

Compare contrast pc and console gaming essay



**ASSIGN
BUSTER**

The gaming industry has evolved tremendously over the past 20 years. Most of us can think back to the first video games we played and how astonished we were at what great graphics or unique control schemes they offered. It's strange to look at how far they have come since then. One of the biggest changes in the industry is the emergence of two divisions within the industry; PC gaming and console gaming. Many people who don't play video games may not make a distinction but there are several major differences between the two groups.

I will be explaining some of the most noticeable differences between the two groups, such as hardware, controls and flexibility. People see that a game is both on a Console and on a PC, so what should they do? You think they should get the one that makes them feel more comfortable. Yes that is a factor, but you also have to realize that PCs are far more advanced when it comes to gaming. When you look on the side of a computer game, normally you see the minimum and recommended system requirements, well there is a reason for that.

Games are developed every day, and computers are outdated the second you buy the one you just bought, so games with better graphics need more power. Consoles are great, and have come a long way, but they can only handle a certain amount of power. With a console though, games are programmed to run at that particular speed, as it is far less complex to make a console game. Normally most of the information is on either a cartridge, or cd/laser disc. I will explain the difference's between playing a video game on a pc as opposed to a console.

Console gaming has certainly made a huge jump in what it used to be. I can remember the 4 bit days, where Atari's sold out stores. Now you buy a game, and it looks so real, it is like you are actually there. Many people like the controller a console has to offer, or whether they don't feel like spending the time or money using a computer, as they are far more complex. Many people like the game selection consoles have to offer too.

Nintendo who is known for its reputation to have a great game library is an example. Mario, Zelda, and Donkey Kong are all of Nintendo's creations, and people love the plumber, the hero, and the monkey. For Sony Playstation you have Final Fantasy, which is one of the top games ever to be made for a video game system. Xbox 360 which is a new brand has the potential to outwit some computer systems, as it is made by Microsoft. Consoles are gaining huge ground and catching up to computer gaming. Though it still is not as powerful, eventually we will be seeing console gaming reach a record high, and possibly surpassing most computer systems in the gaming field.

Although I am not positive of this, the probability of it happening is pretty good as every couple years a newer console comes out with upgraded hardware and a bigger gaming library. Although there are major differences between PC gaming and console gaming, it is important to remember that the two are fundamentally the same. Both PC games and console games are generally developed in tandem to offer the game to the widest audience possible. It is for this same reason that when a console game is released exclusively on a console, it is generally redesigned for the PC so it can be played by those more comfortable with the controls on a PC. And now with the new generation of video game consoles being designed with hardware

that can also be found in your home computer, the differences are slowly diminishing. There are several consoles which could probably be classified as computers if not for their branding.

Regardless of preference, it is becoming more apparent that the gap between console gaming and PC gaming is slowly becoming less distinct.