



HANDS-ON REVIEW

MOTOROLA ANDROID ONE

A few months later

If you did not know before, now you will: Motorola makes killer budget smartphones that simply perform without hiccups. The entire Moto G line-up till the current G6 Plus makes for excellent well, rounded devices fitting under the 25k taka range. The Motorola Android One is a new addition that slots in slightly above the G and below the Z Play.

FIRST IMPRESSIONS

It looks very 2019 what with the 2D glass front and back, slim aluminium frame and that all important notch helping fit more screen into a small body. Those rounded iPhone XR type dimensions and the small size are fantastic making it a quick grab in and out of tight pockets. The dual cameras are positioned vertically on one corner without much of an outward protrusion. Motorola was once king of design innovation with the RAZR and the Aura. This one while smart just seems to follow the trend.

Packaging involves the usual headphones, charger and a neat silicone case that has a pixelated inner surface giving the gloss back a, well, a cool pixelated impression.

It has USB-C charging and fingerprint scanner as those are considered standard. Unlike other 2019 offerings, this still has a headphone jack but seriously even though wireless seems the way to go. It has P2i water resistance meaning you can walk about in summer rain but do not expect it to fare flawlessly in you fall in an open manhole.

DISPLAY

The 5.9 inch display almost completely covers the front. It looks great even though it is not quite up to the usual specs for 2019 devices. The 19:9 aspect ratio is a 720p screen instead of the more common 1080p. Does it really matter though in this price range? The differences are not that perceptible



VERDICT

It is a good budget smartphone that looks and performs well. The experience has so far been very good. For the money you get a smart all-rounder that thanks to the OS, will get regular and instant software and security updates. It looks premium without having to be one. On the flipside, camera performance is usually average and the screen is not the sharpest. It is a mixed bag that offer fluid daily usage without breaking the bank.

SPECS

- Display: 5.9" IPS LCD, 720 x 1520 pixels
- OS: Android 8.1 (Oreo)
- Chipset: Qualcomm Snapdragon 625 MSM8953
- CPU: Octa core, 2 GHz, Cortex A53
- RAM: 4 GB
- ROM: 64 GB
- Camera: Rear- 13 MP and 2 MP, Front- 8 MP
- Battery: 3000 mAh Li-ion
- Price: Tk. 23,990/-

yond a day. With light usage you will end up reaching two days thanks to the efficient, simple OS. But typical heavy usage of social media checking, gaming and calls will end up requiring a charge top-up every night which is fine. You won't fret about the charge because Motorola's TurboPower fast charging will get you 6 hours worth of juice in 20 minutes.

CAMERA

The back consist of a 13MP and 2MP unit where the latter helps in depth perception helping create that much needed background blur for your social media portraits of cats. The bokeh effect is a bit of a hit and miss that you can adjust with the slider but often parts of the subject (cat) get easily blurred out. An 8MP selfie camera provides decent photos of your smiling or grimacing self but most of them tend to be on the softer side.

You will not be applying the bokeh for every shot. For regular photos, results are alright. In bright light or daylight, you get smart, sharp photos with good colour accuracy. In any other light, or typical indoors, noises starts to creep in. The HDR though works very well and jacks up the image quality to acceptable levels of response on Facebook ranging from, 'Ooh, that looks nice' to 'Wow, what filter did you use?' It does a good job especially glimming up shot in bright light. But other than that, camera performance is quite standard. It does have one trick for video in that it can shoot 4K video. You also get Google lens allowing you to scan text, identify images like cat if you never saw one and read barcodes.

WORDS AND PHOTOS: EHSANUR RAZA RONNY



even though you can see the pixelation very up close.

OS

While the other Motorola's run the Moto version of Android, this one runs Android One which is closest to stock Android much like that in the Pixel. What happened Motorola? Why did it take you so long after

everyone else did it? You want a clean, uncluttered and functional OS then this is it. The Android one OS was started to lower the hardware requirement for lower end devices allowing better products to be available for less money. It helps the Android One run smooth and flawlessly despite lower hardware specs while ensuring instant

software updates.

PERFORMANCE

The power is supplied by a Snapdragon 625 chipset which makes for a capable mid range processor but it is also getting old. Supported by 4GB of RAM, this performs all your day to day tasks flawlessly. Never faced any lag. Although gaming is a slightly different

story. Most games will run smooth but if like half the country you also take a few shots through PUBG before hitting the bed at night, settings will have to be lowered somewhat.

