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EDITORIAL

COMPARING THE RIGHT THINGS

Vidit Bhargava

These days comparison sheets are everywhere. You find them all over the web. As soon as there is a competition in the market, there's a comparison sheet to compare products too. Of particular interest is a comparison between different phones. Believe me, more often then not we're comparing Mangos with Oranges!

So the other day, I was reading this comparison sheet in our local daily, they were comparing Nexus 4, Lumia 920, iPhone 5, Galaxy SIII and the Blackberry Z10. All premium phone's by big manufacturers, the comparison itself was nothing new, it had a few categories and on the top that list were processor speeds, RAM, Screen Size and all the unimportant stuff. They were just puitting forward the technical details of completely different mobile phones. I mean, a dual core iPhone 5 could any day be much snappier in terms of user experience than a quad core phone which has external UI elements and heavy, sluggish User Experience. Why then put the phone's side by side and give people the impression that a quad-core phone would be much faster than a dual core phone on a completely different system?

The fact is, these charts do the easy work for us. None have so far presented people with a quick solution to the tougher problem. The probelem of selecting the right operating system platform for you. There are so many choices at the moment that there's an operating system for every segment and all kinds of users.

I've put up a quick comparison sheet which actually does the tough work for you. Then you can go on and make the easy choice of the best value for money specs in your operating system's mobileverse!

Even choosing the best mobile phone in a part operating system's segment isn't just about Cores and RAM numbers. Its also about the trade-offs you make, do you want a metal build quality or is plastic your kind of thing? How long do you plan to use the phone? How much time do you wish to spend on it checking your business stuff? Do you even want a premium smartphone? These are questions hardly anyone ever answers when comparing two phones. And these are the only factors which will help you choose the right mobile phone for you. How do comparison sheets help in anyway then? They don't, They are there to help you once you've yourself judged your choices on the particular topics and need to select between a phone or two

which has similar price and similar specs. The pre-specsheet comparison is the most important comparison you need to make before buying a smartphone.

Coming back to operating systems, selecting between operating systems is a tough task. You need to decide which price range you wish to buy the phone in, you also need to make the right choice given the purpose of your using a phone. For example, if you are really concerned about your phone's security you won't want to use Android or Firefox OS. On the contrary if you want a low end phone, Firefox OS is the best choice for you. And if you aren't really bothered about applications at all, and all you need is a cool, stylish and inexpensive phone to show off to your friends, Windows Phone 8 might not be very bad either.

The following table will more clearly explain what I wish to say, when I say that you need to choose the right operating system first. You can select a few categories of high priority to you, and then check which OS performs best in them:

Category	iOS	Android	Blackberry 10	Windows Phone 8	FirefoxOS
Premium					
Mid Range					
Low End					
Cellular	LTE	3G/ LTE*	LTE	3G/ LTE *	3G
App Selection					
App Quality					
OS Security					
Cross platform support					
Ecosystem					
Hack ability					

* most phones come as 3G devices.

Ratings Guide	Great	Good	Bad	Poor

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PREVIEW

SAMSUNG GALAXY S4

ALL LOGOS AND PICTURES OF OTHERS ARE PROPERTY OF OTHERS

glass in pictures

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FIREFOX OS

Vidit Bhargava

Announced last year at the Mobile World Congress and launched tihs at the same event, Firefox OS has changed a lot to become more similar to Android in terms of ideologies and working.

While Blackberry OS 10 , iOS and Windows Phone work on a closely guarded platfor, Firefox OS like Android is opting for a more open approach. Its open to the point of any one who can make a website / web app can push his app to the firefox marketplace and even that's not necessary, apps can directly be installed by opening a website.

Security is not a concern for firefox. They don't mind a bit of malware. Its not the target at the moment, The target is to provide a rich internet experience to as many people as possible by launching phone's with telecom carriers like Telefonica. The phone's are mid to low end phones with slow processors and a not so snappy experience. But they are much better than the Android phone's in a similar price range.

Firefox OS phones are going to target East Europeoan and Asian Markets at the moment.

Firefox OS is also getting a lot of attention from long time Android partners, LG, Huawei and Sony. While Sony has launched a developer build of firefox OS for its new low end phone Xperia E, It said at the MWC 2013 that it was going to release a few new firefox OS phone too. LG and Huawei are still prototyping them and should launch something by the end of this year.

