

Answered by Tom Gillo, Senior Producer, (EyeToy®), SCEE London 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?**

Yes, I could see that videogame development would not only become a credible industry to work in, but also a credible form of entertainment. It seems as though my contemporaries and I all matured at the same rate as the very platforms that provided the content! I think in my case this certainly gave me an obvious barometer of change by which to measure how cool everything was getting with each new platform cycle...

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

That's a really tough question! I think it has to be the EyeToy games because EyeToy is so ground-breaking and innovative. I'm very excited about the unique gameplay opportunities that it offers now and will offer as this area of development evolves.

**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?**

Oh yeah! I have a fairly endless list of game concepts...If I was given the opportunity I would love to make a game with story-telling and characterisation that truly rivalled a movie experience – something that I think is only really possible with the technical horsepower of PS3.

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

I loved Elite. I would love to see an updated version of it set in a persistent online universe with players connected all over the world... but I think it'd be a very dangerous thing – it might just be the "nail in the coffin" of my social life!!

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

I touched on this in my answer above – I think it will be a combination of connectivity, people playing together remotely and sharing the experience – and episodic content, where new game content can be provided to players periodically. I'd love to play for an hour each week knowing that I could "tune in" next week to play the next instalment of my game.

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

Absolutely not... If I compared our industry to cinema then I'd say we're only just past Chaplin movies... I think we're only just scratching the surface of what we'll be able to do in the future within this entertainment space. Look at how EyeToy and SingStar™ have taken gaming into the living rooms of households where previously games may have only been in the kids' bedrooms... There is so much further to go!

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

The Getaway Black Monday was very cool, but I'd have to say EyeToy: Play 2 because that's the first game I made as an employee for SCEE!

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

Either Tiger Woods Golf or Gran Turismo – I'd love to be able to drive and putt like I can in games!

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

I don't know about the funniest – but the best was at the PlayStation party with Velvet Revolver – I found myself moshing with a whole load of people up at the front – I love my loud music so it was awesome and I didn't come down from the high for about a month!

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

Vital!