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Portable Game Console by Sony Playstation Vitaoriginal PS Vita Model (PCH-1000) Beverage ASPS Vitavita (Abbreviations) Development Computer EntertainmentManufacturingSony ElectromsProduct FamilyPlayStationYpehandheld Game ConsoleGeneration GenerationRelease DateJP: December 17, 2012 (1 D And Ed.) 22. 2012eu: February 22, 2012other Regions: View [note 1] Lifespan2011 Å € € "2019itrastructure and sales [note 2] mediaapps vita card, digital distribution through Playstation Networkoperating SystemPlaystation Vita Softwarecpuquad-Core System Cortex-A9 MPCOREMEMORY5125 MB RAM, 128 MB VRAMSTORAGE1 å. GB of Flash Memory (only PCH-2000 model) removable PS vita memory card (4, 8, 16, 32 or 64 GB) (16: 9) OLED (PCH-1000) / LCD (PCH-2000) Multi-Capacitive Touchscreen Multi-touch Touch, approximately 17 million colors, 960 Åf-544 QHD @ 220 ppgraphicsquad-core PowerVR sgx 543mp4 + sound buttere, microphone, 3.5 mm headphone jack, bluetoothinput touchscreen touchpad touchpad setaxis motion sensing three axes compass electronics d-pad 16 åf- buttons (..... Volume Å ±, power) 2 åf- Analogic Sticks CameraFront and Back 0.3 MP CamerasTouchPad5-inch Multi-Touch Capacitive Touchpad (back from console) Connectivity 802.11 B / G / N Wi-Fi, 3G, Bluetooth 2.1 + EDRPOWER2210 MAH [11] PCH-1000: Approx. 3-5 hours for games, 5 hours for Veheo, 9 hours for music (in stand-by mode) [12] PCH-2000: approx. 4-6 hours for games, 7 hours for Veheo, 12 hours for music (in stand-by mode) Online ServicesPlaystation NetworkdimensionsPCH-1000: 83.55 (3.289) (H) 182 0 mm (W) 18.6 m mm (0.73 light) (d) PCH-2000: 85.1 mm (3.35 mm) (H) 183.6 mm (7.23 m mm (W) 15.0 m mm (0.59) m mm (0.59) (d) MassPCH-1000: 260 grams (9.2 ° C) (Wi-Fi) 279 grams (9.85 oz) (3G) PCH-2000: 219 grams (7.75 oz) (Wi-Fi) BackwardCompatibilityPlayStation Portable (download only) [13] PS One (download only) predecessorPlayStation portalewebsitePlayStation.com/en-us/explore/Games/PSVITA-Games/ PlayStation Vita (PS Vita, Vita, or PSV) is a Gateboard video game console Ttl developed and marketed by Sony Computer Entertainment. He was first released in 19 December 2011, and in the North America, Europe and other international territories, beginning on February 22, 2012. The console is the successor of the PLAYSTATION PORTABLE, and a part of the PlayStation brand of OJ devices pos. As part of the eighth generation of video game consoles, he competed mainly with Nintendo 3DS. The original model of the hand computer includes a 5-inch touch screen (130 feet) OLED Multi-Touch Capacitive Capacitive, two analogical joysticks and front press and shoulder-press button, and supports Bluetooth, Wi-Fi and 3G optional. VITA features a CPU MPCore Cortex-A9 of the quad-core arm and a quad-core SGX543MP GPU. SA © Rie PS Vita 2000, a revised version of the system, was launched in 2013 and 2014. It has all the same resources with a slightly smaller size, extended battery life extended and an LCD screen instead of OLED. Sony launched the TV from PlayStation, a short duration, reactivated from Vita that uses a television screen as a domestic video game console, discontinued at the end of 2015. Drawing From Vita was intended to merge the experience of great budget, video game platforms dedicated to the top tendency and arrival of mobile games, as seen on smart phones and tablets. However, in the year after the successful launch of the device, the hardware sales and its largest oriented games stopped, threatening to end your useful life. A concentrated effort to attract minor independent developers in the West, combined with strong support from Japanese corporate business, helped The surface platform. Although this would lead less diversity in your game library, strengthened support in JRPGs, Visual Novels and Indie Indie Games. This moderate construction built in Japan and a minor, but passionate passionate In the west. Although Sony has not disclosed exact numbers of sales, the final life cycle sales estimates are around 15 to 16 million units. In the later years of the platform, Sony promoted the ability of PlayStation Vita for work together with its other game products, such as the Remote Play of PlayStation 4 games, similar to the function of off-TV Wii game . While Vita received several acclaimed titles and built a small, but faithful and passionate fan base, the system is considered as a commercial failure, with a lack of sony support and the main third-party developers with the concurrence of the significantly more successful Nintendo 3DS and intelligent devices annotated as main factors. System production and physical game cards in the West ended in March 2019, with Sony do not have plans for a successor. History Background After the success of the Game Boy family of Nintendo of portable game consoles throughout the DA © Each of 1990 and 2000, with little competition in the market, and huge Sony success with its PlayStation and Playstation