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Playstation 3 Is An Entertainment Powerhouse

By Kadence Buchanan

Playstation 3 represents Sony's 7th attempt at creating a home video game console system, and

arguably their most innovative yet. Set for release on November 17th of 2006, this unit will shape our expectations for video games in the years to come.

The system will represent a marked increase in price when it comes to video game systems, but it will also offer unrivaled features that cannot be found in any console to date. The suggested retail price for North America has been set at roughly \$499, an almost twofold increase on its release price for the Playstation 2. The price is justified, however, by the host of options that the Playstation 3 will incorporate. Just like the Playstation 2, the Playstation 3 will be backwards compatible with all prior Playstation products. This means that you can play your classic Playstation 1 and 2 games on the system without making any modifications. The Central Processing Unit of the Playstation 3 will run at a speed of 3.2 gigahertz, which is a truly powerful number. The 3.2 gigahertz offers roughly the same performance as current top-of-the-line computers, and 512 megabytes of RAM ensures that the memory capabilities of the Playstation 3 match up with its processing power. Several different types of media will be usable on the PS3, including blu-ray discs, DVDs, CDs, and SACDs. The system will also come equipped with a hard drive in which you can store your saved games to a much higher capability than by the memory cards associated with the Playstation 2. PS3 will also represent Sony's first console that features built-in internet connectivity. Connecting via a 1-gigabit Ethernet port, the PS3 is also compatible with Bluetooth technologies, as well as 802.11b/g wireless standards.

The controllers on the PS3 offer numerous similarities to those found in the PS2. The controller itself is almost identical to the PS2 controller, save a reflective metal coloring and LEDs which help with the wireless functionality of the controller. That is another key part of the PS3 – all of the controllers that will be offered shall be wirelessly connected. This saves a lot of headache when it comes to keeping cords from getting tangled and finding optimum places to play multiplayer games in a cramped room.

The Playstation 3 already has numerous titles under development which will be of much desire to the video gaming crowd; additional installments to popular game series' such as Resident Evil, Final Fantasy, and the ever-so-controversial Grand Theft Auto are in the works, ensuring that Sony will satisfy its fan base when this console is released. Will the PS3 live up to the hype? At a \$499 price tag,

its tough to tell, but the features offered by this new console should keep gamers chomping at the bit for this system.

Kadence Buchanan writes articles for

<http://universeofentertainment.com/>

– In addition, Kadence also

writes articles for

<http://cookingforfun.net/>

and

<http://etotallypets.com/>

Video Games Are Good – Are They?

By Gabriel Adams

If you're like most parents, you're probably confused over the number of reports that argue against the use of video games as entertainment. Some of the information in these reports is quite convincing. After all, they're written by psychology experts, child educators, and social science professors from esteemed colleges or other similar institutions. And the arguments presented within these reports make sense. They're based on years of research and they may even resonate with experiences you've had with the children in your very own social circle.

On the other hand, it's important that some of this information be taken with a grain of salt. Rarely will you see a report that argues on the side of video games, and that outlines the positive attributes that time spent with a Nintendo system or Sony Playstation generates. With all the negativity surrounding these products, one could easily think that Nintendo and Sony were evil manifestations of the devil himself! But this couldn't be further from the truth.

The Nintendo system and Sony Playstation are mere platforms for video games that range from educational lessons to downright questionable material. We can't argue against the latter. There **are** some inappropriate video games in the public, but does that mean parents have ban the entire video gaming industry altogether?

Absolutely not – and to do so, in our humble opinion, would be detrimental to childhood development. That's right – detrimental. We don't believe this claim is a leap of faith, because just as there are reports that dissuade video gaming, there is a tremendous amount of evidence that suggests why video games are an important part of growing up. This evidence points to things like hand and eye coordination, the ability to focus, perseverance, and improving problem solving skills.

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This evidence should give parents a bit of comfort in knowing that the gaming industry in itself is not the issue. The issue is instead, the parents' choice of video games that are allowed in the home.

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