





## Ps vita specs and price

Display the Game Controller Circle button, cross key, left trigger, PS button, right trigger, Select button, square button, Start button, Triangle button, directional buttons, dual analog sticks, General 3G rear multi touch pad, 802.11b/g/n, Bluetooth 2.1 EDR Connections Multipurpose Port PlayStation Life, Accessory Port, Video Output Headphones Miscellaneous Product Image Displayed May Be Of A Different Color Advanced Audio Distribution Profile (A2DP), Audio/Video Remote Control Profile (AVRCP), Headset Profile (HSP) Header Console Sony PlayStation Vita (PS Vita) game GPS receiver 1000 series, microphone, two VGA digital cameras PlayStation Life card, 3G flash memory card, 802.11b/g/n, Bluetooth 2.1 3-axis EDR accelerometer, digital compass, three-axis wi-fi tracking service support multimedia processor output expansion SIM card , Sony PlayStation Vita card Battery Dimensions & amp; Weight Sony PlayStation Vita Portable ConsoleThe First Generation PlayStation Vita System (PCH-1000)Also known as VITAVitaPS (abbreviations)DeveloperSony Computer EntertainmentManufacturerSony Electronics Family of ProductsPlayStationTypeManatic Game ConsoleGenerationEighth generationSed releaseJP: December 17, 2011NA: 15 February 2012 (1st ed.) / 22 February, 2012To other regions: see[note 1]Duration 2011-2019Ost start takeUS\$249.99[6]DiscontinuedWW: March 1, 2019Units soldSee reception section and sales[note 2]MediaPS Vita Card, digital distribution via PlayStation VitaCPU System ManagerCOOTEX-A9 MPCore 20-333 MHz MIPS R4000Memory512 MB RAM, 128MB VRAMStorage1GB flash memory (PCH-2000 model only)Removable PS Vita memory card (4, 8, 16, 32 or 64GB)Display5 inches (16:9) OLED (PCH-1000)/LCD (PCH-2000) multi-touch capacitive touchscreen , approximately 17 million colors, 960 × 544 qHD @ 220 ppiGraphicsQuad-core PowerVR SGX543MP4+SoundStereo speakers, microphone, 3.5 mm headphone jack, BluetoothInput Touchscreen

Rear touchpad Sixaxis motion sensing Three-axis electronic compass D-pad 16 × Buttons(, , , , D-Pad, L, R, Start, Select, PS, Volume ±, Power) 2 × Analog sticks CamerasTouchpad5-inch multi-touch capacitive touchpad (back of the console)ConnectivityIEEE 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 video, 9 hours for music (in stand-by mode)[12]PCH-2000:approx. 4-6 hours for games, 7 hours for video, Online servicesPlayStation NetworkDimensionsPCH-1000:83.55 mm (3,289 in) (h)182 mm (7.2 in) (w)18.6 mm (0.73 in) (d)PCH-2000:85.1 mm (3.35 in) (h)183.6 mm (7.23 in) (w)15.0 mm (0.59 in) (d)MassPCH-1000:260 (9.2 oz) (Wi-Fi)279 grams (9.8 oz) (3G)PCH-2000:219 grams (7.7 oz) oz) Portable (download only)[13]PS One (download only)PredecessorPlayStation PortableWebsiteplaystation.com/en-us/explore/games/psvita-games/ The PlayStation Vita (PS Vita or Vita) is a portable console developed and marketed by Sony Computer Entertainment. It was first released in Japan on December 17, 2011, and in North America, Europe and other international territories as of February 22, 2012. The console is the successor to the PlayStation Portable, and a part of the eighth generation of video game consoles, it competed mainly with nintendo 3DS. The original handheld model includes a 5-inch (130 mm) OLED multi-touch capacitive touchscreen, two analog joysticks and front and shoulder button input, and supports optional Bluetooth, Wi-Fi and 3G. Vita features a quad-core CORTEX-A9 MPCore ARM CPU and a quad-core SGX543MP GPU. The PS Vita 2000 series, a revised version of the system, was released between 2013 and 2014. It all has the same features with slightly smaller sizes, long battery life and an LCD screen instead of OLED. Sony has released PlayStation TV, a short-lived, reused version of Life that uses a television screen like a home video game console, which was discontinued in late 2015. Vita's design was meant to lie the experience of dedicated and large-budget video game platforms with the current trend of mobile gaming as seen on smartphones and tablets. However, in the year following the successful launch of the device, sales of the hardware and its larger budget games blocked, threatening to end its durability. A concentrated effort to attract small independent developers to the West, combined with strong support from mid-tier Japanese companies, helped keep the platform afloat. Although this has led to less diversity in its game library, it has strengthened support in J RPG, visual novels and western-developed indie games. This has built moderate sales in Japan and a smaller but passionate user base in the West. Although Sony has not released exact sales figures, end-of-life sales estimates are around 15-16 million units. In the