

# The Rise and Decline of Motion Gaming

NOVO MANZOOR

Motion gaming lingered on the fringes for a while, suddenly caught on like wild-fire, and slowly sputtered back to irrelevance. Let's recall how the process went.

Motion gaming refers to the kind of gaming where the on-screen action corresponds to the players' broad movements, gestures, voice commands or a mix thereof. Some implementations require specialized controllers, others forego controllers altogether.

The first motion gaming controller was Datasoft's "Le Stick" for the Commodore 64. The motion recognition device was sadly, way ahead of its time. This, and a complete lack of compatible games doomed the 'Stick.

Since then, devices like the Sega Activator (Sega Genesis), the infamous NES Power Glove (popularised by "The Wizard") and the EyeToy (PS2) have tried to make motion gaming work, and failed every time.

Out of nowhere, Nintendo tore the script apart with the Wii in late 2006. It was underpowered compared to its contemporary consoles (Xbox 360 and PS3), and Nintendo had previously failed to make motion gaming work with the

Power Glove and the Power Pad. Despite these, the motion tracking Wii remote (aka Wiimote) controller and a wide selection of family-friendly games that utilised it helped the Wii cause; making it the best-selling game console of its generation.

Microsoft found success with a different approach. The Kinect add-on for the Xbox 360 was a camera that tracked the gamers' movements and interpreted that. It quickly became a party-favourite and helped Microsoft cover up lost ground.

Sony tried to grab a piece of the motion-gaming pie with the PlayStation Move. It combined an updated version of the above-mentioned EyeToy camera and a motion-tracking controller. It made no waves in the market, a sign of things to come.

In the next, which is the current, generation, motion control was one of the first boxes to be checked. Sony's PS4 controller implemented motion sensing, Microsoft shipped Kinects with every Xbox One, and Nintendo's Wii U was based around the touch and motion controlled controller. But the interest has evidently fallen.

Wii U's overly complicated controller doomed the console, despite a very early

launch. Xbox One's Kinect device faced controversy for spying suspicions and "Always on" requirements. The PS4's motion sensing is not a widely used feature, at least yet.

The fad is over, and the companies see it. Nintendo has already started working on the Wii U's successor, Microsoft is shipping Xbox Ones without Kinect, and Sony is laughing all the way to the bank.

