

2a. The Nintendo Switch is Nintendo's newest entertainment system. It was released on March 3, 2017, and has already been purchased and enjoyed by many people. The Switch's intended purpose is to function as a fun home console or mobile console, and deliver good gameplay and countless hours of enjoyment to players. The computational artifact I made showed the Nintendo Switch in comparison to its predecessors the Wii and the Wii U, illustrating how the console is an innovation for Nintendo and how it is truly changing Nintendo. It showed how the Switch has superior controls, is better for third-party studios, and how it can be used a home or mobile.

2b. The artifact was made by using PowerPoint to put together a slideshow. The slideshow features images I took off of Google Images. The slideshow is made up of three slides, each of which depicts a different feature of the Nintendo Switch, its controller, friendliness to third-party developers, and its ability to perform as a home console or a mobile console. I then used Mirillis Action! screen recording software to record myself narrating over the PowerPoint slideshow.

2c. The Nintendo Switch could beneficial change gaming culture. Debates over which console is superior: PlayStation 4 or Xbox One, could become a three-way battle with the Nintendo Switch as serious competition. With the high praises for the newest installment in the *Legend of Zelda* franchise, *Legend of Zelda: Breath of the Wild*, and many other highly awaited titles coming to the Switch such as *Super Mario Odyssey*, *Mario Kart 8 Deluxe*, and *Splatoon 2*, along with third-party games including Bethesda's *Elder Scrolls V: Skyrim*, the Nintendo Switch could become insanely popular. This popularity could be a new start for Nintendo and really change gaming.

However, if this console does not fix some prominent issues many people have found with it including the problematic left Joy-Con, low storage, and lower quality resolution for bigger games [3], than this console could put the nail in the coffin for Nintendo. Fans of Nintendo seem to have gotten more and more discouraged with the consoles they have been pumping out, and although some titles from the Wii and the Wii U have been very highly rated, the consoles as a whole have stirred up some issues from Nintendo fans. The Nintendo Switch will have to be fixed up a little from launch and continue making good games in order to keep Nintendo as a trusted and loved video game console producer.

2d. The Nintendo Switch is composed of a touchscreen device that functions as the main console and two small controllers, referred to as Joy-Cons. [2] When buttons are pressed on the Joy-Cons, let's say the "A" button is pushed, the processor will process that input data and the game will respond by having your character perform a jumping animation. If the Joy-Cons are not attached to the Nintendo Switch tablet, than Bluetooth is used to relay the data that a button was pushed on the Joy-Con to the tablet. These outputs can also be audio playing from the speakers, opening different screens, and much more. [2]

One major data storage concern of the Nintendo Switch is that it only has 32 GB of internal storage space. [1] Alongside that, saved data on the Nintendo Switch cannot be copied to a USB or saved to the cloud. Data can only be deleted from the console which is a major issue given how small the storage of the Switch is. This is measly compared to Sony's PlayStation 4 and Microsoft's Xbox One both having 500 GB of internal storage, plus the fact that data can be uploaded to cloud storage, or copied to a USB. [1] The most popular title on the Nintendo Switch

right now is *The Legend of Zelda: Breath of the Wild*. If the game is downloaded to the console, it takes up 13.4 GB of storage which is about 40% of the Switch's total storage. Further issues come down the road when third-party games are ported to the Switch. Bethesda's *Elder Scrolls V: Skyrim* is being ported to the Switch and on PlayStation 4, it takes up around 20 GB of storage, which is about 63% of the Switch's total storage. The lack of storage and lack of ability to move saved data is an obstacle for people who prefer to download their games.

2e.

[1] Passingham, Michael. "Nintendo Switch vs Xbox One and PS4." *TrustedReviews*. TrustedReviews, 17 Mar. 2017. Web. 19 Mar. 2017.

<<http://www.trustedreviews.com/opinions/nintendo-switch-vs-ps4-and-xbox-one>>.

[2] Henderson, Rik. "Nintendo Switch: Price, Specs and Everything You Need to Know." *Pocket-lint*. N.p., 7 Mar. 2017. Web. 19 Mar. 2017. <<http://www.pocket-lint.com/news/137243-nintendo-switch-price-specs-and-everything-you-need-to-know>>.

[3] Knight, Chris. "Pros and Cons of the Nintendo Switch." *TechAcute*. N.p., 17 Jan. 2017. Web. 19 Mar. 2017. <<http://techacute.com/pros-and-cons-of-the-nintendo-switch/>>.