

Nvidia Goes for Gaming at CES

Written by Marco Attard
08 January 2013

The Playstation Vita and Nintendo 3DS might have to watch out-- Nvidia reveals Project Shield at CES 2013, a handheld console handling both Android and PC games.



Project Shield looks like an Xbox controller and is powered by the newly announced Tegra 4 processor. It supposedly handles console-quality games, outputs 4K video via HDMI to external displays and even provides "deep, rich audio" through a bass reflex tuned port system.

The clamshell integrated display is a 5-inch 294 dpi multitouch number with 1280x720 resolution.

Android is the OS of choice, allowing users to access software from both Google Play and the Nvidia TegraZone app stores. Interestingly the console acts as a wireless game receiver once paired with PCs carrying GeForce GTX 650 or higher GPUs, allowing users to play games from their Steam libraries.

Nvidia gives no pricing details for the new details but does say it will be available sometime during Q2 2012, at least in the US and Canada. Early CES 2013 impressions are positive enough-- but is the world ready for another handheld console?

Go [Nvidia Project Shield](#)

Nvidia Goes for Gaming at CES

Written by Marco Attard

08 January 2013
