



THE VR PROSPECTS OF THE NINTENDO SWITCH

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Nintendo has always sought to revolutionize gaming consoles as we know it. While Sony and Microsoft battle it out to deliver lucid graphics, Nintendo are in an eternal pursuit of providing the best gaming experience. From the NES to Switch, Nintendo's ambitions have seen massive successes like 3DS to unprecedented failures like the Virtual Boy.

Four weeks into the release of Nintendo Switch, we are here to analyze which end of the spectrum the Switch will fall into.

Nintendo is often synonymous to portable gaming devices (despite their successful home consoles beyond handheld devices), and Switch takes it up a further few notches. Much to the delight of gamers (and the dismay of parents) Nintendo Switch offers a way to never stop playing that game you love. You can carry it around, set it to table-top mode or just plug it to your TV like a regular home console. It is the ultimate dream come true for gamers, and Nintendo Switch adopters all over the world have highly praised this new-found comfort.

However, Nintendo Switch is not JUST a "hybrid" console. It is easily the gateway to the future of consoles. While its multi-functionality is widely recognized, very little is discussed about the enormous potential it possesses with its intriguingly unique design. Nintendo might be cooking way more than they are actually giving off.

Nintendo has already proven through Pokémon GO how immersive Augmented

Reality can be. Nintendo Switch's portability may just be Nintendo's next giant leap towards integrating augmented reality into consoles. Imagine, the augmented card games or even Amiibos coming to life via its NFC. Wouldn't it be truly amazing? The next Pokémon GO will almost surely come out on the Nintendo Switch. There simply cannot be a better chalice than the Nintendo Switch to introduce AR in gaming consoles.

On further digging up, we see that



Nintendo has lately acquired several patents for VR. The Switch does sport a 6-inch detachable screen - perfect for a VR headgear. Moreover, the Switch controllers or "Joy-cons" are perfect for VR gaming too. The Joy-cons even have built-in motion IR sensor and "HD rumble" - a technology that helps you feel the motion INSIDE the controller imitating different actions. Just imagine FEELING every hack and slash instead of watching flailing arms inside the game. Pretty fascinating, isn't it?

Switch-1-2 is basically just a sneak peek of its true potential at this point.

Back in 1995, Nintendo wanted to "Transport game players into a virtual utopia with sights and sounds unlike they have ever experienced before" through the virtual boy. That vision can very much become a reality on Nintendo Switch.

So, with all these big things lurking on the horizon, what is the hold-up?

Apart from spawning the rather bizarre YouTube trend of licking Nintendo Switch

cartridges, the only issue so far with the Switch has been its build and its suitability as a home console. Nintendo Switch rocks a 720p screen which is underwhelming for the recent 4k TVs. Plus the Joy-cons are not exactly the most naturally comfortable controllers with its miniature buttons (unless you're Donald Trump). The dock itself is essentially just plastic with good cable management and most will feel that the \$60 tag for a standalone dock is a bit hefty.

The number of games and Switch game developers is a concern at the moment since it is a completely new console.

However, more developers should start developing games given Switch's versatility.

Virtual Reality seems a moderately long way down the road with the current specifications. However, Nintendo's patent for a head-mounted display that would hold the Nintendo Switch tablet, (reminiscent of Google's Daydream headset or the Samsung Gear VR) surely suggests incorporating VR. The headset, Nintendo writes, could "enhance the sense of immersion".

The final verdict:

Nintendo Switch has mostly amassed positive reactions and Zelda: Breath of the Wild has received critical acclamation among both Nintendo fanboys and regular gamers. Nintendo Switch is certainly a force to be reckoned with.

As long as Nintendo keep paying heed to the users and work in resolving the initial problems like the dead pixel issue or the occasional lag with the left Joy-con (when used as a wireless controller), they will attract more and more intrigued gamers with their perfect blend of uniqueness and nostalgia. And if Nintendo can deliver on the VR and AR front, Nintendo Switch will surely become the "one console to rule them all".

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