

Xbox one vs 360

2A

My computational artifact(s) are the xbox 360 and the xbox 1 which i will be comparing their innovations in the gaming world/industry. These two have had a major effect during their respective generation.

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They both had pros and cons. One pro of the 360 was its controller and xbox live. While one major con was it's inferior format - HDDVD. One con to xbox one was its lack of first party titles for a long time. Pros of the xbox one include 4k capabilities and more indie games being developed for it.

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Both of these releases had a major effect on the economy at the time of the releases, generating millions of dollars in revenue for multiple companies. During the release both companies like microsoft to gamestop all the way to game publishers and developers.

People from all over the world were all able to connect with each other and talk and game together with the online service xbox live.

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Both the xbox one and 360 have xbox live. Xbox live works by connecting millions of people across the world to each other and letting them play with each other.

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There are many risk with online services when you sign up/use them. For instance your information could be stolen or your account could be hacked. When your account is hacked your information like credit/debit card or personal information can be stolen and sold. Also there are other risk of playing with others online. For instance when playing online others might have mods on games that don't allow mods to be used.

Artifact:

<https://docs.google.com/drawings/d/1ZGiEcEHonVjhzIjLdvAQNMFPeolpIpS4UrgzJ1ph8Ho/edit>



References

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<https://en.wikipedia.org/wiki/Xbox>

http://www.ign.com/wikis/xbox-one/Xbox_One_Hardware_Specs