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|  | **DS/DS lite** | **DSi** | **PSP** | **Playstation 2** | **Playstation 3** | **Xbox 360** | **Wii** |
| **Manufacturer** | Nintendo | Nintendo | Sony | Sony | Sony | Microsoft | Nintendo |
| **Targeted audience** | 6 and up. | 6 and up. | 12 and up. | 8 and up. | 12 and up. | 12 and up. | 6 and up. |
| **Cost** | $139.99 | Not yet available in North America | $169.99 | $129.99 | $399.99 - $499.99 | $199.99-$399.99 | $279.99 |
| **Online Play and capabilities** | Very few games for the DS have online support. Most DS games also use single and/or multi card play which allows for people to play together within Wi-fi radius. Multi-card allows for only 1 person to own the game to play, while single-card requires each player to own a copy of the game. | Uses the same Single/multi card technology as regular DS/DS lite. Presumably more games will become online in the future. | The PSP uses Ad-hoc technology to play against or with players within Wi-fi range. Very few games actually use an internet connection to play. | There are a limited amount of online capable games for the PS2. Due to age, very few people still access the Playstation 2 online feature. | Full internet gaming is present on the PS3. Majority of games either have online multiplayer or have additional downloadable content. Sony Home which has just recently launched, allows for a person to create their own personal avatar and interact in a virtual world with players from around the world. Users can also download additional game content, movies and other games via the Sony Network. Content is purchased with Playstation Network points which can only be bought with a credit card at this current time in Canada. | All Xbox 360 games offer online multiplayer support via Xbox LIVE and/or downloadable game add-ons. Movies are available to rent and purchase in both standard and high definition from the Xbox LIVE Video Store. Xbox LIVE also offers the ability to instantly stream movies and TV shows from the Netflix Instant Watch Library. Classic Xbox and downloadable arcade games are available to purchase. Users can connect and share photos, voice-chat, IM and video chat with up to seven other Xbox LIVE members, simultaneously. Users can create their own personal Avatar to represent them in the world of Xbox LIVE. Xbox LIVE Marketplace offers various items to personalize your Xbox such as pictures and themes. Purchasing is done by Microsoft Points that you can buy either with a credit card or at retail stores. | The Wii has gradually started to have online support for games. To date, only a handful uses internet connection to play with others. The Wii does have the Wii shop channel which allows users to download classic games from years past. Nintendo, Super Nintendo, Nintendo 64, Sega Genesis, Turbografx-16 and Neo Geo games are currently available to purchase and download. Wii Ware, which are games that have been developed solely for download and not for hard copy sales. The Wii uses Wii Points to make purchases and can be bought through credit card or in stores. |
| **Web Browsing** | The DS achieves web browsing though the Nintendo DS Browser. It is a standard DS game card in size and has an additional RAM piece to allow for loading web pages. Allows for checking email and limited web surfing, but due to lack of flash and other languages browsing can be limited. | Not yet available. | The PSP has its own fully integrated web browser that is able to use Cookies, java, CSS, and older versions of flash making it able to view the majority of web pages. Can also be used to check email. | No web browsing available to the PS2. | The PS3 uses a similar version of the PSP web browser that allows for most web surfing. Allows for tabbed page viewing as well as email. | Xbox 360 does not have a web browser currently. | The Wii uses an Opera browser to allow for most web viewing. Can use cookies to save pages like the PSP and PS3, and has a flash plug-in to view most videos. Can also be used to check email. |
| **Parental Controls** | Web browser has limited parental controls, but is very strict. Almost all multi-card available games are rated T or below to limit exposure to more mature games to young players. | Same as Ds and Ds lite but has improved web browser parental controls and now has access to ratings-based parental controls. | Parental controls are available for Games, UMD movies and online content. The PSP uses a number system which usually ranges between 1 and 11 depending on whether it is using movies or games with 1 being the strictest setting and 11 barely blocking any content. | Parental controls for the PS2 cover whatever DVD’s you play and allow you to set the rating that are allowed to play. They do this by using a 4 digit number code. Parental controls are not available for games however. | Parental controls cover all the major uses of the PS3. It has controls for Blue-ray movies, DVD movies, online content and games. The parental setting for online only let you set a unique pin number. Once entered it allows for all web viewing. Controls for Blue-ray, DVD and games are similar to the PSP system that uses numbers and not ratings. | The console’s parental control features, called Family Settings, allow parents to manage all online and offline activities. Parents are able to configure options to address online play, what types of content can be seen or downloaded, who their child can communicate with and who can see the child’s profile. Access to games and movies can be controlled via their respective ratings system. Additionally, Xbox 360 is the only console with a timer option that allows parents to limit time spent on the console. | The Wii’s parental controls use a 4 digit PIN system like the PS2. They are able to restrict the use of games by way of the ESRB rating system, but do not cover Gamecube discs. The Internet and News channel are also able to be restricted in use, and the Wii shop channel can be set up to require the 4 digit PIN to download any content. You can also restrict communication from the Wii message board and Check Mii out channels, Wii vote channels and Wii speak channel.  |
| **Additional Accessories** | A microphone is available for purchase which can be used with some of the few games that allow for internet gameplay. | Not known at this point. | The PSP 2000 series and up is able to connect to TV’s using a component cable to allow for a larger playing area. Headsets are available for online games. | Headsets are available for online games. | Most USB capable devices will connect with the PS3. Supports USB and Bluetooth headsets for online play. The Playstation Eye can be used as both a microphone and a webcam for sending messages, chatting or even video conferences. | Xbox 360 uses both wired and wireless headsets to communicate over Xbox LIVE. A keypad is also available to make chat easier with MSN messenger on Xbox LIVE. A webcam (or Vision Camera) is also available for chat, videos and can also be used in certain Xbox LIVE games. Some games use the Vision Camera to create a game character to resemble the player. | The Wii speak channel is available with the purchase of Animal Crossing: City Folk which allows players to talk and leave messages with up to four other people. Players must have each others friends code to participate. |
