

NOTE: These are the actual heights of the consoles.

Height comparison

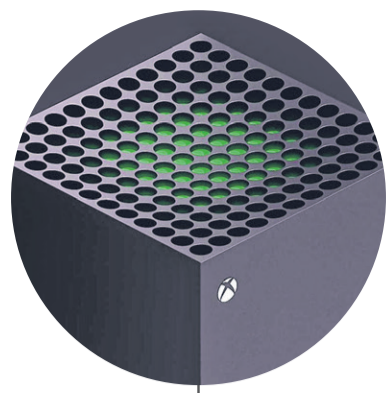
PS5 I  
39cm

Go big or go home! The PS5 is the biggest console in modern history. Ironically, it was intended to be even bigger during its early design phases.

# NEXT-GEN GAMING

After seven years, the latest generation of video game consoles are finally here with the launch of Microsoft's Xbox Series X and Sony's PlayStation 5 last month. The Straits Times takes a look at both machines and delves into the roots of Xbox and PlayStation.

**Mean and green**  
A cool design feature of the Xbox Series X is the fake perpetual glow on top of the console. Selective vent walls are painted with varying depths of green to create this illusion.



## CONSOLE MILESTONES

— Sony — Microsoft

32.5cm PS3 I

1988  
• Sony works with Nintendo to develop the Super Disc, a CD-ROM attachment for Nintendo's upcoming gaming console.

30.2cm PS2 I

1991  
• Sony reveals the Super Famicom with its Super Disc attachment called the Play Station.  
• Nintendo abruptly announces its intention to end its partnership with Sony.

29cm PS3 Slim/Super Slim I

1992

• Negotiations with Nintendo officially end.  
• Sony starts developing its own console using a modified Super Disc.

27.5cm PS4 I

1994

• Sony's PlayStation debuts in Japan.  
• PlayStation's global release in 1995 sees over seven million units sold within the first year.

26.5cm PS4 Slim I

2000

• A smaller, redesigned PlayStation called the PSOne is released.  
• Its successor, the PlayStation 2 (PS2), is released, eventually becoming the best-selling home console with more than 155 million units sold in its 12-year run, a record yet to be broken. A thinner variation of the PS2 will be introduced in 2004.

1999

• Microsoft starts working on a gaming console, originally dubbed the DirectX Box and built like a PC, as the company fears Sony's upcoming PS2 will replace the PC as the dominant console for gaming.

Xbox One 33.3cm

Xbox 360 30.9cm

Xbox Series X 30.1cm

Xbox Series S 27.5cm

2005

• Making the company's first entry into the handheld market, Sony's PlayStation Portable (PSP) is its answer to the Nintendo DS.  
• The PSP will see multiple variations such as the PSP-2000 and PSP Go in the following years.

2000

• Microsoft officially reveals its console, the Xbox.

2001

• The Xbox launches in North America, selling more than one million units in three weeks. It goes on to sell 13.7 million units globally the following year.

2006

• The PlayStation 3 (PS3) is launched, succeeding the PS2. The PS3 will also see its slimmer counterparts in 2009 and 2012.

2005

• Microsoft's successor console, known as the Xbox 360, is released worldwide, with online features such as in-game chat and streaming.

2010

• Sony launches the PlayStation Move motion controller for the PS3.

2010

• Microsoft introduces the Kinect motion-control sensor for the Xbox 360 which allows gamers to control the console with their voice and movements.

2011

• Sony's next handheld console called the PS Vita is launched.

2010

• The Xbox 360 gets a new and slimmer version called the Xbox 360 S.

2013

• Sony's next console, the PlayStation 4 (PS4), sports social media integration and streaming, making it easier to share content with others.  
• In 2016, the PS4 gets a slim version and a separate PS4 Pro version with improved hardware.

2013

• Microsoft's next console, the Xbox One, is slimmer, and has upgraded storage and an optional improved Kinect sensor. An enhanced variation, called the Xbox One S, which supports 4K gaming, is introduced in 2016.

2018

• Launched on the 24th anniversary of the PlayStation is the PlayStation Classic, a miniature version of the console with 20 pre-loaded games.

2016

• The Xbox 360 gets another version called the Xbox 360 Elite, which has hardware similar to the Xbox 360 S but looks like the Xbox One.

2019

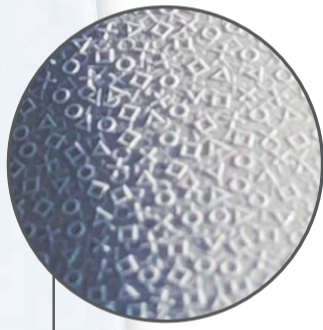
• Sony discontinues its PS Vita line and moves away from handheld consoles.

2020

• Microsoft's next-generation consoles, the Xbox Series X and Series S, are released globally.

2020

• Sony's next-generation console, the PS5, is released globally.



**Easter egg**

The four PlayStation symbols — triangle, square, cross and circle — are used in the textured surface of the PS5 as an Easter egg, but this was quickly noticed by fans.

6.4cm PS1 —

3.8cm PSOne —

PS5 (Digital) \$599

AMD Zen 2 eight-core (3.5GHz)  
AMD RDNA 2 (10.3 teraflops)  
16GB GDDR6  
825GB SSD  
No disc drive  
3.9kg

PS5 (Standard) \$729

4K UHD Blu-ray  
4.5kg

Xbox Series X \$699

AMD Zen 2 eight-core (3.8GHz)  
AMD RDNA 2 (12.0 teraflops)  
16GB GDDR6  
1TB SSD  
4K UHD Blu-ray  
4.4kg

Xbox Series S \$459

AMD Zen 2 eight-core (3.6GHz)  
AMD RDNA 2 (4.0 teraflops)  
10GB GDDR6  
512GB SSD  
No disc drive  
1.93kg

Backwards compatibility: PS4 games (most)

Backwards compatibility: Xbox One games (all); Xbox 360 and first-generation Xbox games (selected)

**Haptic feedback**  
Dual actuators allow players to feel physical feedback from in-game action

**Adaptive triggers**  
Sensors in triggers allow players to experience different levels of tension based on in-game action

**'Share' button**  
Dedicated button to upload images or videos to be shared with others

**Hybrid directional pad**  
The disc-shaped directional pad with eight angular planes reduces input errors

## BEST-SELLING GAME PER CONSOLE GENERATION (COPIES SOLD)

**PlayStation**  
Gran Turismo (1997)  
10.85m

**PS2**  
Grand Theft Auto: San Andreas (2004)  
17.33m

**PS3**  
Grand Theft Auto V (2013)  
21.3m

**PS4**  
Grand Theft Auto V (2014)  
20m

**Xbox**  
Halo 2 (2004)  
8.46m

**Xbox 360**  
Kinect Adventures (2010)  
24m

**Xbox One**  
Grand Theft Auto V (2014)  
8.72m

Sources: SONY, MICROSOFT, FAMITSU, GAMESPOT, PRIMA GAMES PHOTOS: SONY, MICROSOFT STRAITS TIMES GRAPHICS: BRYANDT LYN, BILLY YU