last years of the platform, Sony promoted playstation Vita's ability to work in combination with its other gaming products, such as Remote Play's Wii U feature. While Life hosted several acclaimed titles and built a small but loyal and passionate fanbase, the system is considered a commercial failure, with a lack of support from Sony and major third-party developers competition from nintendo 3DS and the most successful smart devices known as major factors. Production of the physical game card system and cards in the West ended in March 2019, with Sony not planning a successor. History Background After success The Game Boy family of portable consoles in the 1990s and early 2000s, with little competition on the market, and Sony's huge success with video game consoles for PlayStation and PlayStation 2 at the same time, Sony also entered the handheld market. In 2004, it released playstation portable (PSP) to compete with nintendo DS as part of the seventh generation of video game consoles. After a slow start in the world market, it was reinvigorated in Japan with several releases in the Monster Hunter series. [15] With the series less popular in western regions, it failed to revive the platform in the same way. The PSP ended up being a mixed result for the company. It was seen as a success as it was the only portable video game platform that ever competed significantly with Nintendo for market share, with nearly 80 million units sold in its lifetime, roughly the same amount as Nintendo's Game Boy Advance during the sixth generation of video game consoles. [14] This is only just over half the sales of its actual market competitor, the DS, which was more than 150 million units at the end of 2011. [16] Rumors of a successor to the PSP came as early as July 2009 when Eurogamer reported that Sony was working on such a device, that it would use the PowerVR SGX543MP processor and would work at a level similar to the original Xbox. [17] Until mid-2010, websites continued to manage stories about the existence of a PSP 2. [18] [19] [20] [21] During the Tokyo Game Show it emerged that the device was unveiled internally during a private meeting during mid-September held at Sony Computer Entertainment's headquarters in Aoyama, Tokyo. Shortly thereafter, reports of handheld development kits had already been sent to numerous video game developers including third-party and third-party developers to start creating games for the device, [23] a report later confirmed by Mortal Kombat executive producer Shaun Himmerick. [24] In November, Electronic Arts Senior Vice President Patrick Soderlund confirmed that he saw that playstation portable's successor existed, but could not confirm the details. In the same month, VG247 released images of an early prototype version showing a PSP Go-like sliding screen design along with two analog poles, two cameras and a microphone, although the report mentioned that overheating issues had since caused them to move away from the design in favor of a model more similar to the original PlayStation Portable device. [20] [22] Throughout 2010, Sony would not confirm these reports of a PSP successor, but would comment to the creation of future hardware. Shuhei Yoshida, President of SCE Worldwide Studios revealed that his firm, although usually more involved in software, played an ongoing role in future hardware development Hours. [27] In December, Sony Computer Entertainment CEO Kazuo Hirai stated that Sony aimed to appeal to a wide demographic of people using more input methods on future hardware; buttons and joysticks for traditional users of the portable gaming system and touchscreen for smartphone users. The device was officially announced by Sony on January 27, 2011, during the company's PlayStation Meeting press conference in Japan. [29] The system, known only by its codename Next Generation Portable, it was announced as a portable gaming device that aimed at PlayStation 3 quality images, [29] which was later made clear that it was not taken literally because, according to David Coombes, platform research manager at Sony Computer Entertainment America, Well, it won't work at 2 GHz [like the PS3] because the battery would last five minutes and would probably set you on fire. Its power was later described by Sony engineers as about halfway between the PSP and THE PS3. As rumors had suggested, the device is designed to present the best of both worlds between mobile and portable games, including a 5-inch OLED touchscreen, a rear touchpad paired with physical buttons, and dual analog sticks. [32] Sony also revealed that the device would use a mix of retail and digital game distribution. Further details were announced at the 