

Sony Working on PSVR Headset Sequel?

Written by Alice Marshall
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According to Bloomberg, Sony is working on a sequel to the PlayStation VR headset, set for release after the launch of the PlayStation 5-- meaning it will probably hit the market sometime on 2021.



A followup to the PSVR headset makes sense. After all, the PS5 promises to be backwards compatible with PS4 games, providing it with a ready library or VR-enabled software. One also has to keep in mind the original PSVR headset was a success, with sales reaching over 5 million units, meaning consumers should be ready for a more powerful version. That said, no details are available regarding the capabilities of such a sequel, but the 2017 "CUH-ZVR2" model hints at features such as better cable management, a slimmer connection cable and an updated processor box with HDR passthrough support.

The same Bloomberg story also tells how Sony is going through some problems with the PS5. The primary issue appears to be costs, since component scarcity is pushing manufacturing expenses to around \$450 per unit. This means the PS5 would have to launch with a pricetag of at least \$470, unless Sony wants to sell the machine at a loss. Currently the most expensive Sony console is the PS4, with a pricetag of around \$400. That said, one has to keep in mind consoles are often sold at razor-thin margins, since companies tend to make their profits from game software and online subscription services.

Moving on to the aforementioned component scarcity, Bloomberg sources claim Sony is finding

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it difficult to ensure a reliable source of DRAM and NAND flash memory. Another issue involves cooling, since Sony is apparently opting for a "lavish" option to ensure the powerful chips inside the machine do not overheat.

The PS5 is expected to launch by end 2020.

Go [Sony is Struggling With PlayStation 5 Price Due to Costly Parts \(Bloomberg\)](#)