Written by Marco Attard 21 February 2013

Sony fires the starting pistol for the next generation games console race as it unveils the (un)imaginatively named Playstation 4 at the Hammerstein Ballroom, New York.



As a successor to the 7-year old Playstation 3, the console tries hard to impress both consumers and developers-- Sony drops the esoteric "Cell" architecture in favour of a PC-style 8-core x86 processor, an enhanced GPU and 8GB of GDDR5 RAM, a combination producing up to 1.84 Teraflops of processing power.

Interestingly the PS4 will ship with a redesigned version of the Kinect-style Eye camera peripheral. It carries dual camera lenses and x4 microphones, which Sony says will handle log in procedures via face recognition.

The familiar Dual Shock controller also gets a slight redesign through the addition of a touchpad, stereo cameras (to work in tandem with the Eye), headphone jack and a "share" button allowing users to instantly record and share game footage.

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