2011 Game Developers Conference, including that Sony would abandon the PSP's UMD disc format in favor of small game cartridges of 2GB or 4GB variants. Along with two cameras, facial detection, head detection and tracking capabilities. The launch and early years on June 6, 2011, at E3 2011, Sony announced that the official name of the device would be PlayStation Vita, with the word life that is Latin for life. Despite reports of the 2011 earthquakes in Japan delaying the release of the device. Sony confirmed that it was on track for an end-of-2011 version in Japan[36][37] and a release date in February 2012 for other major regions of the world. [37] The release date was later restricted to 17 December, 2011, released in Japan, [39] and a February 22, 2012 release date for America and Europe, although a limited edition was released a week earlier in North America on February 15, 2012, which included the device's 3G/WiFi model. Little Deviants game, limited edition case, and 4GB memory card. Life was launched with 26 titles in Japan, with Sony announcing that there were over 100 titles under development before the system's overall release. Life has been to the west with 25 titles, including original titles such as Uncharted: Golden Abyss and Wipeout 2048 and ports of games such as FIFA 12 and Rayman Origins. Life's sales began strong at launch, but then stalled and underperformed considerably. Life has had a strong launch selling more than 300,000 units in its first week of availability, although data soon after fell 78% to less than 73,000 sold in its second week, and then settled into about 12,000 sold a week in the following weeks. [43] Similarly, in the United States, the system debuted with 200,000 units sold in the first month, before sneaking down to an amount of about 50,000 per month. [45] 1.2 million units were sold as of February 26, 2012, after it had been launched in most regions. The system continued to get high-profile games during 2012, including Gravity Rush, LittleBigPlanet PS Vita, Sonic & amp; All-Stars Racing Transformed, Persona 4 Golden, Assassin's Creed III: Liberation, and Call of Duty: Black Ops: Declassified. Despite this, the system still managed to sell only 4 million units worldwide in its first 10 months on the market, [7] and estimated by analysts to be only 6 million units sold after two years of availability. After 2012, Sony stopped releasing life's direct sales data, opting instead to release sales data combined with it and the PSP. However, the system is under-run; while Sony planned to sell 16 million units of combined Life and PSP systems, it had to reduce its forecast twice in the same year, to 12 and then 10 million units sold. With high-profile games that didn't push system sales enough in 2012, large third-party companies like Ubisoft and Activision began reducing or eliminating support for the system, especially in the West. In addition, while the Monster Hunter series had significantly increased sales of the PSP, its absence damaged Life instead. Its developer. Capcom, had decided to release Monster Hunter Tri and future Monster Hunter games exclusively on Nintendo 3DS, where it would sell millions of copies for Sony's main competitor. [15] With the support diminishing, Shahid Ahmad, Director of Strategic Content at Sony, instead began a new approach to software, contacting directly and building accommodations for smaller, independent developers who previously released games for mobile platforms and PCs. [32] While not completely reversing Life's sales trends, the lower costs of making or converting low-budget games made it easier for developers to make a profit based on smaller system users and, in turn, increased consumer attention on the console, keeping the device afloat. Fez, Spelunky, Hotline Miami and OlliOlli found success with the publications on Vita. Ahmad also maintained interest in the device by interacting directly with consumers on social media the game Tales of Hearts R was located in English only because it was number one in a survey of desired games on the platform. Sony continued to support the system even with games until 2013, though less so, with titles such as Killzone: Killzone: and Tearaway, along with a handful of other west-developed ports such as FIFA 13 and Rayman Legends. While the focus on indie games kept the device afloat in the West, Japan, such measures were not necessary, as Life maintained moderate hardware sales. While it was regularly overtaken by its main competitor, the Nintendo 3DS, Life still managed to be one of the best consoles sold overall, in part due to Japan's preference for portable gaming. Strong support from Japanese developers has also