



Activision Confirms Call of Duty: Black Ops Ports Aren't Remasters

Description

Activision has confirmed that "Call of Duty: Black Ops" and its sequel will be ported to PlayStation 4 and PlayStation 5 in July this year. This development is significant as it addresses a longstanding issue: the original games were not playable on newer consoles due to technical limitations related to the PlayStation 3's architecture. The ports aim to revive the popular multiplayer and campaign modes, reflecting the games' sustained popularity among players.

Iron Galaxy, known for its work in video game ports, will undertake this transfer. Despite their extensive experience, some past ports have faced criticism for not meeting expectations. The announcement has raised questions regarding whether the new versions would incorporate remastered features or remain basic ports. Eurogamer reported that Activision clarified the nature of the releases: they will be "ports and not remasters," suggesting there will be no significant enhancements or added content.

This information has implications for performance on the PlayStation 5. It appears unlikely that the new ports will utilise advanced features such as 120Hz refresh rates or variable refresh rate (VRR) support. Instead, players can anticipate a PS4-level release, although performance on the more powerful PS5 and PS5 Pro may offer enhanced resolution. Historically, "Black Ops 2" operated at a low resolution of 832x624 on the PS3, while the original "Black Ops" functioned at 960x544, indicating that even a modest upgrade to 1920x1080 would represent a considerable improvement.

Additionally, there is potential for the PS5 to achieve higher resolutions, perhaps even reaching 4K, through effective scaling techniques. As the release date approaches, many gamers are keen to see how these updated versions will perform and what improvements, if any, will be made over the originals.

Vocabulary List:

1. **ported** //ˈpɔːtɪd// (verb): moved software to run on other systems
2. **sequel** //ˈsiːkwəl// (noun): a new story that continues an earlier one
3. **architecture** //ˈɑːrkɪˌtɛktʃər// (noun): the design and structure of a computer system
4. **revive** //rɪˈvaɪv// (verb): bring something back to life or use
5. **remasters** //riːˈmæstəz// (noun): new versions with improved audio or visuals
6. **resolution** //ˌrɛzəˈluːʃən// (noun): number of pixels that show image detail

Comprehension Questions



Multiple Choice

1. When will 'Call of Duty: Black Ops' and its sequel be ported to PlayStation 4 and PlayStation 5?
Option: June
Option: July
Option: August
Option: September
2. Which company is known for its work in video game ports and will undertake the transfer of these games?
Option: Activision
Option: Iron Galaxy
Option: Eurogamer
Option: PlayStation
3. What type of releases are Activision's ports expected to be?
Option: Remasters
Option: Ports
Option: New games
Option: DLCs
4. What was the resolution of 'Black Ops 2' on the PS3?
Option: 960x540
Option: 1920x1080
Option: 832x624
Option: 1280x720
5. What is unlikely to be utilized in the new ports on the PlayStation 5?
Option: 4K resolution
Option: 120Hz refresh rates
Option: Variable refresh rate
Option: All of the above
6. Which resolution did the original 'Black Ops' function at on the PS3?
Option: 832x624
Option: 720p
Option: 960x544
Option: 1080p



True-False

7. Activision has announced that 'Call of Duty: Black Ops' will not be compatible with PS4 and PS5.
8. The ports of 'Call of Duty: Black Ops' will feature remastered enhancements.
9. Iron Galaxy is responsible for the transfer of the games to the new consoles.
10. The PS5 has the potential to achieve higher resolutions beyond 4K.
11. The original games were unplayable on newer consoles due to technical limitations.
12. The announcement clarified that players can expect significant enhancements in the new ports.

Gap-Fill

13. The original 'Call of Duty: Black Ops' functioned at a resolution of _____ on the PS3.
14. The announcement has raised questions regarding whether the new versions would incorporate _____ features or remain basic ports.
15. Historically, 'Black Ops 2' operated at a low resolution of _____ on the PS3.
16. The ports aim to revive the popular multiplayer and _____ modes.
17. Activision clarified that the releases will be 'ports and not _____.'
18. As the release date approaches, many gamers are keen to see how these updated versions will _____ and what improvements will be made.

Answer

Multiple Choice: 1. July 2. Iron Galaxy 3. Ports 4. 832x624 5. All of the above 6. 960x544

True-False: 7. False 8. False 9. True 10. False 11. True 12. False

Gap-Fill: 13. 960x544 14. remastered 15. 832x624 16. campaign 17. remasters 18. perform

CATEGORY



1. Sci/Tech - LEVEL6

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1. activision
2. black ops
3. call of duty
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Author

aimeeyoung99

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