

NOTE:  
These are the  
actual heights  
of the consoles.

Height comparison

PS5

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.

## CONSOLE MILESTONES

— Sony — Microsoft

32.5cm PS3

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

30.2cm PS2

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

27.5cm PS4

1992  
• Negotiations with Nintendo officially end.  
• Sony starts developing its own console using a modified Super Disc.

26.5cm PS4 Slim

1994  
• Sony's PlayStation debuts in Japan.  
• PlayStation's global release in 1995 sees over seven million units sold within the first year.

23cm PS2 Slimline

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.

2000

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.

2000

• Microsoft officially reveals its console, the Xbox.

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.

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

2011

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

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.  
• 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.

2018

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

2019

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

2020

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

2020

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

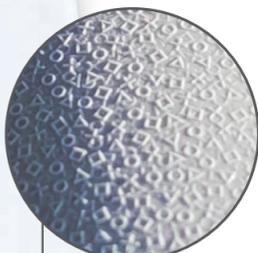
Xbox One 33.3cm

Xbox 360 30.9cm

Xbox Series X 30.1cm

Xbox Series S 27.5cm

Xbox 10cm



### 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

PS5 (Standard)

\$729

Xbox Series X

\$699

Xbox Series S

\$459

AMD Zen 2 eight-core (3.5GHz)

CPU

AMD Zen 2 eight-core (3.8GHz)

AMD Zen 2 eight-core (3.6GHz)

AMD RDNA 2 (10.3 teraflops)

GPU

AMD RDNA 2 (12.0 teraflops)

AMD RDNA 2 (4.0 teraflops)

16GB GDDR6

RAM

16GB GDDR6

10GB GDDR6

825GB SSD

Storage

1TB SSD

512GB SSD

No disc drive

Optical disc drive

4K UHD Blu-ray

No disc drive

3.9kg

Weight

4.4kg

1.93kg

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