BATTERY

A 3000mAh battery along with a low-power chipset and display make sure that the phone lasts well be-

The RTX dilemma

Near the second half of last year, Nvidia released a brand-new line of graphics cards, dubbed RTX. To truly understand the difference RTX brings, you have to understand Rasterisation. Rasterisation is the process through which a graphics processor responds to the placement of a 3D object and turns that object into a set of pixels which form a 2D image on the player's screen. This process has been done ever since the early 90s. Ray tracing, however, proves to be something wholly different. Instead of transforming the 3D image, the graphics card shoots a series of rays from the player's perspective, allowing it to bounce off of the 3D generated surfaces in the game and forming an image. In simpler terms, the advantages promised from the 2000 series are higher frame rates with higher resolutions. Nvidia claims that the RTX will prove far superior with better visuals and performance. And yet that remains slightly untrue.

It wouldn't be fair to call Nvidia an outright liar. The RTX cards do pack a punch. They have updated cooling systems and, well, more power. However, the satisfaction you might receive from running visually taxing games on such high frame rates may be a little dampened from the pain from your back pocket. Or front pocket. Or whichever pocket you put your wallet in.

Either way, after running several tests on games supporting RTX, of which there are only but a few, the results were lack luster. For taxing games like Tomb Raider and Anthem, the frame rate pickups were negligible. The visuals did seem somewhat better, with clearer reflections and post-processing, it wasn't anything to call home about. The main reason I'm so skittish on truly recommending this series is mostly due to the price tag. The pricing for the new series is a touch beyond being understandable. Nvidia justifies their pricing with the emergence of new and more advanced tech as well as the



"new car smell" these cards are expected to give. Due to the lack of any competition for RTX, their price points are pretty steep. The 2080 is almost 60k more than the average 1080Ti. Even their lowest, 2060, is double the price of a 1060. With these price points, it is difficult to really recommend these cards to any average consumer.

Despite all my ramblings, it is true that everyone is allowed to have an opinion. However, for you lost souls who simply need a little more help with making a decision, I pass on the following advice. If you feel like you need a massive upgrade and demand "More Power!", if you have the funds you should go for it. However, if you're current GPU is on its last few breaths, I'd recommend that you

consider your options. If you're using a 980, a 1060 or even a 1080Ti, ask yourself this: Why? Why do you want an upgrade? Do you want to level up your current rig or do you want the fancy new ray tracing gimmick? Or, do you simply want the most powerful hardware? If any of these questions are responded with a yes, I would still tell you to wait. Regardless of burning cash, you have in your wallet; my answer would still be the same. There are simply not enough games out to truly experience all the benefits from these cards. Let the market settle. Let it breathe and when the prices are done exhaling, you should swoop in.

RASHAAD HABIB

30 Years of the Game Boy

The Game Boy released in April 1989 to the world, and has since gone on to become monumentally successful in the last thirty years. Selling around 118.69 million units combined, it has become a piece of human history, surviving bombs, and outer space.

The Game Boy's hardware needs no introduction. The dim-green screen, the rounded red buttons, and the white brick build create a sense of nostalgia in most people. And when you boot it up, that classic Nintendo "ping!" can really take you back to a simpler time. And the Game Boy was the first console to house the world's most successful game Tetris. And everyone played Tetris.

In between the Game Boy and the Game Boy Colour, there are approximately a 1000 games, most famous of which are, Pokémon Red and Blue, The Legend of Zelda: Link's Awakening, Pac-Man, Space Invaders - the list just keeps going on and on. What set the Game Boy apart, in its time and age, wasn't the list of games, but the accessibility for all ages

(thanks to Tetris) and the fact that it was trendy to own a Game Boy.

Popping out of everyone's attics and household storages, the Game Boy has stood the test of time and manages to function as it did thirty years ago. If you happen to own one yourself, then you can turn it back on again in full faith that it will work. The Game Boy is to game consoles what the Nokia 1100 is to phones, in that it is virtually indestructible. Between the famous crispy Game Boy which survived bombs during the Gulf War and the one sent to space by the Russians, there are very few places the Game Boy hasn't been and lived through.

And as much as the Game Boy has survived through its legacy, Nintendo has made it possible for the handheld to live on through the Game Boy Colour and Advance and the Virtual Console. And while the Game Boy is perhaps not something a lot of us grew up with, the sensation around it and its design brought gaming to the masses, saving the crumbling 80s gaming industry from extinction.

ASIF AYON



New Xbox One S is \$249 and it is all digital and no-disc



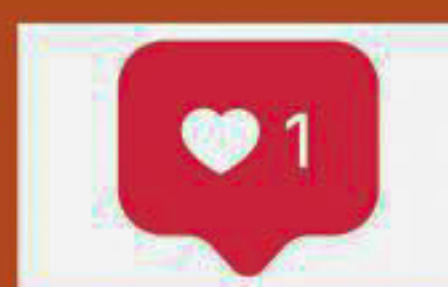
Spotify's instant listening feature Station comes to iOS, launching in Australia



Developers can now send verification messages through WhatsApp instead of SMS to mobile users



Instagram has started testing on a feature which will hide Like counts



Prisma Labs has raised \$6 million for its AI-powered visual editing system

