



Sony's New Figures Support Shift Away From PlayStation Discs

Description

Sony will stop making physical game discs starting in 2028. This change matters because it shows how the gaming industry is moving towards digital sales, which are already very popular.

Sony believes that most customers prefer buying games online. This choice means they will earn more money, as they will not have to share profits with shops that sell physical games. However, players will not see lower prices for games.

Recent data shows that only a few PlayStation games are selling well on physical discs. In 2026, just seven games sold over 100,000 copies in the US. Most sales are now digital. Some fans think that the digital sales figures might be too high because not all digital games are also available in stores.

Sony has announced that it will focus on improving how players access games. They aim to give players options about where to buy games, whether online or in shops. It is unclear what choices players will have for physical copies in stores in the future.

The decision to stop making discs will impact everyone outside of Sony. It could affect game preservation and reduce the options for players, but it will certainly increase Sony's profits.

Vocabulary List:

1. **digital** //ˈdɪdʒɪtəl// (adjective): sent or stored using computers or the internet
2. **profits** //ˈprɒfɪts// (noun): money a company keeps after costs are paid
3. **preservation** //ˌprezəˈveɪʃən// (noun): saving something so it lasts a long time
4. **impact** //ˈɪmpækt// (verb): to affect someone or something in a strong way
5. **announced** //əˈnaʊnst// (verb): said something publicly and officially to people
6. **access** //ˈæk.ses// (verb): to get or use something, like a service

Comprehension Questions

Multiple Choice

1. What year will Sony stop making physical game discs?



- Option: 2026
- Option: 2028
- Option: 2030
- Option: 2025

2. Why does Sony believe customers prefer buying games online?

- Option: Lower prices
- Option: Convenience
- Option: Nostalgia
- Option: Large selection

3. What percentage of PlayStation games sold well on physical discs in 2026?

- Option: Seventy percent
- Option: Fifty percent
- Option: Only a few
- Option: All

4. How many games sold over 100,000 copies in the US in 2026?

- Option: Five
- Option: Seven
- Option: Ten
- Option: Twelve

5. What does Sony aim to improve for players?

- Option: Game graphics
- Option: Physical store access
- Option: Access to games
- Option: Game development time

6. How does stopping physical disc production impact Sony?

- Option: Increases profits
- Option: Decreases sales
- Option: Improves game quality
- Option: Reduces costs

True-False

7. Sony will continue making physical game discs indefinitely.



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8. Most sales of PlayStation games are now digital.
 9. In 2026, only seven games sold over 100,000 copies on physical discs.
 10. Sony's decision to stop making discs will have no impact on game preservation.
 11. Players will definitely see lower prices for digital games after Sony's decision.
 12. Sony plans to give players options about where to buy games.

Gap-Fill

13. Sony will stop making physical game discs starting in _____ year.
14. Most customers prefer buying games _____ according to Sony.
15. In 2026, just _____ games sold over 100,000 copies in the US.
16. The decision to stop making discs will impact _____ outside of Sony.
17. It is unclear what choices players will have for physical copies in _____ in the future.
18. Sony's decision will certainly increase its _____ profits.

Answer

Multiple Choice: 1. 2028 2. Convenience 3. Only a few 4. Seven 5. Access to games 6. Increases profits

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

Gap-Fill: 13. 2028 14. online 15. seven 16. everyone 17. stores 18. overall

CATEGORY

1. Sci/Tech - LEVEL2

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Date Created

2026/07/22

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