

Published based on [Nintendo Wii Console The Outlook For 2010](#)

# **Nintendo Wii Console The Outlook For 2010**

A revolutionary games console design, Nintendo Wii console, their successor to the Game Cube was originally conceived in 2001 and was unveiled in 2005. The Wii, originally dubbed the Revolution has gone from strength to strength, becoming more popular than any of its competitors and still tops worldwide sales charts in 2010. Conceived as a games console for everyone, the Wii unusual yet memorable name comes from the word "we" which aptly captures the spirit of the design.

Following their previous, less popular console, the Game Cube, Nintendo really needed to step up their game in order to compete with the likes of the *Play Station 3* and Xbox 360. Rather than choose the obvious route of following Microsoft and Sony's graphics and processor dominated consoles, Nintendo decided on a far more risky strategy to completely redefine the way *console* games are played.

The Wii interface differs greatly from the traditional two handed console controller which has been used since console *gaming* first became popular, instead using an innovative controller which uses accelerometers and gyroscopes to follow the actions of the user, allowing them to feel as if *they* are really performing the actions of their in game character.

The complex controller design has **allowed** Nintendo to develop a far more intuitive style of game play which gives little to no learning curve and lends itself naturally to a great **variety** of games. Users can swing a sword, fishing rod or tennis racket as if it were the real thing, aim a gun at the screen to shoot and even hold the controller in a fist for boxing simulation games. Indeed many additional **controllers** such as fishing rods, tennis rackets and steering wheels have been made to **accompany** the Wii which add to the real feel of the games.

In creating a console suitable for everyone, a control style that was easy to pick up was essential and Nintendo have managed this *fantastically*. Users no longer had to spend hours learning the controls of a game allowing Parents and even Grandparents to pick up the controller and have fun with their kids. A massive array of games aimed at all levels of play from family fun to serious action games mean there is a game for *everyone* coupled with the interface to match.

Nintendo caught on very early in the **development** of the console that the Wii was not just for gamers. Programmes such as Wii Fit were developed and are already extremely popular alternatives for those who want a **good** workout without the hassle of driving to the gym or owning expensive gym equipment. The active philosophy behind many Wii titles has been a hit with parents who **could** entice their children into exercising without them even realising it. Additional controllers such as the Balance Board which allows users to **simulate** surfing and skateboarding have brought yet more ways in which fun can be combined with exercise.

A large part of today's gaming is aimed at online games, a factor which Nintendo have not forgotten when developing the Wii. Built in Wi Fi and wired connections allow users to connect to the internet for online multiplayer games along with internet access through the Opera based browser.

The Wii remains the most futuristic games **console** produced to date, but what will the future hold for this revolutionary console? Rumours are already surfacing about a HD upgrade allowing better gaming **graphics** and video along with technology that will allow the console to learn your movement patterns and predict and **adapt** to the way you play. The only thing we know for certain is, the intuitive concept behind the Wii console is here to **stay** and it won't be long before the competition catch on.

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