| **Potential Risks** | Picto chat allows for the drawing of pictures on the touch screen, and unfortunately has no filters to stop vulgar or explicit drawings and chat from being received. Internet browsing is not restrictive unless parental controls are enabled. | Presumably same as DS. | Verbal abuse on online games (or during a Skype session on 2000 series and up) as well as unrestrictive browsing without parental controls active. If a person has the knowledge, the PSP can also be converted to play Home-Brew games that are not authorized by publishers or the ESRB. | Verbal abuse during online games. Any DVD movie can play on the PS2 if no restrictions are put in. | Verbal abuse during online games. With webcams available to the PS3, other abuse can also occur. Pornographic and/or vulgar pictures and video could potentially be sent as well as unsafe links to websites. Any DVD or Blue-ray movie may also be watched. | Verbal abuse during online games. Vulgar and/or pornographic pictures and video could be shown or sent through the Vision Camera unless the Family Settings are set to block this feature.  | Verbal abuse during online games. Unsafe websites are not filtered without parental controls. Due to friend code authorization, receiving unwanted messages or photo’s is restrictive. |

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| **Parental Controls** | The DS and DS lite have no parental controls for any game that is played on the system or for Picto chat. The DS browser supports a content filter from Astaro. With it, parents can block over 6 million pages of unwanted and undesirable content. You can also set a launch restricting password the first time you load the DS browser. | The PSP uses a number system from 1 to 11 to restrict game and movie content. The system scales from lowest to highest so with that in mind, 1 would restrict movies to G ratings or games rated E, and 11 would allow for any movie or games to be played on the system. A 4 digit numerical password is configured when you first start setting the parental controls and it is required to change these settings, or allow access to higher rated game/movie content. | The Playstation 2 does not support any parental controls for games, but it does allow for DVD restricting. The parental settings use a 4 digit number sequence to lock in the rating of the movie that the parent sets. (PG for example). If another person wishes to watch a movie with a higher rating, they must input the 4 digit code. | The PS3’s parental controls are similar to the PSP. It uses the same number system for restricting games (1-11) and uses a 1-8 scale for Blue-ray and DVD movies, with 1 being the most restrictive and 8 allowing all movies. Like the PSP, it uses a 4 digit numerical password to secure and change parental settings once they are in place. | Xbox 360 Family Settings allow for almost complete control of all of the system’s features. A parent must first create an Xbox LIVE account and then they add a sub-account for their child. Once the child’s account is created, a parent can set restrictions on games based on the ESRB ratings, movies based on the MPAA ratings, whether or not the child can access Xbox LIVE, create new Xbox LIVE accounts, access the Xbox LIVE Marketplace, set the Family Timer to limit the amount of time spent on the console, and whether or not the child can communicate with everyone, just friends, or nobody at all with either text, voice or video. A pass code is created, similar to the PS3 and PSP, but uses button combinations of the X,Y, bumper, trigger and directional buttons. This code must be entered to change any settings or to allow the use of otherwise restricted content.  | The Wii also uses a 4 digit numerical PIN number to configure parental controls. A parent can restrict games based on their ESRB rating, allow or block the use of the internet channel (if available), allow or deny access to the News Channel, restrict the use of Wii points on the Wii shop channel, and limit or block communication with other users and content (Check Mii out channel, Wii vote channel, Wii message board etc). |
| **Online Communication** | Online communication with the DS is very limited. There are a select few games that use the internet to play against other people, but mostly the only outside contact a person can receive is within LAN range or within 100ft of another person with a DS. Picto chat is available when in range of other people where you can type, chat and draw with other people in the vicinity. There are no parental controls to filter anything , but the user may quit the room at any time | Like the DS, the PSP has limited Online communication and few games use an internet connection to play. PSP games are mostly Ad-hoc, which means that players must be within 30ft or so to connect with each other. The games that do use internet connection usually allow for a headset to be able to talk to other players. Because the parental controls do not limit online interaction, players must use caution to how much information they reveal to other players, if any at all. | The PS2 has online capability but due to age, few people still use it. Most of the games allow for USB microphone support, so as with all other online interactions, a player must use caution when talking to strangers. While considered polite to answer questions, never give away too much information to somebody you don’t know. | The PS3 has full online capabilities and almost all online games support the use of either a USB or Blue-tooth headset or microphone. Players can also send audio, video or typed notes to people on your friends list. With the option of a webcam (Playstaion Eye), players need to be wary of who they add to their friends list. Parental controls will help solve this issue by being able to block voice and video. Verbal abuse can be quite common during matches, so Sony introduced a mute function to be able to control those who continue to harass or use vulgar language when it is not deemed appropriate.  | Almost every Xbox 360 game has multiplayer support available. Most consoles come with a headset allowing the majority of players to talk during games and while waiting for match-ups. Xbox 360 also has a webcam available (LIVE Vision Camera), which can be used to send video messages to friends. But the Vision Camera can also be used on certain online games, so the player must be extra cautious when playing with strangers. Family Settings can solve this issue by disabling video. Verbal abuse can occur during matches, so Microsoft introduced a function that allows players to mute anyone using inappropriate or offensive language. | Currently the Wii has very few games that allow the player to go online. As such, the ways of communicating to each other is limited. The only way to actually talk to another player is to have both players have each others friend code on their system, and have the Wii speak channel. Otherwise they are limited in sending messages to each other, or through the Wii message board. |