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Subject: Re: The Revolution controller

Posted by [Scythar](#) on Fri, 16 Sep 2005 19:00:58 GMT

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j\_ball430 wrote on Fri, 16 September 2005 13:43I think the concept is ridiculous. I read this article earlier, and while I agree that it does have possibilities, I think it's a little too hasty to make this their official controller. They should just try and stick with what works, but maybe release it as an alternative controller. Yes, I do see some usefulness to it, I just see it as a flop. I mean, I have absolutely no desire to use a remote to play a game. I just see it too hard to adjust to, and plus, still to this day I miss certain numbers on my actual remote control, so I can see myself messing up even more often while playing a game with that controller.

Sticking up with what works has never quite been Nintendos thing. Let's not forget that it was Nintendo that came up with joystick, d-pad, analog sticks, and wireless controllers first, others have just been following their footsteps. Most innovations in todays controllers are Nintendos original inventions.

There's one thing I'm very curious about. If Nintendo comes up with nicely priced 3D-glasses, this controller might just bring that true 360° virtual reality we've allways been dreaming of a little closer. With this controller, the concept might finally work to some extend. Of course it would have to be modified, but what I'm trying to say is that if consumers adopt this mobility the controller brings (Using both arms and thus the whole upper body as the input device instead of your fingertips), the concept will be used a lot in the future....you just never know.