helped, with companies such as Bandai Namco, Falcom, Koei Tecmo, 5pb, Compile Heart, Spike Chunsoft and Atlus releasing many games in the JRPG and visual novel genre to help maintain a steady stream of mid-level versions coming into the system. In addition, large games such as Final Fantasy X/X-2 HD Remaster sold well and roughly in line with their home console counterparts. Japan's heavier support, in turn, has also helped support the system in the West, with many games in the Atelier, Ys, Danganronpa, Persona and The Legend of Heroes series located in English about Life, or made playable through compatibility with previous versions of the system with digital PSP games. While the system managed to stay afloat as a small success, other problems continued to persist, including the high price of the system compared to its main competitor, the PS3,[50] the high price of its memory cards used for storing games and data,[50][54] and the growing popularity of smartphones and tablets. [44] In August 2013, Sony turned to the first two, dropping the price to \$199 in North America and €199 in Europe and also cutting the suggested retail price of memory cards. The price cut also coincided with the release of a slight redesign of the system, the PS Vita 2000 model. The redesign included making the system 20% thinner and 15% lighter, adding 1GB of internal storage and an hour longer battery life. However, the redesign removed the OLED screen in favor of a cheaper LCD screen. In late 2013, around the launch of Sony's next video game device, the PlayStation 4 home video game console, Sony began commenting on the change in focus with life. Yoshida stated that Sony would release fewer first-party games for the platform. Don Mesa, Product Planning & amp; Platform Software Innovation Director at Sony Computer Entertainment, said the economy simply doesn't work with the traditional process. Sony has addressed the problem of the Of Life games starting to focus on the fact that almost all PlayStation 4 games could be streamed and played through a Life through Remote Play. Sony attempted to connect the device to the PS4 due to its extreme popularity; it took only a few sales to exceed life sales over the course of almost two years. In July 2014, Yoshida stated that the company would focus less as a dedicated portable video game console, and more on its combination of uses, stating that these are no longer individual Vita games. It's more about how Vita can have multiple uses: with PS4 Remote Play, PS3 games with PS Now and dedicated games. The entire ecosystem with PS4 at the center, Life is part of it. [61] Sony later announced that Vita would also integrate PlayStation VR in the form of a second screen. Open beta trials for the PlayStation Now feature on PS Vita began on October 14, 2014 in North America. [63] PlayStation TV, released between late 2013 and 2014, also aimed to expand the system's user base by allowing Vita games to be played on a TV like a home console, [64] although the device was discontinued in the West by the end of 2015, and did not work well even in japan's handheld-focused region. In November 2014, SCEA President Shawn Layden suggested that the new approach was working at the hardware level, stating that life sales had increased since the implementation of PS4 Remote Play, [66] although he and another Sony representative did not give specific figures. Sony has continued to play games for the device, although fewer than in the past. Sony's last major title, Freedom Wars, was still successful, selling over 188,000 copies in its first week of release in Japan. The debut was Sony's highest debut for the system, and the second highest, only with the release of Namco Bandai at the end of 2013 of God Eater 2 on the platform. In September 2015, Yoshida stated that Sony had no current plans for a life successor, stating that the climate is not healthy for now due to the huge dominance of mobile games. At E3 2015. he stated that Sonv would no longer do AAA, big budget games for the system.