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Anthony C. Wray
Fenton, Michigan

Jeremy Parish
“Op-Ed: Can Console Gaming Save Itself?”

Dear Mr. Parish,

I was intrigued as I read your article “*Op-Ed: Can Console Gaming Save Itself?*” that was published by US Gamer. Your understanding in the gaming industry is substantial in retrospect of some areas, however I must disagree with your decision on if console gaming can survive its current state with low sales, low input in technology, and lessening popularity. It is with great belief and fact that console gaming is thriving exponentially in terms of sales, technology, and popularity among the entire gaming community. I highly recommend that you consider changing your position based on the following research that I have done.

The eighth console generation, Nintendo Wii U, Xbox One, and PlayStation 4, overall are creating record breaking sales every month, becoming the fastest selling console generation of all time. As the PlayStation 4 leads the charge with 20.2 million units sold as of May/June 2015 (DualShockers and Sarkar, 2015), Peckham (2014) states a similar notion, that the PlayStation 4 and Xbox One are continuing to set records as their sales launch continues past their first year. Console gaming during this eighth console generation is projected to top console sales. Xbox One continues not far behind the PlayStation 4, and the Nintendo Wii U slowly reaching a stride. Also, on its current course of sales the PlayStation 4 will surpass PlayStation 2’s 150 million console sales before the PlayStation 4’s ten year life cycle is complete. Ultimately, the PlayStation 4 may become the highest selling console, proving its popularity. Not to mention the Xbox One is projected with its current sales to pass Xbox 360 sales.

Although there is a rise in PC and portable gaming, console gaming still remains at the top of the list for the most played form of gaming. Taylor (2015) mentions a study by the ESA (Entertainment Software Association) that found console gaming is more popular than other platforms, including the rising trend of mobile gaming. Mobile gaming is indeed a rising trend that is catching up to PC and console gaming, however it has yet to surpass console gaming. Even as the years progress, it is hard to state rather or not mobile gaming will pass console gaming due to the immense amount of sales this eighth generation of consoles continues to produce each month. “In the ESA’s study, 68% of respondents reported that they play games on a console, next to only 53% on a smartphone” (Taylor, 2015, para. 15). Console gaming continues to progress towards the top of the gaming empire as the fastest selling form of entertainment in the world.

The research that I have conducted is proof that console gaming is thriving and is not on track for a crash anytime soon. The information with sales in the current

generation of consoles and the records that are being set by these sales are proof against your allegations of console gaming not being popular anymore. With the research found by the ESA in regards to the popularity of console gaming above all other forms of digital gaming, adds support to show that the rising trend of mobile games still have a long ways to go before surpassing console gaming. Console giants Microsoft and Sony are incorporating technologies common, new, and revisited, such as virtual reality, to push the boundaries of console gaming. As the ninth generation of console gaming emerges closer around the year of 2020, a crash should not be the concern among console gaming. Rather, the concern should be how much will console gaming change as it approaches a threshold of emerging technologies that project a high possibility of how console gaming will transform. With televisions still a huge source of entertainment, console gaming looks to stick around for many years to come. It is due to this information that I ask you to reconsider your position on a console gaming crash and consider the possibility of a console gaming transformation.

Sincerely,

Anthony C. Wray