Currently, Firefox OS doesn't face much competition in the segment it is targeting, unless Google phone's get cheaper. Ubuntu OS might come to low end devices but there's little that's known about it and Ubuntu says, there's not much coming this year. Its all going to be avaiable 2014.

INNOVATIVE TECH

MYO: Gesture Control Armband

Vidit Bhargava

Wearable Technology just got a leap ahead. And its called Myo. Myo allows you to interact with the digital objects with just a wave of the hand. Myo measures the electrical activity in your muscles instantly, resulting in a seamless way to interact with your computers.

There have been gesture based controllers before. We've all seen Microsoft Kinect and how good it is. But won't it be better to remove that large set up kinect has and instead just wear an armband? Perhaps that's what the guys at Myo thought. This things going to be pretty awesome one's developers start adding support for their apps.

A world beyond camera based gesture controls is waiting ahead of us.

DROIDSHIP

SAMSUNG GALAXY S4

Vidit Bhargava

Its almost difficult to figure out if this really is only the 4th Galaxy S device launched by Samsung. Once, i had the privilege to check Samsung's line up of phones, almost all had the Samsung Galaxy Name and Some of them were S, S Advanced, SII, More SII incantations, SIII and an SIII Mini, every inch was literally occupied by a samsung phone, right from 2.7" to 7" (Galaxy Tab is also a phone). Honestly, its hard to not mistake this phone for SIII advanced. It has almost the same appearance as the SIII but inside its a completely different phone.

Samsung Galaxy S4 builds on the SIII's features, without paying much head to whatever Samsung did with Note and Note 2 eventhough the form factor is just about the same. Stylus, Split Screen stuff and many others missing. The device like all other Samsung Devices comes in Plastic (Doesn't fake a brushed aluminium this time) and Infact, Galaxy S4 finally gets the front right, the screen is no longer wanting to blow out of the phone, its much much better than SIII. The ever so slight change on the edges has payed off.

Its got a 5" Screen with a pixel density of 441 ppi and a pentile touch AMOLED Full HD display. In short its a 5" inch screen that'll look fantastic. Top that with Gorilla Glass 3 and you don't have to worry about Scratches.

It's good Hardware no doubt but it goes for an overkill with an Octa Core Processor. Frankly, Even if you have Dual Core and your hardware and software are nicely integrated you'll be

fine. You won't need to have an Octa Core Processor. Its just too much power to waste on a mobile phone. The Camera is a 13Mega-Pixel camera, Samsung's playing it safe here, More Megapixels do change a bit of image quality. Then there's a 2600 mAh (miliAmpere hour) battery, this number doesn't tell much but I'm guessing its better than the 2100 mAh battery of SIII. The very Gimmicky NFC is also present, and those who store GB's of files and want to transfer via the touch of two phones will rejoice over this (Hint: I don't).

In terms of Software, its a TouchWiz coated Android 4.2.2 Jelly Bean. The latest and greatest of Jelly Bean with A South Korean coat of poor and Shoddy UI and a lot of S-Sofware. As goes for Android, i've expressed my concern about the flat UX and poor scrolling many times and they still remain no matter what you end up coating Android with. Its a sham that inspite of much power, the UI of most apps is mediocre and Extremely Flat. Something that has made me stay away from this OS for quite a long time now.

Amongst the many gimicky S's I found the one where you hover your finger over the screen to actually perform a hover command on the screen very very good. Infact, its something many phones will want to get and its going to be very useful once more APIs land. A new layer to touch-screen User Experience will get added. Its not just about Gestures and Touches anymore, there's something fresh about the floating touch. And its going to solve many problems.

Air Gesture, loved by many is pure gimmick. I can hardly find an instance where I'd want to use it, infact its not something very new, there was once a feature phone from Sony Ericsson that did just the same for snoozing alarms but was never something I was looking forward to or felt like doing. In all other cases, S4 has Samsung Painted all over it and is something that I personally don't like (ChatON, SVoice, STranslate, S this, S that).

