

PlayStation touts virtual reality and big name games

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Shuhei Yoshida, president of Sony's Worldwide Studios for Sony Computer Entertainment, addresses the audience before the opening day of the Electronic Entertainment Expo, known as E3 in Los Angeles, California on June 15, 2015

Sony has proclaimed a "new era" of PlayStation gaming complete with big-name games and the dawn of virtual reality on its powerful PlayStation 4 consoles.

The Japanese entertainment titan boasted an array of beloved games for exclusive play on PlayStation 4, along with behind-closed-doors demonstrations of video games tailored to immerse players in fantasy worlds using Sony's Project Morpheus virtual reality head gear.

"I believe we are witnessing an historic evolution in gaming," Sony Computer Entertainment America chief Shawn Layden said as he kicked off a glitzy media event on the eve of the official start of the Electronic Entertainment Expo extravaganza.

As Microsoft did in a grand event earlier, Sony spotlighted exclusive content and early access to some keenly awaited new games in an effort to be the preferred console for die-hard players.

PlayStation is the new home for the blockbuster "Call of Duty" franchise due to an alliance with [video game](#) publisher Activision, according to Sony Computer Entertainment president Andrew House.

"This is the start of a new era for PlayStation and this famed franchise," House said.

Sony Studios is also expanding the massive science fiction shooter world of its successful new "Destiny" video game centered on seemingly limitless online play.

Some 20 million people have played "Destiny" in its first year, and a "Taken King" sequel is on its way, according to Adam Boyes of PlayStation.

Other blockbuster titles promised PlayStation 4 lovers included "Uncharted 4: A Thief's End" due out early next year along with a resurrected Last Guardian, Hitman, Star Wars, and a Final Fantasy Seven remake.

Also teased was a new video "Horizon Zero Day" video game set in a future where cities have died, nature has reclaimed the world, and tribes of people fight robotic foes.

House boasted that developers were embracing crafting games that give players 360-degree perspectives in worlds visited using Morpheus [virtual reality](#) head gear Sony is readying for market.

He showed off a "Rigs" arena battle game and touted others that visitors to the PlayStation booth at E3 will get to play.

"Project Morpheus is real, evolving, and continues to capture the imagination of developers," House said.

"We are committed to bringing the biggest titles and the best experiences to PlayStation."

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