[69] but in October, the comment was revised that Sony would no longer play games for it. [70] The reasons cited included the company focusing on ps4 support and the fact that it believed that third-party Japanese developers and West Indies developers sufficiently supported the device. [69] In March 2016, Sony announced that it would instead form a new company, Forward Works, and instead focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Android. [71] Despite Sony's focus on bringing PlayStation-based games to mobile platforms such as iOS and Platforms such as iOS as i ps4 and mobile for the future, Life continued to receive substantial support for third-party games in terms of role-playing games and visual novels in and Western-style indie video games until 2017. [73] Minecraft in particular was successful for the platform, selling over 1.2 million physical copies in Japan Japan as of September 2017. The device is believed to have sold quite well in Japan,[68] and still a crucial part of Sony's overall strategy in the region,[74] while Sony has recognized that the device still has a very vocal and passionate user base even in the West, with the company still encouraging thirdparty companies to create games for the device. At the 2016 Game Developers Conference, research analytics company EEDAR estimated life sales to be about 10 million units sold through the end of 2015. Cross-platform versions with PS4 have also contributed incidentally to supporting vita's software flow, even in the west, until 2016 and 2017; games receive an more Life version to appeal to Japan's largest Life user base and receive an in-house PS4 version to appeal to North America's largest user base. [78] The launch of the Nintendo Switch in March 2017, which operates on a similar concept of providing high-budget video games on a portable unit, further overshadowed Life, although niche support through indie and JRPG games continued into the year. In mid-2017, Glixel estimated that vita's user base was about 15 million. On September 20, 2018, Sony announced at the Tokyo Game Show 2018 that Life would be discontinued in 2019, ending its hardware production. [81] Production of new Life physical games in Europe and America ceased at the end of Sony's 2018 fiscal year, which ended on March 31, 2019. At the time of the announcement, USgamer estimated that the Vita user base had grown to about 16 million units. Vita hardware production officially ended on March 1, 2019. Hardware In line with Sony's ambition to combine aspects of traditional video game consoles with mobile devices such as smartphones and tablets. Vita contains a multitude of input methods. The device features a super oval shape similar to the design of the original PlayStation Portable, with a 5-inch (130 mm) QHD capacitive TOUCHSCREEN in the center of the device. [86] The device features two analog sticks, a D-pad, a set of standard PlayStation facial buttons (, and ), two shoulder buttons (L and R), a PlayStation button, and Start and Select buttons. Motion control is also possible through Sony's Sixaxis motion detection system, consisting of a three-axis accelerometer. In addition to these life-only input methods, it is a secondary touchpad that is located on the back of the device. [88] Other hardware includes stereo speakers, a microphone, built-in wi-fi, and Bluetooth 2.1+EDR connectivity, and two cameras are both to be megapixels and operate at 640×480 (VGA) at 60 frames/s, or at 320×240 at 120 frames/s. [89] They can be used to take photos or videos using applications built into the system. The two cameras feature the capabilities of face detection, head tracking. [34] The platform was also launched with a 3G mobile data support model, which required a separate data plan through a data provider. [91] The 3G service was a partner of NTT DoCoMo in Japan. AT& T in the United States, Rogers in Canada and Vodafone in Europe and Australia. The 3G model was discontinued in 2013 and not made available in future revised models of the system. Internally, the device is equipped with a custom chip system with quadcore ARM Cortex-A9 MPCore processor and quad-core SGX543MP4+ GPU. Sony said life generally works well below its full clock speed due to overheating and battery consumption issues that would result, while positioning its processing power halfway between the current PSP and PS3. Vita's internal battery has between 3 and 5 hours of power for the game, depending on the processing power required for the game, screen brightness, sound level and network connections, as well as other factors. In addition, the battery can provide about five hours for watching video and up to nine hours of music listening with the screen off. [12] The system also allows additional solutions for external batteries. The PlayStation Vita has 512 MB of VRAM. [96] The amount of RAM allows cross-game chat to be used on the system. PlayStation Vita software is distributed on a proprietary flash memory card called the PlayStation Vita game card rather than universal media discs (UMD) as used by PlayStation Portable. [98] The size and shape of the board itself is very similar to an SD card. 5-10% of the game card space is reserved for game save data and patches. Ps Vita is incompatible with standard memory cards, such as SD cards, and instead stores data on proprietary PS Vita memory