So that's just about it. Samsung's Flagship S4 is way better than SIII in many aspects the hardware is all new and sparkling. Yet, it still faces a very stiff competition from HTC One and others. Floating touch is where it really gets a nose ahead of other android phones and samsung could use it well. S4 is a weirdly premium phone with a plastic enclosure, it'll be highly expensive on launch and for those who don't care if their buying plastic, aluminium or glass at about Rs.40,000 S4 is a good option to consider. On the flip side however, its just another 5" Android phone, very large for my hands, larger for my pockets. And comes with a poor touchwiz skin and it still isn't convincing me to switch to Android. Above all, It definetely isn't a life companion.

For an Android buyer its a tough time ahead. Its about the choices you make while buying a phone and comparing them. The things you think you can do without and the things that you really want and then the price. Everything ultimately hinges on how much do you want to adapt and not what the features say.

APPLE TV CONTENT IN INDIA

So, if you've been eager to get your hands on, on an Apple TV off-late (given Apple's increasing brand presence in the country and their newest iTunes Store which has a lot of Indian content on offer) you have now got your chance to grab one in India for just Rs.8295.

At the moment however, Apple isn't looking to replace your Television set top box at your moment, but its definitely eyeing at your other boxes the likes of your blu-ray player and to some extent your gaming console too. Here's all the content you are going to get at the moment:

1. Movies with HD Streaming: You don't actually need to download an entire movie before you watch it. You can buy from a large library of movies and then stream them via a WiFi connection. The iTunes Store India Movie Library includes quite a good collection of both Hindi and English Movies, though the availability of new ones is not as quick as their DVDs.

2. Music and Music Videos: You can listen to music and get Music Videos from the Store Too. So if that's what you usually do on your TV, Apple TV does have a bit of content for you, for now.

3. Apart from all this, your current iTunes Library is accessible so all your iTunes Library's Music and Video is accessible too.

4. YouTube: With YouTube, you aren't just getting the home videos everyone's posting. You are also getting all the Music Video Content, the Television content (There's quite an assortment of Indian TV Shows on youTube that you can watch and they update quite fas. So update's not an issue) and a few Free Movies Too. YouTube is quite literally all you'll need on your AppleTV for free TV content.

5. Vimeo and Flickr are there too. So if you like using that stuff, you 'can' do that.

6. AirPlay Mirroring: AirPlay Mirroring is quite a useful tool to play games on your TV. Say if you feel like playing your favorite game on a bigger screen and using your iPad / iPod as a controller, bringing all the gaming content of your iPod and iPad on

your Apple TV. With AirPlay you can also stream the Photos you clicked from your iPhone to your Apple TV and then there is Photostream also from the iCloud.

7. iCloud: iCloud offers the unique ability to download content on one device which then syncs to all others automatically. So if you download a movie from your computer you are ready to watch it on your TV too.

8. MLB Live and WSJ Live: If you are a baseball fan in India. You can now watch Live Baseball on your TV. The same's true for WSJ.

9 Support for More Live Content and Channels as Apps: There's a lot more coming to the Apple TV in India. That's for sure. You might wake up one day to see an ESPN icon gleaming on your TV for Live Cricket Matches or say other live events like the Oscars, etc. However there's a lot Apple needs to do in the world of "TV" in India at the moment and its not a one day job.

That's all Apple TV content for now. Ofcourse with Apple's cloud updates Apple can really make it a one thing does all set top box, but that's something that will happen with Time. For the moment, if you are looking for anyother other than a channels' set top box (e.g. TataSky) for your HDTV, you can go for an Apple TV too. Its offering a lot of content and with YouTube its even trying to fill the gaps of TV serials.

SNAPSHOT

OCULUS RIFT

Oculus Rift: Wouldn't it be cool, if you could wear a gaming console in front of your eyes? This guy in the image is doing just that. He's wearing an Oculus Rift Prototype and playing a game! Yes, that thing which you saw in the Sci-Fi movie at your home, its real!

Oculus Rift is a virtual reality headset. It started as a kickstart campaign and has been endorsed by people like Gabe Nevell of the Valve fame, John Carmack from id software. The headset already has quite a few games that its going to support on the lanch. And if you are really into intensive gaming and want a complete uniinterruped experiencce. This might be your dream gadget.

Image Creadit: The Verge

IDEAS THAT GOVERN A SMARTWATCH

Wearable Technology is something that everyone is just ready to dive into. Google's come up with Project Glass. There's a certain wearable controlleber by the name of Myo (More on that in a different post), then there's a slew of supposedly smart watches most of which are just pretty dumb, save for the kickstarter heroes that made the Pebble SmartWatch. Today's post is about the ideas that 'should' govern a smartwatch.

