Bluetooth

The computational artifact that I selected was Bluetooth and its function on certain devices. Bluetooth is a sensational computational artifact that revolutionized the convenience of device used around the world. A famous computational innovation involving Bluetooth is the Nintendo Switch. The famous gaming console is one of the first consoles to be used on the road along with easy storage while using Bluetooth technology to connect any controller included with the system. It can also connect controllers from different Nintendo Switch consoles by simply being able to attach it to the main console.

Bluetooth can't work without some sort of receiver to transmit and receive a devices signal. That is what an RF receiver is for. This device groups up different frequencies that are used to adapt to different types of devices. The receiver is able to do that because of an ISM band that uses radio frequency energy to find any sort of signal within an area. The Bluetooth signal system is what is known as a piconet system which allows it to sweep its signal around a certain radius in order to search for any devices.

The now popular Nintendo Switch was an instant success when it was released in early 2017. It was well known for having some of the most popular updated games in the nintendo series and even allowing newer games to share the same platform. But the most sensational part may be the fact that the console uses bluetooth technology to connect any switch controller to any switch console in the world. The controllers use a small device within it that allows it to change its signal when it attaches itself to a different console other than its original one. This allows the controllers to be more flexible and more accessible during a travel scenario or when you have friends who have other nintendo switches. A downside to this however is that it can possibly be quite a hassle. This method of connecting controllers only work for the joy-cons and is much harder for pro controllers. This technology also doesn't allow for much data storage either.

The data storage on this is not very large and is extremely difficult to store so much game data. The data storage that is included with the Nintendo Switch is only 4 GB which comes from the console's system memory. In video game terms isn't relatively that much depending on if you're a gaming freak who stays inside their room for 10 hours a day playing or if you just play when you have nothing else to do after school. The Switch also has a small slot for a micro SD card that is typically found inside photography cameras. These cards can range from 32 to more than 500 GB which stores plenty of game data. The problem with this though is that any saved data will not be able to be transferred to the micro SD card and can only be stored inside the system memory. This means that if the card is taken out, none of the data will be taken along with it either. This is in some way a good security feature since nobody will be able to steal any data physically. No information has been released on how the data will be protect from hackers, but no incidents have yet been reported.

Sources:

What is Bluetooth?