

Answered by Evan Wells, Creative Director, Naughty Dog Inc.

**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?**

It's certainly amazing to me to see how mainstream videogames have become. When I started in the games industry it was definitely still seen as a very "geeky" pursuit. Now when you are at a party or a bar and the topic of jobs comes up, being in the games industry definitely gets a lot of respect.

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

Crash Team Racing still ranks as one of the most fun projects to have worked on. It was an extraordinarily arduous development process but the end product made it all worthwhile. Of course we just finished up Jak X, which will also enter into one of my top development experiences.

**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?**

Each new generation of hardware always opens up new opportunities. I think the PS3 is going to knock down the last few barriers that have held back achieving the highest level of immersion whether it be in a fully realistic environment, or a completely believable fantastic one.

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

PS3 Pong would shock the world!

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

Gaming still has a lot of changes to go through. The concept of video games has only been around for about 30 years and if you look at the difference between a game in 1975 and a game from 2005 you might barely recognize them as the same form of entertainment. So I think the same will hold true for a game 30 years from now. You most certainly will be interacting with a very different input device, and more than likely be experiencing it through some entirely different output device. We're just now starting to see a bit of that with things like EyeToy, headsets, and soon HDTV.

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

I think that everybody is going to have their own "golden age" of gaming. It's that magical period of time when you first discovered gaming and what a powerful experience it is. Because we are seeing such rapid changes in games from generation to generation, everyone's nostalgia is different. What one generation of gamer might hold fond memories of, might barely be able to hold the attention of somebody who came into gaming much later.

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

When the PS2 launched in North America, Naughty Dog and Insomniac chartered a commercial jet to fly the entire staff of both companies up to San Francisco for the evening. The party was held at the Metreon downtown and it was by far the coolest PlayStation event that I can remember.

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

I would probably have to pick Parappa Rappa's world. How could you not enjoy a place where all conflicts can be resolved with a rapping competition?

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

Miyamoto-san picking up the controller and playing the first Crash Bandicoot back at E3 1996.

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

PlayStation is responsible for making playing games cool.