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[PS3 - Price Cut and 34 New Titles: 15 In-House, 19 Independent Publishers](#)

Analysts strongly believe that Sony will adopt a lowering in price for the PS3

Some 34 titles have been announced by [Sony](#) at the company's San Diego development studio. This is of course the company's attempt to cover huge losses with the [PS3](#). Just because 34 titles have been announced though, doesn't mean that the PS3 is out of the mud already. The company also has to lower the machine's price in order to get it moving, as Destinyland writes: "Sony just announced a whopping 34 titles that are upcoming for the PlayStation 3. Despite record losses for the game group, their stock shot to a five-year high and they promised to eliminate 80% of their operating loss within one year. Analysts think that Sony's plan for that might include eventually lowering prices for the PS3." 15 of those newly announced titles will be developed in-house, while 19 will be coming from independent publishers, as Sony revealed to reporters and analysts at the company's San Diego development studio. However, a price cut still isn't one of Sony's top priorities right now, thus Tretton couldn't say when PlayStation 3 prices may be cut, as Bloomberg reports: "If that means it's going to cost us more to make than we can sell it for in the short term, that's OK, because it's going to pay off in spades in the long run," said Tretton. How come? Then why did Sony announce that [Blu-ray diodes](#) were getting cheaper to make? Only to imply that the PS3 would soon see a price cut. See how it all fits the graph? First they say that Blu-ray implementation is getting cheaper to achieve, then they announce 34 titles, 15 of which developed in-house, implying that the PS3 is going to be a good deal for gamers in the future. And you know what, it just might, but only if the 34 titles and price cut become a reality soon.