cards, available in sizes of 4GB, 8GB, 16GB, 32GB and 64GB. [101] Up to 500 applications and games can be stored on the device at a time, regardless of the available data storage. When the limit is reached, applications or games must be moved or deleted to access those beyond the limit. Remote Play interactivity with PlayStation 4 Main article: Remote Play All games developed for PlayStation 4, with the exception of games that require the use of special peripherals such as PlayStation Camera. are playable on Vita via Remote Play. [104] With the use of a Life, PS4 and PS4 game, this allows you to run a PS4 game on the PS4, but its output is transmitted to Life, with the Life used for the controller input and the image and sound transmitted to the screen and speakers Life instead of a TV. The end result is similar to what a Wii U console does with its GamePad controller via Off-TV Play. [106] Life technically has remote play functionality with Even PlayStation 3, although very few games for PS3 support the feature due to limitations with less powerful PS3 hardware. [107] Multiple PS3 games are available to stream to Vita through Sony's cloud gaming service PlayStation Now, although they are streamed over the Internet in the form of cloud computing rather than directly from a physical PS3 console. First implemented in 2014, the service was announced to be discontinued on Life on August 15, 2017. [109] Revised Model The Second Generation PS Vita System, PCH-2000 A revised model of Life was released in Japan on October 10, 2013, in Europe on February 7, 2014, and in North America on May 6, 2014. The revised model, officially called the PCH-2000 series[112] and commonly referred to as the PS Vita Slim,[113] is 20% thinner and 15% lighter than the original model. While it largely maintains the structure and overall layout of the original, the original so LED screen has been replaced with a low-cost LCD display. The model also added approximately an additional hour of battery life. The newer model also includes 1 GB of internal memory, although you cannot use both internal memory card at the same time. When inserting a PS Vita memory card, the system will offer to copy existing data from the internal memory to the new card. This model has a type B micro USB port, which can be used to charge the device along with any standard micro USB cable. The model was released in six colors in Japan (white, black, blue, lime green, pink and persimmon),[101] although it was only released in black and blue in North America and Europe. [116] PlayStation TV Main article: PlayStation TV A picture of the PlayStation Vita TV, showing the doors on the back Side The PlayStation TV is a non-portable variant of Life; instead of presenting your screen as a portable video game console, it connects to a TV via HDMI as a traditional home video game console, and is controlled through the use of a DualShock 3 or DualShock 4 controller. Due to the difference in controller input between life and a DualShock controller, Life games that depend on the touch screen, rear touchpad, microphone, or system camera are not compatible. It also shares the Remote Play and PS Now feature of a normal life. The system was released in Japan in November 2013,[119] in North America in October 2014 and in Europe on November 14, 2014. The device did not go well and had a short retail shelf life in North America and Europe, where it was discontinued at the end of 2015. [65] Library of Software Learn more: List of PlayStation Vita (A-L) games, List of PlayStation Vita (M-Z) games and List of Deleted Life PlayStation Games Physical software for Life is distributed on a flash memory card called PlayStation Vita game card. [98] All Vita games are also made available to be digitally downloaded to PlayStation Network via the PlayStation Store, [121] although not all games are physically released. Since its launch, digital-only versions have slowly become more prominent, partly in an effort to reduce production costs for release on relatively smaller platforms, and partly due to the influx of small-scale indie mobile games that have always been digital-only versions. Like ps3 and PS4, Life contains trophy support for games. The system was designed so that it was easy for developers to extract PS3 game resources and in turn use them to create Life of Games versions. Prior to the release of Life, several third-party studios showed technological demos of the device by exporting existing resources from their PlayStation 3 counterpart and then making them on the device, high-budget examples including Metal Gear Solid 4: Guns of the Patriots, Yakuza 4, and Lost Planet. While none of these particular