

Mad Catz Intros M.O.J.O. Android Console

Written by Marco Attard
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The Xbox One and Playstation 4 giants might have overshadowed E3 2013, but such details did not stop peripheral maker Mad Catz to announce a console of its very own-- the M.O.J.O., an interesting looking Android-powered "micro console."



While making part of a perhaps over-crowded market, the MOJO has a few features MadCatz hopes separate it from the likes of the OUYA or Nvidia SHIELD. First off, the palm-sized device runs on stock Android, allowing it to handle all games available on the Google Play app store without need for developer modification.

It also registers on existing Google Play accounts, meaning customers can transfer apps from Android smartphones or tablets to the device.

The M.O.J.O. demo unit seen at E3 2013 carries an Nvidia Tegra 3 processor, but Mad Catz promises the retail unit will ship with a more powerful chipset (namely the Tegra 4).

Also worthy of note is the included controller, dubbed "CTRLR." It is compatible with any Bluetooth Smart-capable device (PC, Playstation3, tablets, smartphones) and features a "mouse mode" with the analog sticks replacing finger input in touch-based games.

Connectivity-wise the M.O.J.O. includes HDMI, x2 USB and ethernet ports, wifi and Bluetooth, as well as 16GB of internal storage (expandable via microSD) and a number of pre-installed apps.

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The M.O.J.O. should hit the market at around November 2013, with the CTRL controller to launch as a separate accessory sometime during Q3 2013.

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