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BioWare (Mass Effect) Looking into the iPhone

BioWare co-CEOs Ray Muzyka and Greg Zeschuk interviewed by MTV

MTV Multiplayer has scored an interview with BioWare co-CEOs Ray Muzyka and Greg Zeschuk, who were kind enough to let the publication in on some of their plans for the future. These include sticking to the PC platform (pointing out to the success of Blizzard's WoW and Eidos' Age of Conan), but also tapping into new ones, such as (you guessed it) Apple's iPhone. MTV pressed the duo to talk about "where the future of BioWare's gaming development lies". While "PC gaming isn't dead for these guys," the publication notes, "what about the iPhone?" Zeschuk offered to weigh in on BioWare's interest in working on the iPhone: "We look at every platform that comes along. Obviously, something that's as big a cultural and technical success as the iPhone is something you really got to take a close look at. (...) Certainly, there's nothing written in stone yet but we've got a lot of folks looking at it. It's intriguing. I think one of the things that we'll have to see how it shakes out is what type of consumer buys games on it and what type of experience they're looking for. You want to always mash the consumer experience with what you're building. We want to understand what people are going to do with it. Who knows. We're definitely looking at every platform." As for BioWare's focus with the PC market (notice how the interview doesn't say "Mac"), Muzyka asserts BioWare will continue to make PC-exclusive games, saying, "Yeah. I think that's quite feasible. The PC market is vibrant and you look at the success of games like 'World of Warcraft' or 'Age of Conan.' Those are very successful games. It remains to be seen how 'Conan' will continue to be successful but it's off to a great start and we're very supportive of seeing great PC titles in the market because we just think it's another sign that the market's very strong". The rest of the interview is available [here](#).