high-budget tech demos have materialised into actual game versions, and few big-budget western games would be made either outside of PlayStation All-Stars Battle Royale, [125] many Japanese development teams would later develop mid-tier games that would be released for both platforms, including Falcom's Trails of Cold Steel duology, Compile Hearts' original Hyperdimension Neptunia trilogy, and many entries in Tecmo Koei's Atelier and Dynasty Warriors series. The trend also continued on the PS4, with Life/PS4 versions becoming common due to the spread of their user bases – Life for Japan versions, where Life was larger in its early years, and PS4 versions of games for North America and Europe, where the PS4 user base was substantially larger. Few PlayStation 2 titles were brought to Life due to ps2's complicated infrastructure — games that did, such as Final Fantasy X/X2 Remaster and Persona 4 Golden required extensive reworking, [126] or were based on their PS3 counterparts, such as Jak and Daxter Collection, and Sly Cooper Collection. Towards the end of its lifetime, life versions of the games began to be cancelled, in favor of the PS4 or Nintendo Switch versions. [127] Backward compatibility Major articles: PSP game list, PlayStation Minis list and PSone Classics list The device is backwards compatible with most PSP games; however its lack of a umd disk drive limits this capacity to those titles that have been digitally released PlayStation Network via playstation store, but not physical PSP games or movies. Life is also backwards compatible with most CLASSIC PS one - the group of PlayStation 1 games sony has digitally made available for download and PlayStation Minis - reduced budget titles originally created for PSP and PS3. Games from Sony's PlayStation Mobile initiative were initially compatible, but were removed when the service was shut down in September 2015. In Japan, some downloadable titles for PC Engine and PocketStation have also become compatible with previous versions. Applications A number of applications are available to run on Vita, some initially preloaded on the device, while others are available through the Sony PlayStation Store. Preloaded apps include an Internet browser, [132] a Content Manager app for monitoring data saved to the device, [132] an email app, a music playback app,[133] and a video playback app. [133] The system web browser supports HTML5, cookies, and JavaScript, but not Adobe Flash. [134] Near was also included, a social media/GPS-like app that allowed the user to see other Vita players in the area and which games or applications. they had used, with the opportunity for limited interactivity and communication,[133] although most of its features were disabled in 2015. A number of other third-party apps commonly found on mobile devices have also been made available on Vita: Crunchyroll,[136][137] Facebook (removed in 2015),[137] 138][139] Flickr (broken),[136][140] Google Maps (removed in 2015),[141] Hulu,[137] LiveTweet (Sony's third-party client for Twitter),[136] MLB.tv (broken),[137] Skype (removed in 2016),[143] TuneIn (broken),[136] Twitch,[136] WeatherNation[136] and YouTube (removed in 2015). Facebook, Flickr, Google Maps and YouTube no longer function as a Vita app, but continue to be available using Vita's web browser. [138] System software Main article: PlayStation Vita LiveArea system software, the user interface for Life Unlike PSP and PlayStation 3, PlayStation Vita does not use the XrossMediaBar interface. Instead, it uses a touchscreen-based user interface dubbed LiveArea, which includes various social networking features via PlayStation Network. Each game or application is represented by its own circular icon, and the selection takes the user to a panel with multiple options present, including running the software itself, accessing the respective website via the Internet, seeing if there are downloadable updates available to the software, and seeing a list of newsfeed-like activities related to it, how to install it, or get trophies, both for the user and others with whom the user has interacted recently. [144] Reception and sales According to metacritic, the Metacritic review aggregator, the original hardware version of Life is generally well received by critics, although some concerns persisted. Metacritical editor Jason Dietz noted that reviewers tended to praise Life's current hardware design and operating system, but expressed some concern about its practicality, practicality, competing in 2012 onwards, with large size and price, where mobile phones with large screens and cheap games were prevalent as an alternative. Since its initial western launch in February 2012, out of 