1. Screen

I don't know how many "Square" wristwatches I've ever used. For one thing. That's an awkward shape for a clock, if you are planning to show skeuomorphic clock faces on it. There exist digital watches which have tried to do that, they are good for some tasks but a circular one is just more natural. Given how things just have rounded rectangles and those same rounded corners ended up on our touch devices. Clocks are better with Circles. And Circles are what I am rooting for, for a new smartwatch. A Circular touch-screen smart watch with a simple circular UI, is what I want, things look more natural that way.

NOT Many Apps

A wristwatch doesn't need a phone app. I doesn't need a Word Processor nor does it need a camera app. Here's a handy list of apps that'll work well for a smartWatch:

What we need:

- Clock (Its meant to be a 'watch')
- Alarm
- Compass
- Weather
- Fitness App
- Directions Assist (Pairing with a phone app)
- Bluetooth Media Remote (includes music)*.
- Notifications Center: Paired with Phone Notifications

What we don't need:

- A Phone App.
- Maps
- Twitter or Any other Social Media App
- Email Client (Notifications would do)
- Camera or Video Chat
- Voice Assitant (I can't think of talking to my wrist watch at the moment)

3. An Accessory to your existing device

The Weather App, the Directions App, Bluetooth Remote. They just need a device to pair with. They don't need to be stored on your watch. So if the phone's in your pocket The watch works as a smartwatch but as soon as it goes away from you, the watch just acts as a normal digital wrist watch with a touch screen.

4. No lock Screens:

A clockface is as good as a lockscreen here. But I won't mind an auto sleep wake option, say, the watch has a camera sensor, only to utilize the ability to recognize a face so that it can light up when you look at it.

eight
o'clock

5. Notifications:
The most important part of a smartwatch would be to notify. It can notify you about a message or a call which you can choose to answer or not. Reminders… Geofencing becomes highly useful here or just news alerts. That'll be nice, instead of full fledged OS Apps.

6. Directions Assist.
You ask your phone to give you directions for a place but when you start driving you'll have to dock your Phone somewwhere to keep reading them. However, if a wrist watch were to tell you when to turn left or right, it'll be a good use of wearable technology.

7. Good Battery Life:
The last thing I won't my wristwatch to do is going off after a day of use. Frankly, something less than a week would be underwhelming. And a better charging platform is also something I am looking forward to. one needs it.

Well that's pretty much it. I don't know how well a music app would do. Frankly the Idea of plugging a headphone to your wristwatch is not something I am looking forward to as it is bound to restrict a lot of hand movement. But one could use the device's bluetooth capability to push the music to the nearest bluetooth speaker.

A side note over here. Wristwatches need a solid OS. Things like Scrolling, shadows vectors little things that support skeuomorphism need to be accurate here. Smartwatches are all about skeuomorphism at the moment. They'll be a trend only if they are less intimidating, just because you'll be gazing for most of the time.

These are the seven features I'd want in a Version 1.0. Watch from the technology point of view. Its not a game changer, its just a cool accessory. This in my opinion would be a good solid footing in the world of smartwatches.

GAME ANNOUNCEMENT

Ashes Cricket 2013

Vidit Bhargava

Its been 4 years since we've had a major PC cricket title, and three since the last major console release of a Cricket game. And while, the market of such games is low, there are people like me who just adore these games.

Ashes Cricket 2013, developed by the folks at Trickstar Games is an upcoming highly detailed cricket game, ready to ship this June.

Here's a quick history about the guys who decided to make this title. Transmission Games, developed the first Ashes Cricket release from Codemasters about 4 years ago. The game was a major improvement from EA Sport's Cricket 07 series. Better Graphics, Better Gameplay and a more vibrant and realistic Commentry lineup along with some great animations impressed quite a few cricket fans, eventhough player likenesses were far from any of the standards back in 2009. Codemasters and Trickstar Games developed the game further with much better graphics and an innovative gameplay next year but released it for consoles only. And then they completely dropped it. No releases in either 2011 or 2012. Codemasters dropped Cricket titles all together last year. And then came Ashes Cricket 2013, Published by 505 Games, developed by cricket lovers at Trickstar Games.

