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WELCOME

I've had a few sleepless nights lately, which has given me a few extra hours to think about the PS5's recently unveiled case design. The entire thing fascinates me: the contrasts of black and white, its stretched curves, and Sony's apparent goal of making sure the console doesn't match anything else in the living rooms of its customers across the globe. Mostly, though, I've been thinking about the practicalities of the thing. It's clearly quite tall – according to some rough estimates, it could be as much as 40cm high, which would make it the loftiest console of all time. Will it fit under my television, even with the PS5 lying on its side? Then there's that white, curvaceous bit of plastic that wraps the height of a stormtrooper's thigh. Just how delicate is that? Are the thinner bits near the top reinforced, or will they be prone to bending or breaking off entirely if, for example, a manic toddler pushes the thing over?

At the very least, I kind of admire Sony's approach to the PS5. Where most industrial designs attempt to fade into the background, this one goes the opposite way: if anything, it's a conversation piece. No, Auntie Jean, it isn't Dyson's take on an oil-filled radiator, it's actually a fancy new games console.

As if to reassure us, though, Sony hasn't broken with design tradition entirely: once again, it looks as though the on/off and eject buttons are perfectly invisible to the naked eye.

Enjoy the new issue.

Ryan Lambie
Editor