44 reviews from professional critics, 9 have declined in the Great rating, 29 in the Good rating, 6 in the Mixed rating. Its initial launch sales were generally seen as positive, selling over 300,000 units in Japan and 200,000 units in North America. However, there has been a big dropoff in both regions. In Japan, second-week sales fell 78% to around 12,000 units per week. Similarly, sales fell to about 30,000-50,000 units sold per month for the year following launch in North America. Overall, Sony was far below the world's sales targets of 10 million Lives sold at the end of March 2013. The device sold 1.2 million units at the end of February 2012,[149] 4 million at the end of 2012,[7] and were estimated by analysts only to reach the 6 million at the end of 2013,[150] figures that were not confirmed due to Sony's release of life sales data after reaching 4 million at the end of 2012. Hardware views fell to more moderate levels in 2013, after the platform's first sales lulls. Surveys in Japan showed that consumers were not buying the device due to its high retail price and perceived lack of variety of software, [152] and that vita's current owners only showed a 46% approval rate for the device and its software library. Similarly, many Western critics felt that low sales until 2013 would lead to premature death for the product. [152] [154] [155] From 2013 onwards, Sony has been able to reverse the trajectory of the system by changing focus, aiming to be more of a niche product than one with mass market appeal, focusing more on small Western mobile games and medium-level Japanese developed games and attaching it to the rise in popularity of its PlayStation 4 platform with its remote gaming connectivity features. [157] Sony also released the revision of the Vita model, the PCH-2000, which was generally well received by critics also for addressing a number of previous complaints about the system, which included a reduction in price and size. However, reviewers felt more conflicted about the decision to switch from the OLED to the LCD screen in the revised model.[161] with a certain feeling that it has to a small downgrade of image guality. [160] While not providing specific figures. Sony stated that life sales beat projections in North America in 2014, which she was happy and surprised about, sometimes even without stock. A similar response has also been found in the United Kingdom. The platform is believed to have sold well in Japan,[164] where it surpassed the PS4 in 2015,[165] and reached 5 million units sold in according to the Media Create sales tracker. In the same year he also obtained a sales software of millions of copies, with the Japanese version Life of Minecraft. At the end of 2015, research company EEDAR estimated that Life's worldwide sales were around 10 million. Despite the smaller user base, the platform continued to be viable for game versions in 2017 due to the high link rate of software sold per hardware user. [80] [159] Limited Run Games and various indie game developers praised the platform for its wide selection of more original and niche video games and the respective strong sales of them. In mid-2017, Glixel estimated that about 15 million units of the system had been sold,[80] while in September 2018, USGamer estimated that it had grown to about 16 million units. [84] Notes ^ Release date in other regionsRUS: February 22, 2012[1]ARG: February 22, 2012AU: February 23, 2012[2]BRA: March 2, 2012CAN: October 2, 2012 (3G)[3]CHN: March 20, 2015[4][5] ^ Between system launch and January 2013, 4 million units were sold worldwide. Between January 2013 and June 2014, 1,837,710 units were sold only within Japan. [8] A total of 600,000 units were sold in Spain in June 2015,[9] and 446,000 units sold in France as of 2014. [10] At this time, no other reliable sales data has been released. References ^ PlayStation Vita is launched from February 22, 2012 – PlayStation.Blog.Europe. PlayStation blog. Sony. October 19, 2011. ^ Sony partners with Vodafone for PS Vita. CNET Australia. November 22, 2011. Originally released November 23, 2011. Retrieved December 13, 2011. ^ Rogers Communications Inc. | Rogers to enable wireless connectivity for 3G PlayStation® Life in Canada. Newswire.ca. Recovered September 11, 2012. ^ 2014-12-11, censors loom large for Sony's PlayStation prospects in China, Reuters ^ Karmali, Luke (March 10, 2015). Ps4 and Vita China Release date and special editions revealed. ign.com. Recovered March 10, 2015. ^ The real cost of the game: inflation, time and purchasing power. October 15, 2013. Retrieved August 28, 2020. ^ a b c Stuart, Keith (January 4, 2013). 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