

By [Stefanescu](#), Games Editor

Blizzard Redesigns Its Console Division

There is no cow level, or is it?

Controversial news from Blizzard Entertainment. If on the 16th of May 2005 Blizzard announced the acquisition of Swingin' Ape Studios, a console game developer which had been working on Starcraft: Ghost, time showed it to be a rather unsuccessful attempt to create their first console title. Things seem to be getting back on track though, as Blizzard recently announced an intriguing job opening for an "experienced Senior Producer with a proven track record of producing high quality console games." Since the job description also includes "extensive firsthand experience with Blizzard games" and one of the pluses mentioned is Wii production experience, it is safe to say they are looking for a veritable game guru. As Starcraft: Ghost is dead and buried, being postponed till further notice, this can only mean the developers have some great plans for the future. They are searching for someone who has "Recently shipped at least one AAA game in a producer role for one of these console platforms: Xbox, Xbox 360, PS2, PS3, or GameCube". Blizzard is getting ready to join the race for the next generation console title and prove to be a decent competitor on the market where Microsoft, Sony and Nintendo seem to hold all the cards. This should not come as a surprise. With the incredulous success of World Of Warcraft and its millions of game copies sold, the single player experience, that was a paramount of Blizzard's games for years, started to give in to the MMO factor. With the change in management this may very well be the revival of single player experience everyone was waiting for, this time for console.