So Back to the game now. There's little in terms of graphics that we know at the moment. However, the developers have shared quite a lot of information on what the gameplay is going to be like. And there are quite a few points to note.

1. The Unpredictable nature of Events: Cricket is a highly unpredictable game, and so do the developers promise to provide in this computer simulation. They've often said that a player will have a wide range of shots to play + different timing would mean different shots in diferent directions. Promising that no game will ever be the same again. This is something

Trickstar's previous cricket game International Cricket 2010 was console only.

new coming from a cricket game. Previously, we were offered a watered down 360 degree control which only hit shots in some areas, or a quite controlled custom fields option. This game promises to improve both and provide a real 360 degree shot selection + more than ever customizable fields. Weather forecasts will also change, altering the course of the match; overcast conditions will be more conducive to swing, while sunny days are a batsman's paradise. Again something extremely new and promising. I'm hoping for rain interruptions also!

2. Complete Ashes Series in there. Yes, just like Cricket 07 and Ashes Cricket 09 you'll be able to play the complete Ashes series as it happens.

3. T20, Tournaments, 26 Teams and more: The basics are all in there. You can play a T20 or ODI tournament or a test series or even a cricket league! choosing from any of the 26 teams in the game. 26! I am hoping that apart from the 13 popular international teams, there will be domestic teams too. There is no IPL however.

4. Player likenesses of Australian and English teams and officially licenced kits are also included. Licenced stadiums from England and Australia are included and there are loads of other international stadia are included. There's a High probability that we'll see more international stadiums from India, Dharamshala, Wankhade and Eden Gardens being my speculations.

5. Commentary from Mark Nicholas, legend David 'Bumble' Lloyd, and leading Aussie commentator Michael Slater are the 'first' three to be included. We are hoping to see more international commentators join in. Don't get your hopes high on Ravi Shastri being included though :D . Also, this might be the first cricket game to see 'three' commentators commentating together.

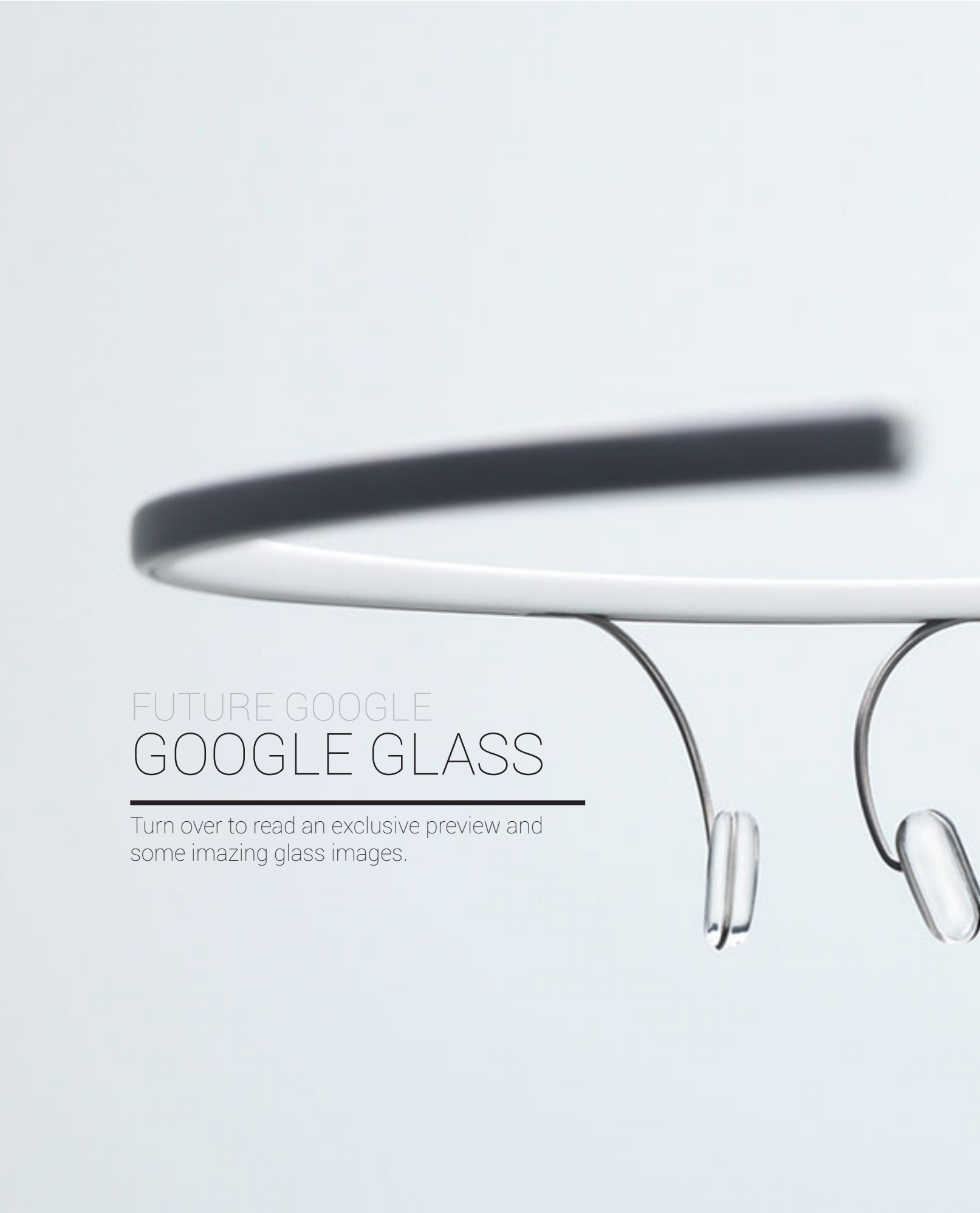
6. Online Gameplay is also there. Though nothing much is released about it officially

