Consoles:

Consoles are today&apos;s way to escape reality, though another developing technology is rising quick, this is the most budget friendly option for the daily regulars. Nowadays, its very hard to imagine the roots, that consoles emerged from. Now under the protection of glass, in the computer museum of America, sits the Magnavox Odyssey. Often referred to, as the grandfather of the $40 Billion gaming industry. The Magnavox Odyssey wasn&apos;t a big success as many expected, if not, it was a failure in the industry. But this laid the groundwork for the most prominent game of them all, Pong. Pong later went on to help devs make another renowned piece of history, the first Nintendo Game Boy!

Consoles:

Today&apos;s next gen consoles are the Xbox Series X, and the PlayStation5. I personally stick with Microsoft, since my old game library will be able to run on the new Xbox through cross platform tech (a way to run old disc games on a newer console with improved graphics). It also seems the Xbox series X has better hardware, (though I won&apos;t get into the nitty gritty topics involved) and runs better out of the box than the PlayStation 5. But everything is completely up to personal preference.

Consoles:

You may be wondering, what&apos;s the difference between a console and a gaming pc. Well to put it into the simplest terms, a console often operates with an Operating System and CPU that differs from that of a laptop or Desktop (Windows 10 and Mac OS are examples of Operating systems [OS]) provided by the manufacturer and is geared specifically towards the Hardware of the console. They are often identical to desktop pcs. But the hardware on consoles is designed solely for the purpose of gaming, whereas desktops can be used for multiple different utilities like word processing.

VR INTRO:

Virtual Reality, or VR for short, is a way to create a simulated environment which can be viewed in all angles (360 degrees). To use this technology, we often need to own a Virtual Reality headset, which can be purchased from brands such as  [Oculus Rift](https://www.oculus.com/rift/), [Samsung](http://www.oculus.com/gear-vr/)[Gear VR](https://www.oculus.com/gear-vr/),  [HTC Vive](http://www.vive.com/eu/product/), [Google](http://madeby.google.com/vr/)[Daydream View](https://madeby.google.com/vr/), or [Google Cardboard](https://vr.google.com/cardboard/). Then we usually use our whole body, or joysticks provided with the headset, to navigate this new world!.

VR Present:

VR has been around for 2 decades now, but after being told time and time again that it was the future, VR has proved time and time again that it hasn&apos;t developed enough to really be part of our day to day lives. There are many factors involved in the &ldquo;why VR hasn&apos;t been implemented much&rdquo;, mainly considering the cost. To purchase a &ldquo;reputable&rdquo; entry level VR headset, you could be looking at anywhere between 400 – 500 dollars, which is a pretty large sum in general; but to add salt to the burn, this VR headset you just purchased isn&apos;t even the best on the market. It&apos; an entry level model, to buy a powerful model, you would need to spend about 1,000 dollars or more! Using VR also requires a bit of tech knowledge and lots of time to setup your new system. Which many people don&apos;t have enough of, thereby ensuring people without too much time, and people without tech knowledge can no longer use this device to its full capacity. We also need to consider the simple fact that VR doesn&apos;t have much support! We have a countable number of good games to enjoy, and many companies find it too much work to rewrite code for this platform due to the lack of players. We also must consider that many of these headsets are heavy when on your face (since they pack a LOT of hardware) and also need tons of wires and sensors to use. In the end, this doesn&apos;t really seem like futuristic gaming, just a new design put out by Facebook to please a restless audience back in 2012.

VR Future:

All hope isn&apos;t lost however, as the industry is growing at a fast pace with projections showing the rise of the industry to more than 12 billion dollars in the US by 2024. What does this mean for the Future of VR? Well, what this means is as there is a growing audience, more money will be invested into development, meaning better quality and better price to performance ratios. This also means more game developers will think about creating games specific to this platform, increasing its demand even further. And as company investments start paying themselves, the prices of this gear will become reasonable. Overall, this would mean that a VR centered (gaming) future will be upon us soon.

Comparison:

Now, lets say your one of those IDC ABOUT THE FUTURE, GIMME VR NOW kind of person. The first thing I&apos;ll say to you is, you&apos;ve got guts. Considering you won&apos;t really get to enjoy it much given current circumstance, I respect your ability to afford such a device. The second thing I would tell you is that you&apos;ve come to the (almost) right place!.

Here are out top 5 picks of the best VR headsets:

The Oculus Quest 2: Nice   
(<https://www.pcmag.com/reviews/oculus-quest-2>)

PlayStation VR: The 6 year old alternative for those Sony fans out there   
(<https://www.pcmag.com/reviews/sony-playstation-vr>)

Valve Index VR kit: Valve Corporation (Their logo is weird)

(<https://www.pcmag.com/reviews/valve-index-vr-kit>)

HTC Vive Pro 2: Buy if you are willing to spend money on VR than a new PC

(<https://www.pcmag.com/reviews/htc-vive-pro-2>)

HTC Vive Cosmos: Meh

(<https://www.pcmag.com/reviews/htc-vive-cosmos>)

Games:

The top 3 RPG (Role Playing Game) games of the year:

1. Dark Souls 3

<iframe width="560" height="315" src="https://www.youtube.com/embed/b6MXWZ4mheo" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

1. Deus Ex: Mankind Divided

<iframe width="560" height="315" src="https://www.youtube.com/embed/X66J4ReAyfI?controls=0" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

1. Disco Elysium – The Final Cut

<iframe width="560" height="315" src="https://www.youtube.com/embed/SaQ1bKERoAs?controls=0" title="YouTube video player" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

The top 3 Racing games of 2021:

1. Forza Horizon 5  
   <https://www.ign.com/articles/forza-horizon-5-review>
2. F1 2021  
   <https://www.ign.com/games/f1-2021>
3. Hot Wheels Unleashed  
   <https://www.ign.com/articles/hot-wheels-unleashed-review>

The top 3 Action games of 2021

1. Metroid Dread  
   <https://www.ign.com/articles/metroid-dread-review-nintendo-switch>
2. Hitman 3  
   <https://www.ign.com/articles/hitman-3-review>
3. It Takes Two  
   <https://www.ign.com/articles/it-takes-two-review>

This concludes out my very brief endeavor in Gaming, and its “funness” as I like to call it.

Be sure to visit the citations page to find out about the wonderful people/websites that helped fuel my little website.

Thank you for your time with us today!!

Thank you,  
Srivathsan