Subject: EA wants 'open gaming platform' ..
Posted by Ryu on Fri, 19 Oct 2007 21:25:46 GMT

Quote:Rival gaming systems should make way for a single open platform, a senior executive at Electronic Arts has said.
Gerhard Florin said incompatible consoles made life harder for developers and consumers.

"We want an open, standard platform which is much easier than having five which are not compatible," said EA's head of international publishing.

He said the web and set-top boxes would grow in importance to the industry.

"We're platform agnostic and we definitely don't want to have one platform which is a walled garden," said Mr Florin.

EA currently produces games for more than 14 different gaming systems, including consoles, portable devices and PCs.

"I am not sure how long we will have dedicated consoles - but we could be talking up to 15 years," Mr Florin added.

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Uhh, yeah.. That one platform, Should be PC.

What's your opinion on this?

Subject: Re: EA wants 'open gaming platform' ..
Posted by NukeIt15 on Fri, 19 Oct 2007 22:30:57 GMT

Never gonna happen. Competition being what it is, the chances of a single gold industry standard are slim to none. If anyone really believes that such a thing is what EA really wants (as opposed to having control over said gold standard), then I've got this great bridge I'll be willing to sell you for a small fee...

Subject: Re: EA wants 'open gaming platform' ..
Posted by R315r4z0r on Fri, 19 Oct 2007 23:14:27 GMT

They would lose so much money.

They would just stop selling their games to other companies, making their games only available on their console... and no one will buy their console, and thus they won't sell any games.

Dragging a bit off topic, I remember hearing the same thing a while ago about Apple. They wanted to make a gaming console too.

Subject: Re: EA wants 'open gaming platform' ..
Posted by Ryu on Fri, 19 Oct 2007 23:14:53 GMT
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NukeIt15 wrote on Fri, 19 October 2007 17:30Never gonna happen. Competition being what it is, the chances of a single gold industry standard are slim to none. If anyone really believes that such a thing is what EA really wants (as opposed to having control over said gold standard), then I've got this great bridge I'll be willing to sell you for a small fee...

Good point, And if someone did try and make a console that will play Xbox, Wii and PS games, be sure a law suite will follow..

Subject: Re: EA wants 'open gaming platform' ..
Posted by Starbuzz on Sat, 20 Oct 2007 00:53:28 GMT
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Sounds a lot like Communism...yeah one platform which is magically going to do all the job? What if people become unsatisfied with it? Who's going out of business then?

And no way Microsoft, Sony, Nintendo, and the others will give up so easily.

Besides, I would hate to play an FPS and RTS on a console. The PC is unbeatable and will only become stronger.

Competition = Innovation

Subject: Re: EA wants 'open gaming platform' ..
Posted by trooprm02 on Sat, 20 Oct 2007 01:18:42 GMT
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I agree, PC>consoles. They don't even compare. I do have a PS2 and a PSP and some other things, but PS2 I never play and PSP only because its portable. All other newer consoles=waste of money.

Subject: Re: EA wants 'open gaming platform' ..
Posted by R315r4z0r on Sat, 20 Oct 2007 02:52:10 GMT
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I think I got the wrong idea, ignore my first post.

To be completely honest. I have a lot of PC games, but I tend to enjoy games more on consoles rather than on the PC.

I usually find that PC games are good for being In-depth and more interactive. With more precise controls.

While console games generally have better game play, other than games available for both PC and Consoles. But that is just from what I play, your opinions may be different.

I probably like console games more because a console is actually made for games specifically, on a PC, you can do millions of other things, gaming is just a plus.

Subject: Re: EA wants 'open gaming platform' ..
Posted by Ryu on Sat, 20 Oct 2007 03:15:23 GMT
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razorblade001 wrote on Fri, 19 October 2007 21:52
I usually find that PC games are good for being In-depth and more interactive. With more precise controls.

While console games generally have better game play, other than games available for both PC and Consoles. But that is just from what I play, your opinions may be different.

Metal Gear Solid on a pc would completely ruin it.

I'd much rather play MGS 1, 2, 3 & 4 on a Console than a pc.

Half-Life 1, 2, Episode 1 & Episode 2 on a console.. yeah.. In my head, It just won't work.

So you kinda' have a valid point there.

Subject: Re: EA wants 'open gaming platform' ..
Posted by nikki6ixx on Sat, 20 Oct 2007 08:44:01 GMT
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Dumb idea. It would stifle innovation, and great ideas like the 'wii' .

Subject: Re: EA wants 'open gaming platform' ..
Posted by CarrierII on Sat, 20 Oct 2007 10:07:41 GMT
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Starbuzz wrote on Sat, 20 October 2007 01:53
...
Competition = Innovation

Thread over.

Without competitiion, they'd change things really slowly, and we wouldn't get those industry breakthroughs like the Wii.

Subject: Re: EA wants 'open gaming platform' ..
Posted by NukeIt15 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.

Subject: Re: EA wants 'open gaming platform' ..
Posted by R315r4z0r on Mon, 22 Oct 2007 03:29:44 GMT
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The PC isn't the closest... it IS.

You can go anywhere and buy Console to USB controller cords. I have a PS2 converter actually. I've also seen gamecube, and N64 ones too.

The Xbox360's controllers are USB connected. And Wii uses Bluetooth and can be configured for a PC.

You also have games made only for PC, games ported from consoles, and console emulators.

The PC is a console in itself!

Subject: Re: EA wants 'open gaming platform' ..
Posted by Oblivion165 on Mon, 22 Oct 2007 15:22:03 GMT
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trooprm02 wrote on Fri, 19 October 2007 21:18I agree, PC>consoles. They don't even compare. I do have a PS2 and a PSP and some other things, but PS2 I never play and PSP only because its portable. All other newer consoles=waste of money.

I would generally agree but with piracy companies are putting their games on pc less and less.

I cant even count the times I wanted to play something and it was exclusive to consoles.

Subject: Re: EA wants 'open gaming platform' ..
Posted by R315r4z0r on Tue, 23 Oct 2007 00:43:02 GMT
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Buy a Wii, that feeling will become second nature.

Subject: Re: EA wants 'open gaming platform' ..
Posted by Oblivion165 on Tue, 23 Oct 2007 01:37:13 GMT
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I current own all consoles.

Subject: Re: EA wants 'open gaming platform' ..
Posted by bisen11 on Thu, 25 Oct 2007 03:55:45 GMT
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EA just wants more money and to pump out the games and not worry about quality as per usual :/

Subject: Re: EA wants 'open gaming platform' ..
Posted by Rocko on Thu, 25 Oct 2007 05:23:23 GMT

i don't think ea is so bad.

Subject: Re: EA wants 'open gaming platform' ..
Posted by Oblivion165 on Thu, 25 Oct 2007 06:35:39 GMT

Rocko wrote on Thu, 25 October 2007 01:23i don't think ea is so bad.

Have you played one of their games?

Subject: Re: EA wants 'open gaming platform' ..
Posted by NukeIt15 on Thu, 25 Oct 2007 13:17:24 GMT

You wouldn't like EA very much if you'd been around here at least since Ren came out. That, and their quality control is shot to hell now; they release most of their games anymore in a state strangely resembling a beta. If you don't see a problem with that, you need help.