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GAMING

Types of PCs and Consoles

When talking about desktop computers, there are three operating systems that one can run on: Windows, Linux, and macOS. Windows is the most popular by far.

As for consoles, there is a wider variety to choose from.

First, there are the “mainstream” consoles and those are Sony’s PlayStation and Microsoft’s Xbox. They are generally the most popular and have the largest

selection of games to choose from. This also includes the PlayStation Vita which was initially released as a standalone handheld console but was eventually changed into something of a companion to the PS4.

The Prices

Truth to be told, it is the consoles which helped gaming break into the mainstream. How did they do that? They are more convenient and much cheaper than a gaming PC.

Now, not only these consoles are cheap to buy, but they are also cost-effective in the long run. Provided that you take care of it, a console can last you upwards of 5 years until the next generation of consoles comes along. You will be able to play all the games released for that console with no need to worry about compatibility issues or your hardware getting outdated.

Unlike the consoles, there is no set standard for PC. Each individual computer is comprised of a number of components that affect its price and performance: the processor, the graphics card, the motherboard, the RAM memory, the SSD, the HDD and the power supply that keeps it all running.

One of the advantages of a PC is that you are mostly free to upgrade it as you see fit, although certain technological jumps might be limiting in that regard. However, the numerous replaceable components can make troubleshooting a hassle.

Selection

Many games are developed primarily for consoles and are only to PC afterwards. After all, consoles make up the bulk of the gaming industry. Today, however, the launch dates of PC versions of games coincide with those of consoles, albeit there are still a handful of cases of timed exclusives.

Still, console-exclusive games do exist, although the only truly worthwhile ones that might influence your decision right now are Sony's first-party titles. In contrast, the PC has access to a much better developed indie game scene.

Compatibility

As we have already mentioned, every game released for a console will work nigh-flawlessly on that console, regardless of whether it was released during the console's initial launch or after it was replaced by the next generation.

The same can't be said for the PC. Due to the sheer amount of hardware available, games might encounter problems when trying to run on a particular piece of hardware. On top of that, there are also instances of poorly optimized games which don't run properly regardless of how powerful the hardware is.

Conclusion

PC offers better visuals, a greater number of indie titles, and more affordable games while being substantially more expensive to buy than consoles. It can also be plagued by compatibility and hardware issues. Consoles, on the other hand, are

cheaper to buy and can last for an entire console generation, and are much easier to troubleshoot, but games tend to be more expensive.