Consoles 2 Home Video game around the same time, Sony entered the handheld market too. In 2004, he launched the PlayStation Portable (PSP) to compete with Nintendo DS as part of the generation of video game consoles. [14] After a slow beginning on the world market, it was invigorated in the world market, with several releases of Series Monster Hunter. [14] [15] With Seriously being less popular in west regions, he could not rely the platform in the same way. The PSP ended up being a mixed result for the company. Was seen as a success in that it was the only portable video game platform that had already significantly competed with Nintendo by market share, with almost 80 million units sold in their useful life, Approximately the same amount as Nintendo's Game Boy Advance had during the sixth generation of video game consoles. [14] This is only a little more than half sales of your real market competitor, DS, which was more than 150 million units until the end of 2011. [16] Rumors of a successor for the PSP came João in July 2009, when Eurogamer reported that Sony was working on such a device, which would use the PowerVR SGX543MP processor and run at a level similar to the original Xbox. [17] At the middle of 2010, websites continued to run stories about accounts of the existence of an "PSP 2". [18] [19] [20] [21] [21] [22] Relatiers arose during Tokyo Game Show that the device was disclosed internally during a private meeting during mid-September, held at Sony Computer Entertainment in Ayama, Tocio . [19] Shortly afterwards, Development kit reports for handheld had supposedly been sent to several video game developers, including both primary and third-party developers to start making games for the device . [23] A relatory later confirmed by deadly producer Kombat Executive Shaun Himmerick [24]. In November, Senectronic Vice President of Electronic Arts, Patrick Soderlund, confirmed that he had seen that the PLAYSTATION PORTABLE successor existed, but he could not confirm the details. [25] In the same month, VG247 has released photos of a prototype version showing a PSP Go-like slide screen design along with two analogue sticks, two cams and a microphone, although the report mentioned that overheating problems Had since led them to depart the project in favor of a model more similar to the original PlayStation portable device. [20] [22] [26] Throughout 2010, Sony did not confirm these relatives of a PSP successor, but I would like to comment on the future hardware. Shuhei Yoshida, president of the SCE Worldwide Studios revealed that the Estimio, although generally be more involved with software, had a role In future hardware development at the moment. [27] In December, Sony Computer Entertainment CEO Kazuo Hirai stated that Sony aimed to appeal to a wide demographics of people using various entry into future hardware; Boths and Joysticks for Traditional Traditional Portable Games usuÁrios sensÁveis and touch screens to usuÁrios of smart phones. [28] The device was officially announced by Sony on January 27, 2011, in its "PlayStation Meeting" Press Conference held by the company in Japan £ him. [29] The system, known only by your code name "Next Generation Portable", was announced to be a tractor gaming device that pointed to PlayStation 3 quality visuals, [29] which was later clarified to NA £ being taken to a literal navel because, according to David Coombes, platform research manager at Sony Computer Entertainment America, "Well, him in the £. are going to perform at 2A GHz [as PS3] because the battery It lasts five minutes and he would probably burn your calÁsas ". [30] His power was later described by Sony engineers as halfway between the PSP and PS3. [31] As rumors had suggested, the device was designed to be "the best of both worlds" between games for phones and Portable, including a display £ Åtçtl OLED 5 inches, a rear touchpad along with phasic correct buttons and two sticks both analog. [32] Sony tamba © m revealed that the device would be using a mixture of the retail £ Distribution and digital games. [21] More details were announced at the Game Developers Conference 2011, including Sony would be falling UMD disc format the PSP in favor of small 2A GB game cartridges or 4 GB size variants. [33] along with two cÅ e mere, detecÁSA £ facial, £ detecÁSA the upside and tracking capabilities. [34] lanÁsamento and Ignatius the years On June 6, 2011, at E3 2011, Sony announced that the official name of the device would be PlayStation Vita, with the word "vita" being Latin for "life." [35] Despite the 2011 earthquake in Japan relatÁrios £ delaying the lanÁsamento device, Sony reconfirmed that he was on track for lanÁsamento in late 2011 in Japan the £ [36] [37] and a release date in February 2012 to other major regiÁpes the world. [37] [38] The release date was later reduced to 17 December 2011, one lanÁsamento in Japan £ him, [39] and a release date February 22, 2012 to the AmÅ © rich and Europe, although