-tracing and spatial audio and, ability to use machine learning to render games with High-Dynamic-Range Rendering (HDR). The lower end Series S was designed to render games at 1440p at 60 frames per second,

Nintendo Switch (2017 - Present)



Created by Nintendo as a successor to the Wii U. Released in Nov 22, 2017, the Nintendo Switch was developed as a hybrid console, able to be used as a handheld device or to be docked with the included port and played with the wireless Joy-Con controllers or just simply Joy-Cons. A newer version was released which focused on the handheld

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Xbox Series X/S (2020 - Present)



First 9th Generation gaming console. Released in Nov 10, 2020. It featured the inclusion of solid-state drives, first console to include ray-tracing and spatial audio and, ability to use machine learning to render games with High-Dynamic-Range Rendering (HDR). The lower end Series S was designed to render games at 1440p at 60 frames per second, which was a step-up from Xbox One at 1080p while the Series X had the ability to render at 4K resolution at 60 frames per second. Backwards-compatibility of the Series X/S enabled the player to load and play games including games from the Xbox 360 that are compatible with the Xbox One.

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8th/9th Gen Consoles

C:/Users/USER/OneDrive/Desktop/index/sa2.html

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<https://www.xbox.com/en-US/consoles/all-consoles>

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