but its being said that it will be better than Ashes Cricket 09 or IC10.
That's just about it. Developers have said that they've heavily improved on graphics. Which is a good sign, given that International Cricket 2010 was quite good for a cricket game, we might just be seeing the game taking cricket graphics to the next level.

The cool thing here is, that trickstar is in direct contact with gaming forums like planetcricket. The forum has always been full of ideas but never managed to put them in a major game. Trickstar's atleast listening to them, which I suppose is the right way to develop a cricket game. Given that its been 17 years since the first release of EA's Cricket 96, but we are yet to have the perfect cricekt game. All that we have is parts of good cricket experience, Cricket 97's simplistic gameplay and addictiveness, Cricket 99's all licenced kits, Brain Lara Cricket 99's powerful gameplay and realistic sounds, 2004's customisability and International Cricket 2010's graphics.

We're are yet to see someone combine all this into a great game. Maybe Ashes Cricket 2013 is the answer, May be not. But its always good to know that someone's developing a cricket game with this intent.

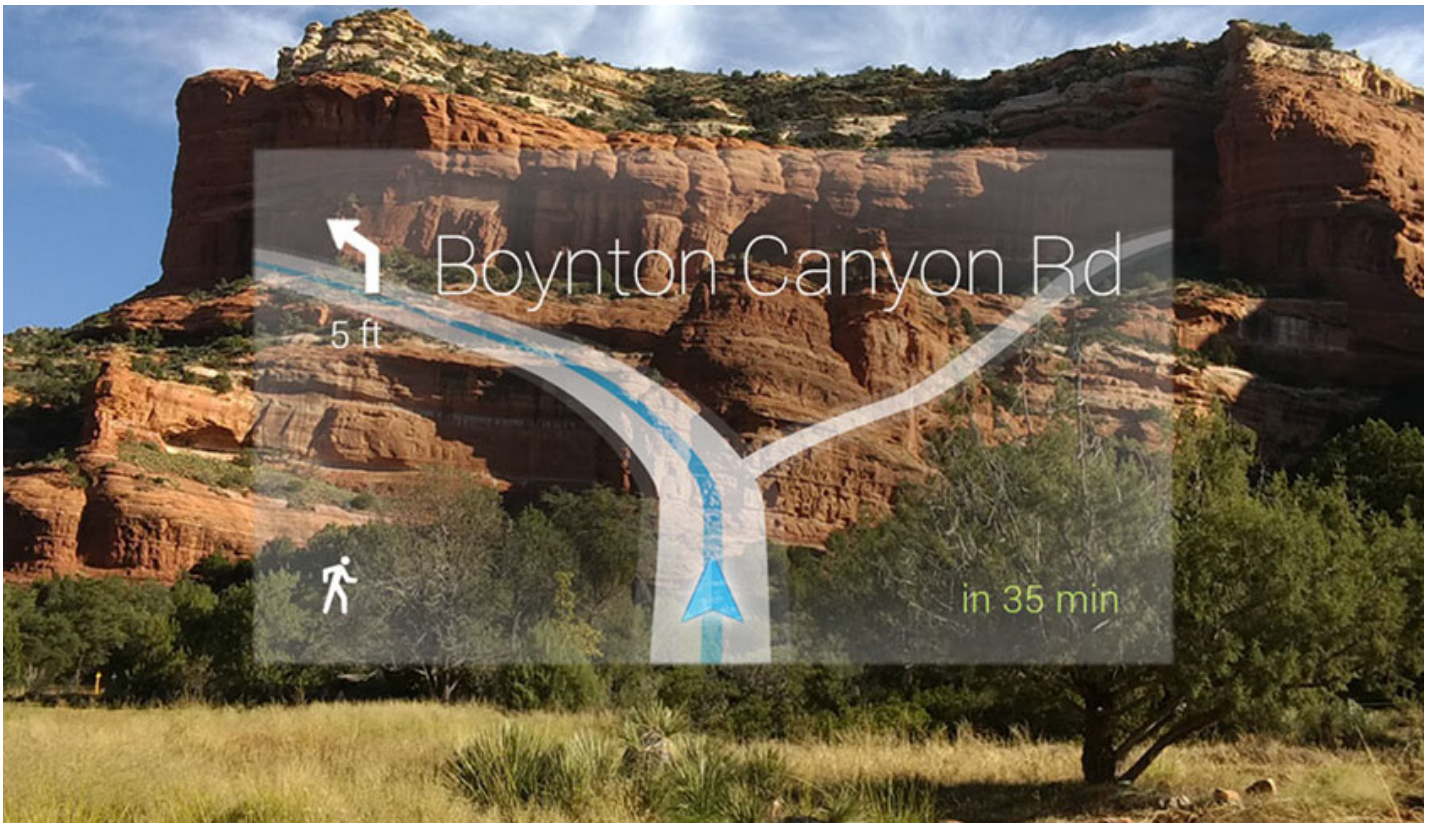
Ashes Cricket 2013 will be available on PC, PS3 without Playstation Move, XBOX 360 and Wii U on 21st June 2013. They could have done with an iOS version too given how much more popular and better in terms of graphics an iPod Touch is compared to Wii U. But that's probabily not coming this June.



FUTURE GOOGLE

GOOGLE GLASS

Turn over to read an exclusive preview and some imazing glass images.



Directions and Maps. They just appear infront of your eyes!

You can ask glass to translate stuff for you, real time.

