
Subject: Re: EA wants 'open gaming platform' ..
Posted by [Nukelt15](#) on Sat, 20 Oct 2007 15:56:57 GMT
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Granted, we only get innovative stuff like the Wii after the industry has been stagnant for a while, but it is absolutely true that it would never happen at all if there were a single industry standard. Invariably, that standard would push better graphics over better gameplay, because it's been shown that whatever people my think of the gameplay, there will always be suckers who only look at the pretty screenshots and not the reviews. We'd get what amounts to a standardized PS3/X360, which would dominate 90% of the market.

The PC is just about the closest thing we'll ever see to a universal standard. most games end up being ported to PC in the end, and PC technology (while more expensive a a whole package) has always been and will always be a step ahead of consoles. Even the Wii's innovation saw action first as a PC peripheral; infrared wireless pointer mice have been around for a while now (though such controllers weren't always well suited for gaming).

However, we can see many of the downsides to standardization in PCs; the overwhelming majority of software is released for Windows, allowing Microsoft to effectively force new products on vendors, developers, and consumers alike (Vista anyone?) in order to retain support for new programs. One can only imagine the state of things if hardware production were so dominated my a single company.
