

Answered by David Jaffe, Creative Director, SCEA Santa Monica Studio

**When you first started working in the games industry did you ever think it would be as big as it is now? And when you first started playing videogames did you ever imagine they could be this cool?**

I always thought games would eventually emerge as the next great entertainment medium. It just seemed obvious. Part of that may be because I'm a sci-fi geek and anyone who has seen the Holodeck in action KNOWS that this is where entertainment is going. And part of it is that I've always worked for Sony and since I started back in 1993, Sony always has talked about games as being as important a medium as film. So this thinking – that I think you see applied in the PlayStation brand – has always just been part of the Sony culture.

**What have been your favourite PlayStation projects to work on?**

They've all been a blast to work on but I would say TWISTED METAL was my favourite working experience because 3D gaming was so new and the PlayStation was so new, and there was just this energy and excitement everywhere you went within the company about what we were all working on.

**With the advent of PS3, are there any concepts that you've been dreaming about for years that, with the new technology, can now be brought to fruition?**

Not really. I'm not a tech head...don't care much about new technology in that – more often that not – we don't see it affecting game design. Yes, it DOES affect design, but for me, it's usually at a level that I don't realize how the new tech has helped us until I'm actually working on the game. I'm as excited about the pretty graphics and cooler physics as the next guy, but as a designer it really is business is usual.

**Equally, are there any other classic titles that you would like to see remade, with the benefit of modern day developing?**

I would love to see RAIDERS OF THE LOST ARK and ADVENTURE for the ATARI 2600 remade. I would also love to see OUT OF THIS WORLD and FLASHBACK remakes.

**Where do you see the future of gaming, what areas do you think will change in the future?**

I think the next big things in gaming will be voice recognition where you can have semi-complicated conversations with NPCs. That, and virtual reality headsets that work and are affordable. Heck, if I were a betting man, I would guess the PS5 will bypass the TVII together and just ship with a headset.

**Do you feel we've had the 'golden age' of gaming, or are we seeing it now?**

I think we're too 'in the mix' to make that call right now. I think it's clear that the gaming landscape shifts all the time, more so at certain points than others. But I don't think we'll know when the golden age was/is without some more time behind us. Ask me again in 50 years.

**What's the best PlayStation launch party you have ever been to?**

To tell the truth, after 13 years, they are all starting to blur together. Sony throws so many damn parties that I can't remember what they've all been for.

**If you could transport yourself into a game which one would it be?**

Prince of Persia: Sands of Time cause I'd love the ability to rewind time if I made a mistake or something tragic happened.

**What's your funniest PlayStation moment at E3?**

My highlight of every E3 is when the usually reserved Kaz Hirai goes onstage (at the E3 party) to introduce the night's band and tosses around the 'f' word like a hardcore rapper. I love it when he shouts out: *are you ready to motherf---ing party?!?! Me and my wife get the biggest kick out of that and go around imitating Kaz for like 6 months after!*

**Describe, in ten words or less, what sums up PlayStation for you?**

Moving games into the mainstream.