a £ ediÁSA the limited lanÁsada was a week before the AmÅ © rich North on February 15, 2012, which included the 3G model / Wi-Fi device, small game Deviants, one the kit ediÁSA £ limited, and the letter £ 4 GB of memory. [38] Launched Vita with 26 £ the titles in Japan, with Sony announcing that there were more than 100 titles in development before lanÁsamento overall system. [40] Launched in western Vita 25 titles, [41], including original titles such as Uncharted. Golden Abyss and Wipeout 2048, and game ports such as FIFA 12 and Rayman Origins [42] Vita's sales strong in comeÁsou lanÁsamento, but then stopped and Aqua © m. The Vita had a strong lanÁsamento in Japan £ him, selling over 300,000 units in its first week of availability, although some figures after shrunk 78% to less than 73,000 sold in its second week, and then settled in about 12,000 sold per week in the following weeks. [43] [44] Similarly, in the United States, the system opened to 200,000 units sold in the first mÅs before slipping in a quantity of about 50,000 mÅs. [45] have been reported 1.2 millions units such as © sold as of February 26 of 2012, aft most Launched regiÁpes. [46] The system continued to receive high profile games during 2012, including Gravity Rush, LittleBigPlanet PS Vita, Sonic & All-Stars Racing Transformed, Persona 4 Golden, Assassin's Creed III: Liberation and Call of Duty: Black Ops - Declassified. Nevertheless, the system-Only still managed to sell 4 millions units worldwide in its first 10 months on the market, [7] and estimated by analysts to be only 6 millions units sold aft two years of [47] After 2012, Sony ceased liberating from direct sales of Vita, choosing, instead of releasing sales numbers combined with him and PSP. [47] Still, the sub-fulfilled system. While Sony projected sale of 16 million Vita and PSP units combined, which had to cut your forecast twice in the same YearÅ € to 12 and then 10 million units sold. [48] [48] Superior Profile Games Do not push enough system sales in 2012, large third-party companies such as Ubisoft and Activision began to reduce or eliminate support for the system, especially in the West. [32] In addition, while the Series Monster Hunter significantly increased PSP sales, his absence injured Vita. His developer, Capcom, decided to release Monster Hunter Tri and future monster hunters exclusively on Nintendo 3DS, where he would sell millions of songs to Sony's main competitor. [15] [49] With the decreasing support, Shahid Ahmad, Sony's strategy content director, began a new approach to software, through reach directly and making accommodations for, minors, independent developers who were previously Releasing games for mobile platforms and PC. [32] Although it has not completely inverted Vita's sales trends, the lower manufacturing costs or behavior smaller games facilitated that developers make profit in the lower user basis of the Systems, and, in turn, increased consumer attention on the console, maintaining the device to the surface. [32] Fez, Spelunky, Hotline Miami and Ollioli all found success with releases in Vita. [32] Ahmad also maintained interest in the device, interacting directly with consumers in social media; The stories of Games of Hearts R were located only in English because it was the number one in a desired game search on the platform. [32] Sony continued to support the system with Games until 2013 also, although smaller, with titles like Killzone: Mercenary and crumble, along with a handful of other Western developed ports, such as FIFA 13 and Rayman Lendends. [50] As the focus on Indie games maintained the device to surface in the West, in Japan, no such measures was needed, as Vita maintained moderate sales of hardware. [51] Although it is routinely overcome by its main competitor, Nintendo 3DS, Vita was still able to be one of the top consoles sold in general, partially due to the preference of Japan in relation to portable gaming. [51] Strong support by Japanese developers also helped, with companies such as Bandai Namco, Falcom, Koei Tecmo, 5 PB, Compile Heart, Spike Chunsoft, and Atlus releasing many games in the JRPG and Visual Novels Gun He maintained a steady flow of meter releases reaching the system. [51] In addition, large games like Final Fantasy X / X-2 HD Remaster sold well and approximately in line with your console counterparts at home. [52] The heaviest support of Japan, in turn, also helped support the system in the West too, with many games at Atelier, Ys, Danganronpa, Persona and Legend of Series Heroes located In English in Vita, or playable the previous system compatibility with PSP digital games. [53] While the system managed to succeed as a small success, other questions continued to persist, including the high price of the system in comparison with its main competitor, Nintendo 3DS, [43] and your device O Brother, [50] The high price of your used memory cards Å € Å €

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