By Dan Popsca, Editor, Game Reviews

Blizzard Refocuses its Console Team

The company is currently working on several unannounced games

Mike Morhaime, president and cofounder of Blizzard Entertainment, recently announced plans to "strengthen its current development efforts by refocusing key members of its console team on other projects", suggesting a major change of focus for the company after the canceling of its console title **Starcraft: Ghost**."By redeploying key talent onto projects that are currently in development, we will greatly improve our ability to deliver multiple high-quality games in the years ahead," said Morhaime. "We feel that this is an important step to take toward achieving our long-term development goals while also ensuring that our future games meet the expectations of our players and our employees."The good news is Blizzard currently has separate teams at different stages of development on several unannounced games, in addition to the team currently at work on World of Warcraft: The Burning Crusade. "Further details on these projects, as well as on possible future console plans, will be revealed at a later date," Morhaime concluded. Could Diablo 3 and Starcraft 2 be in the works?

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