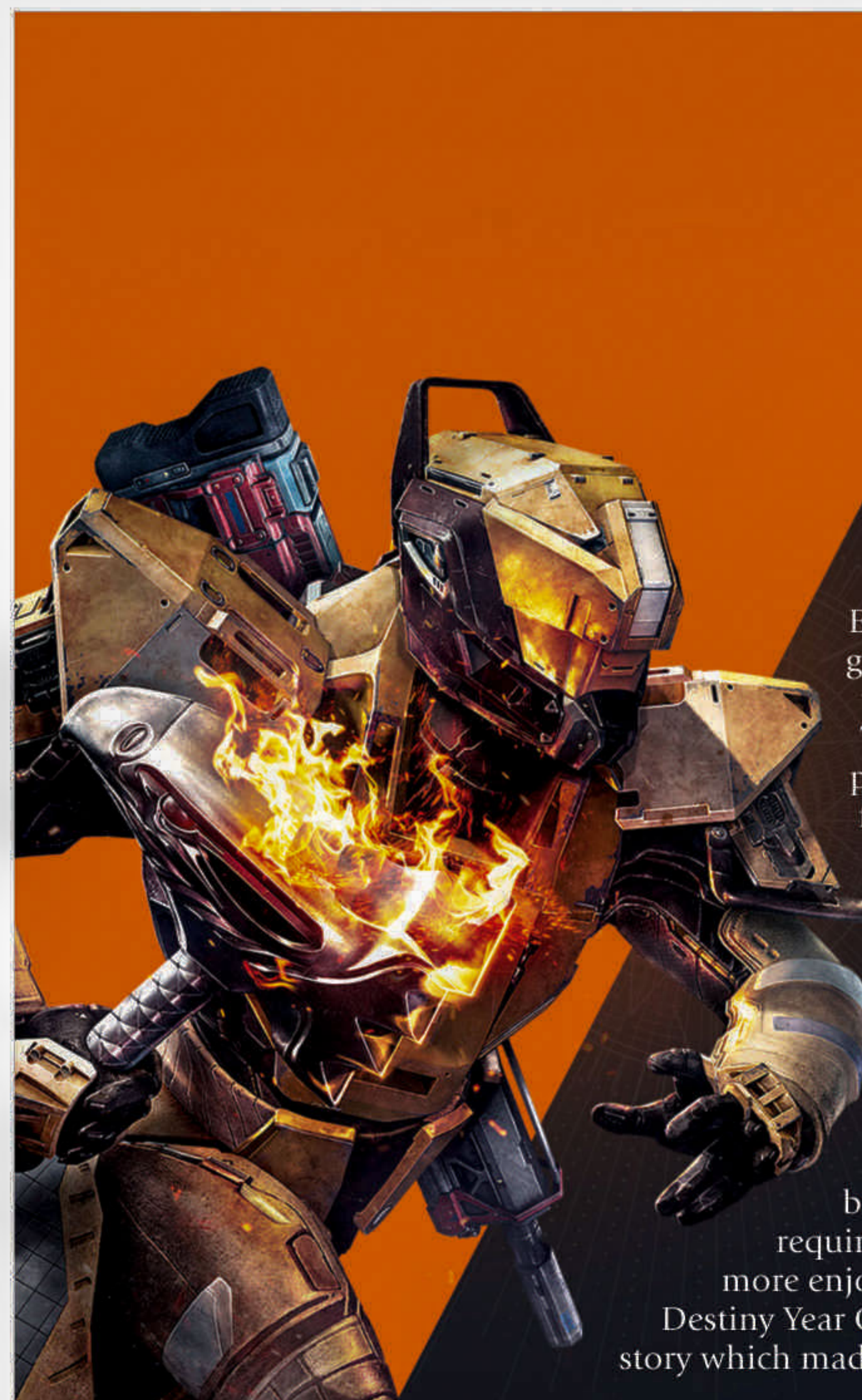


So, what exactly was behind the declining interest in motion gaming? A few factors come to mind.  
 \* There not being enough material to hold people's interest, once

the novelty wears thin.  
 \* Lack of precise input which alienated serious gamers.  
 \* The traditional gaming formula of sitting on a couch, controller in hand being more appealing to most gamers than having to move around all the time.  
 \* Companies targeting casual gamers at the cost of hardcore gamers, the most significant buyers of consoles.  
 \* Not enough games to utilise the technology properly.  
 With the craze over, motion gaming has found its true home: casual smartphone games.

*Novo Manzoor is an athlete. He surfs the web all day. You can reach him at: [novo\\_manzoor@yahoo.com](mailto:novo_manzoor@yahoo.com)*

# THE TAKEN KING: How Destiny Should've Been



SHAHRIKH IKHTEAR

Destiny: The Taken King expands on the foundation built by the main game and improves the core experience in a meaningful way. It is a true expansion that solves most of the staggering problems that plagued the vanilla game.

First of all, Year One Destiny was a miser when it came to loot drops. Engrams, which you could decode to get gear often gave you lower level gear than what they were supposed to. Thus, frustration would set in to the players as the grind became unbearable for the most part. While this issue was fixed in a later patch in Year One, loot drops were still extremely rare. This time around, loot drops are abundant and the gear you get will be based on what the players currently have so they will almost always end up with gear that is better than what is currently equipped. So even mid-rarity gear will be important. Thus progression requires much less grinding and is much more enjoyable.

Destiny Year One was plagued by an incoherent story which made no sense and subpar dialogues

which made even the most talented of voice actors seem plain bad. In The Taken King, a majority of those issues have been done away with. The story finally links up with all the events that have transpired up until the start of the new missions. The voice cast is finally allowed to shine as dialog has been considerably improved. Bungie have finally learned how to incorporate a decent storyline in to the Destiny universe.

A new quest system has been incorporated which allows players to see what exactly they need to do to finish a quest. Other than that, when parts of a quest are finished, you can return to the quest giver for a reward. Sound familiar? Because it is omnipresent in every single game that has any sort of RPG element to it. It is shocking to think how this was absent from the game in the first place.

Despite all these changes, unfortunately, the grind is still real. Bungie revamped the levelling system in a way that getting higher levels does not mean you have to have the best gear out there. However, there is another level that does increase with better gear. The light level. And basically, the light level dictates what the player can do. Want to do the new raid? Too bad, you have to grind for better gear and get to light level 290+ to survive. Even with the new loot drop system, grinding is still a must although it is not as excruciatingly exhaustive as it was before.

All in all, The Taken King really does improve Destiny for the better. Fans will find this a blast to play and even a few naysayers might be convinced to try it out again.

*Shahrukh Ikhtear is a gamer who doesn't rage. A writer who doesn't read. A musician without a teacher. Full time procrastinator. You can reach him on twitter @sr\_ikhtear and email: [shahrukh.ikhtear@yahoo.com](mailto:shahrukh.ikhtear@yahoo.com)*