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CS 1010 – Intro to Interactive Entertainment
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Module 3 - TIO: Design Discussion - Understanding Your Machine

1. Certain genres are more often found on one kind of machine than on another. Write a paragraph or two explaining which machine each genre works best on and why. How do the machine's features and the way that it is used in the home or in the hand facilitate or hinder the gameplay in each genre? – I enjoyed reviewing the history of video game hardware and the different development paths that were taken by respective companies. In particular, Nintendo moving towards motion controls and family/party centric gaming with their hardware allowed them to corner a market in a way Sony and Microsoft were not doing. It's hard to imagine a party bowling game or other sports type game for casual players without thinking of the Nintendo Wii. Alongside console specific hardware like the Wii, I think of the VR headset for the PlayStation and their release of Resident Evil VII. Although this game was released on PlayStation 4, Windows, Xbox One and eventually the Nintendo Switch, the game was certainly designed to be played and is best enjoyed with a VR headset. The VR hardware that was available allowed for a much more intimate experience with the survival horror game in a way that a traditional television couldn't provide.
2. Visit a retail store (GameStop is recommended, but you can also try Walmart/Target) and look at the shelves, and then go to an online app store. Note the genres you observe in each place and count the number of games available. What is different about the games or genres available for the different machines? – In my visits to retail stores I've noticed a much larger availability of games for the PS5 and Xbox as opposed to games available for the Nintendo Switch. The physical games showcased were all the newest releases, each having several copies available. At the Walmart I went to, I didn't notice any favoritism towards a particular genre available. In contrast, going online, I'm able to see a much larger catalog, browse by deals, genres, and older consoles as well. As far as console exclusives go, Nintendo has the Zelda and Mario series. PlayStation and Xbox have the Call of Duty games and sports games available that Nintendo doesn't have access to.