**XBOX ONE OPERATING SYSTEM**

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# Abstract

The Xbox gaming console uses a unique and cutting-edge operating system built by Microsoft. This article will break down the fundamentals of the Xbox OS, including its development, function, updates, user interface, and additional features, leading into a conclusion.

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# Introduction

Unlike a typical computer, the Xbox One gaming console uses a total of 3 operating systems, leveraging each of their strengths to achieve maximum performance depending on the situation. At launch, a slimed down version of Windows 8 initially ran on the machine before it eventually was updated to Windows 10. In addition, Microsoft Hyper-V operating system is run on the Xbox One allowing virtual hardware and machines. The inclusion of Hyper-V in Xbox One grants much greater flexibility to adapt as features and usage changes throughout the lifespan of the device. Since the previous generation, the Xbox team improved the operating system for instant access to the hardware while integrating the key Windows kernel to give access to web powered applications. The third operating system connects the two together in a sort of nexus, giving the ability to instantly switch between multitasking apps and games.

Development

When Microsoft’s team of engineers designed the Xbox One, the goal was to revolutionize the living room with the new console generation. A new system serving as more of a living room experience than a gamebox. In terms of power, the Xbox One boasts 8gb of ram memory to the previous generation’s 512 MB along with the claim that it delivers eight times the graphical performance over their last. As a bonus, game developers can offload additional blocks of processing power to the cloud, freeing up local power to be utilized. The software loaded on the new Xbox would now be able to perform much more complicated and intense processes such as multitasking. Xbox’s host OS boots the console, owning all resources and memory as well as acting as a security layer. This layer is locked to game developers. The second partition runs Windows on a virtual machine to run applications such as Netflix or Internet Explorer. Shared in the same partition is the Xbox Shell and system services such as audio and networking. 3Gb of RAM and 2 CPU cores are used solely for this portion of the OS.

# User Interface

# Tile layout

# Functions

multimedia

# Updates

Windows 8 to windows 10 core

# Additional Features

Backwards compatibility

# References