PS5 vs XBoxSX

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11 th June 2020, Sony finally revealed the PS5, their next-generation console, and the major competitor for Microsoft’s Xbox series X, which was unveiled on December 12, 2019. The two companies have been rivals ever since the days of the XBOX 360 and the PS3 and 15 years later, nothing has changed. Sony’s PS4 was the clear winner during the previous generation of consoles, but Microsoft has learned from its earlier mistakes with the Xbox One and intend to not repeat them once again. Both consoles have made major upgrades compared to their predecessors, but the real question is which console is truly superior?

Xbox series X vs PS5: Price and release date Neither company has announced any specific release date or price, but both are expected to be available for sale in late 2020. Several leaks suggest that the ps5 will be pegged at between 450-499 USD, whereas the price of the series X remains unknown. Microsoft will have to be clear with its price as the Xbox 1 was more expensive and was slower than the PS4 at launch and they cannot afford to make such a mistake again. A key detail is that Sony will be limiting the purchasing rate to one PS5 per person.

The series X will have a matte black cuboidal design in the shape of a rectangular ‘tower’ that resembles a small desktop PC with an illuminated Xbox logo and a disk slot on the front. A single large fan present at the top of the Xbox Series X will provide cooling and allow it to be positioned vertically or horizontally and should allow for relatively quiet performance.

The PS5 has a completely new colour scheme, replacing the signature space-age black of the past 3 consoles with a new vibrant white and black look, paired up with a futuristic design for the console.

The most notable additions to the Xbox Series X controller are haptic feedback and the introduction of a prominent share button in the centre of the controller to send content to friends, much like Sony had introduced with the PS4's DualShock 4. Less visible changes are the updated hybrid D-Pad and improved latency to eliminate the delay between a button press and action occurring on the screen. Finally, the new controller is smaller than the Xbox One controller and will be backward compatible with the older console.

The new PS5 controller, the DualSense, will also be including haptic feedback in the L2 and R2 shoulder buttons, which are going to be adaptive. The DualSense will finally be containing a microphone inside the controller, a highly anticipated addition; which will allow a person to communicate with their friends directly through the controller, instead of relying on a headset. Another change is that the ‘Share’ button has now been replaced by the ‘Create’ button, which will be serving the same purpose.

Looking at the specs of the console, we immediately know that Microsoft has been going for a more powerful gaming console. The series X will target 4K gaming at up 120 fps with 60 fps as the minimum target, although not all games might reach that mark. Support for 8K gaming is also present, but without specific frame rate targets. Ray tracing is also coming to Xbox Series X, although they have made no related claims.

It is obvious from the above-mentioned details that Sony also plans to raise the bar for what the PS5 can achieve. It has numerous features such as ray tracing and backwards compatibility for a large number of PS4 games and possibly the most important feature is its super-fast SSD (Solid-state Storage Device). The SSD is going to be key to the PS5 experience.

Despite Sony's claims on its faster , more smooth SSD, the Xbox series X seems faster - on paper. Their speed comparisons can be accurately determined once they're tested head to head.

Both consoles are shaping up to change the landscape of gaming for years to come. Regardless, gamers cannot make a concrete decision just yet as to which console they will go for and will be waiting for further updates on both consoles and so will we.