Andrew Martinez

Sony to Shut Down PlayStation Vue Streaming TV Service

October 29th, 2019

6:03pm

PlayStation VUE is a TV streaming service owned by Sony that is unfortunately looking to shut down. As there are many streaming services out there right now and new ones to come, Sony is looking to get rid of their streaming service in late January. As Disney+ joins the streaming service in November, Sony has not had a huge interest in there streaming service and look to focus more on their gaming services rather than joining the competitive streaming circuit. This article is important and relevant to people today because it shows the high competition within streaming services. While PlayStation Vue included cable television and was nothing like Netflix its cost was at a high costing streamers nearly $50 a month. It goes to show how high the competition is for streaming services and if it is even worth it for other companies to come out with these services in the near future.

Teens Explain Their YouTube Obsession (Because Adults Don’t Get It)

October 29th, 2019

5:30am

The article explained the rise in YouTube viewing through tweens and teens. Over an hour is spent every day watching videos on YouTube. Many vary on age group and interest but what these age groups typically point towards is slime videos and make up tutorials. Watching videos online beat out listening to music and playing video games which honestly comes as a shock. Surprisingly enough YouTube was one of the highest streaming services streamed by children, beating Hulu, Netflix, and Twitch. One of the teens in the video points out the wide variety of videos YouTube has to offer. Which makes it one of the main reasons the streaming service will not be going anywhere. This overall is relevant in today’s society because it shows how much technology is evolving to a child’s mind rather than an adult. Children are beginning to learn more things through technology which can be good but at the same time have its negative effects. The drastic increase of screen time for the youth comes as a negative impact as more time is spent watching these videos than doing other things that students should be focused on.

Nintendo’s New Fitness Toy: Burn Calories While Battling Monsters

November 1st, 2019

1:28pm

Nintendo looks to “broaden its horizons” with their gaming equipment as they come out with a new “game” that is not only entertaining for the eyes but assists in work outs. The new Ring-Con is shaped as a ring and acts as the controller for the different games. The Ring-Con senses arm motion and checks your pulse throughout your playing experience. There is also a censor/control that is to be attached to the thigh so that the leg movements through the game can be tracked. The game involves killing monsters to get through levels unless you don’t want to play the “game” and have a regular workout that is also an option. In order to kill these monsters the player must do different reps of different exercises in order to pass the level. As the article stated, “It took me about 25 squats, 25 sit-ups and another 10 overhead chest compressions to defeat a few of the smaller guys, and about twice that to defeat an imposing one…” So much working out is put in for the smaller levels it is almost double to defeat a bigger opponent. I personally feel this is relevant because it is evolving the concept of a video game. Rather than just playing for fun, a work out is being done in order to succeed and keep going with the level. Additionally, this is the latest exercise gaming equipment put on by Nintendo since the Nintendo Balance Board that was introduce in 2007 that came with the “Wii Fit” set. This new Ring-Con encourages working out and exercising in order to pass a level. It forces players to be active but still having fun passing levels. This could be the future of gaming. Rather than just sitting on a couch with a remote, games can begin to be more active, standing up to pass levels through motion sensors on the gaming counsels. Similar to the Xbox 360’s Kinect.