Google Now

Google Search with Voice Recognition. The Key word is to say, "Ok Glass".

MVDIT TECH QUIZ

Vidit Bhargava

Q1. What was founded by Curtis Priem(ex-SUN engineer., Chris Malachowsky(ex-SUN engineer.& an ex AMD employee?

Q2. Dhruv Shringi is the co-founder of which famous online ticketing service?

Q3. About whome did Dr. Abdul Kalam say, "I Consider him the Mahatma Gandhi of Indian Science"?

Q4. What was invented by Sanai Mito , a former Osaka Municipal University professor working for Sharp in the early 1970s?

Q5. He created Tumblr, Instapaper and now the Magazine : an online subscription based collection of hand-picked articles. Who is he ?

Q6. Originally it was known as the "Navigational Pictograph", How do we know it in the world of Computers today?

Q7. The inventor is Palmer Luckey, It started as a kickstarter campaign and was eventually endorsed by people like John Carmack, Gabe Newell and David Helgason. The name literally denotes a circular opening in the centre of a dome or in a wall. What am I talking about?

Q8. Atari's Adventure, released in 1979 led to the coining of a very famous term in the world of gaming. It is now used in a more general sense in manyother kinds of works such as movies, books, paintings etc. that contain hidden messages. Which term?

Q9. Which word did Richard Dawkins coin in the book 'The Selfish Gene' ?

Q10.X was founded in 2009 by a group of engineers in Melbourne, Australia, from the now shut down Transmission games. What is X?

Answers to previous edition:

1. Xerox Parc
2. Flickr
3. Internet
4. Snicko
5. Minesweeper diffuclty
6. First SMS
7. OSX
8. Acer.
9. Mike Getty
10. Scott Forstall

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