Subject: Re: Why do people hate big business?
Posted by NukeIt15 on Thu, 15 Jan 2009 02:43:49 GMT
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Vista is still too much of a system hog, has too many backwards-compatibility issues, and still includes too much DRM and too much handholding. That's why I bash it, not because of the bandwagon- because, while it functions smoothly now, it is still a bad product. In my own humble opinion.

But that's another thread. Several of them, actually.

To its credit, Microsoft is very diligent about patching, and I can't recall ever having been charged for anything that should have been free. XP, as wonky as it was back when it came out, is running like a finely tuned perpetual motion machine these days; I haven't had a hiccup that wasn't caused by third-party software or user error for years now. They also used to make some damn fine joysticks, and I've never found a mouse that made my hand happy quite like the IME3. Big business does, quite often, get it right- but they just as often get it wrong, and when they do they're more likely to try to smooth over the failure than admit to it and try something different.

They (big buisiness in general, not just MS) also like to release similar products over and over with minor tweaks and changes- which is what EA is mainly guilty of. For examples of that, you need only look as far as The Sims or any of their licensed sports titles. Toymakers do this a lot as well, especially the ones who are big on dolls- they'll release a particular set of clothing that may only be had through the purchase of a whole new doll rather than as part of an accessory pack. You see a lot less of that kind of thing with smaller companies and independently-owned companies because they have to constantly innovate or get plowed under. On the other hand, much of the reason why smaller companies tend to be more innovative is because the larger ones aren't; if they didn't have that giant steamroller chugging along at their heels they might not be so motivated to move forwards.