

BIE Homework Sheet

Year: 9
Project: OCR Nationals

Date issued:
Date Due in:

Read the news article below:

Nintendo plans one-handed joypad

Nintendo has unveiled the controller for its new Revolution game console.

In a demonstration at the Tokyo Game Show, Nintendo boss Satoru Iwata showed off a wireless controller that closely resembled a TV remote control.



Motion sensors on the controller translate its movements into game action, allowing it to be used as a virtual sword, baseball bat or racket.

The controller aims to be just like a TV remote

Although the Revolution's controllers are public, Nintendo has yet to reveal details about the console's hardware.

Wider appeal

Mr Iwata said the controller resembled a remote control because that device was familiar to so many people.

"Its intuitive form allows both experienced and new gamers to stand on the same starting line," he said during his keynote address at the show.

Mr Iwata said the Revolution controller and console was aimed at converting new users to gaming who were scared off by the fast pace of existing games.

"If we can't do that, we might as well stand back and watch the market die off," he said.

The wireless sensor-studded controller is a break with the

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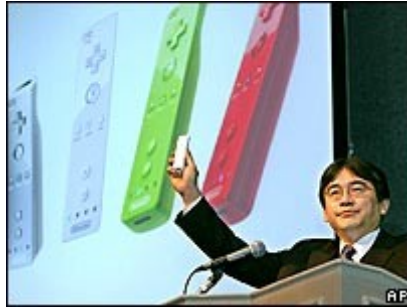
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past because before now most game consoles have used a two-handed device studded with buttons.

The Revolution's controller can be used to fight with on-screen weapons such as swords or control vehicles and characters but was also capable of representing quite delicate movements, said Mr Iwata.

Three-way battle

During the demonstration during Mr Iwata's speech, the controller was seen being used by players to conduct an on-screen orchestra, play a virtual musical instrument and even use an in-game dentists' drill.



Satoru Iwata revealed the controller at the Tokyo Games Show

The slim controller can be used one-handed or can be fitted with an extension cord that links it to a familiar thumb-controlled joystick.

Nintendo's Revolution console will be released in 2006 but it is likely to appear after launches by rivals Microsoft and Sony.

Earlier this week Microsoft announced that its Xbox 360 will launch in the US on 22 November, with Europe and Japan following at the start of December.

Your task is to create a new and dynamic joypad for a console of your choice. It will be looking to challenge the Nintendo's one-handed joypad and become a dominating force in the gaming world.

You will have a 3 minute slot to sell your joypad to our CDL during the week commencing -.

WHAT WILL YOU DO?

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