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VOLUME 20 ISSUE 05

## BATTLE OF THE FLAGSHIPS

**SAMSUNG**

Note 10+; Great Productivity  
But A Hit On Battery

VS



**HUAWEI**

Mate 30 Pro; Super  
Features But No Google

VS



iPhone 11 Pro Max;  
Innovation But No 5G

# #228

**TESTED**

Samsung A80  
Xiaomi Mi Band 4  
BenQ Projector

**GAMETIME**

Gears of War 5  
Pokemon Masters  
Oninaki

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'Likes'  
Samsung's Galaxy Fold  
Xiaomi Wireless  
Charging

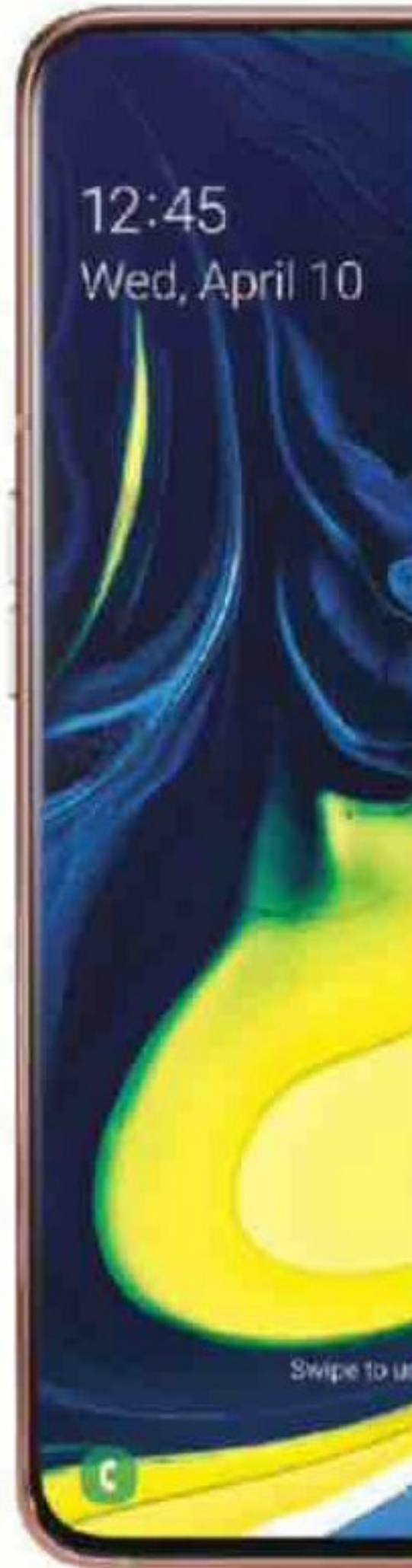
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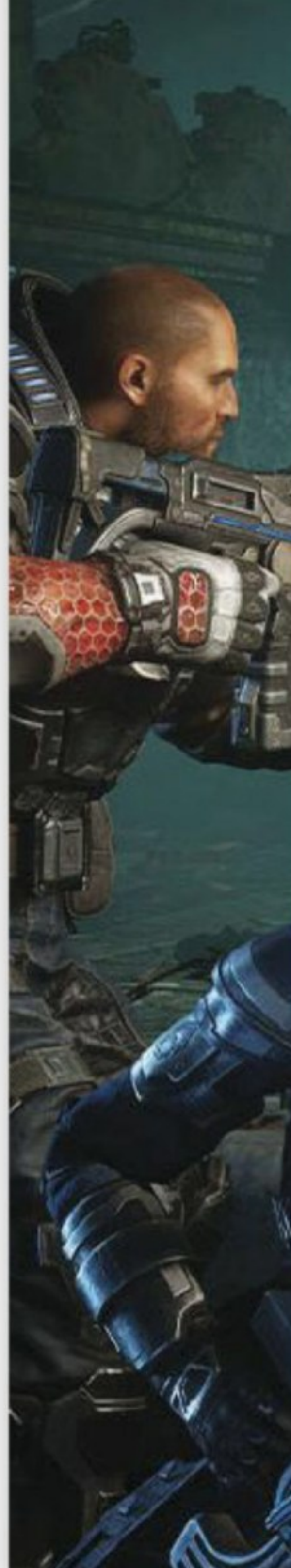
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## EDITOR'S NOTE



*A Focus On Design, While Overlooking Performance.  
Vivo S1 review on page 26.*

**H**ey guys and gals, welcome to our September-October issue of PC.com! We're back, and we've tweaked our magazine with a style that we feel, better represents us. But don't worry, all the segments you know and love are still there, they just look better. And let's get started on what we've got going on in this issue, shall we?

This month we've got a whole plethora of new products on review, all ranging from different needs and users. The products also vary, from smartphones, laptops, fitness trackers, cameras, and much more. There's definitely something for everyone, so do check it out, and send us an email on what you think about our new layout!

We've also got informative, and pertinent information in our Feature section, and we've got a focus on the gaming industry, with a particular look at Mobile gaming. There's plenty of opinions on what mobile gaming really is, but we've decided to take a deep dive, and see what really is wrong about the platform as a whole.

Gametime is filled with some new, great games that are across multiple platforms, so everyone can check out something they might fancy. Not all gamers are on the same platform, but gamers are gamers, nonetheless. We're also back some more of the hottest, and trending games so far, so do check that out on our last page if you were interested in some of the latest games.

But overall, that's pretty much what we've got for this issue. We're changing things up, and we're learning as we go along. There's not much else we can really say, except thanks again for picking up our latest issue of PC.com.

*Ameer*  
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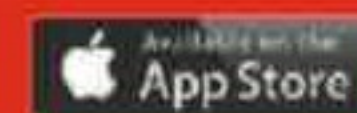
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Takiya



What are your thoughts on premium devices that cost over RM 3500? Are they worth the money? Or should I just get a budget phone?

Answer: It really depends on what kind of user you are. If you're a power user, that needs the best of the best, and have the budget for it, then do get a flagship from any number of companies that are making phones these days. But do keep in mind why you're buying the device. Phones and tech these days get outdated real quick, so if you're going to upgrade every year, there really isn't that much of a point buying the latest and greatest. Might as well get a budget phone for around RM 1500 or below, because companies are coming out with really good phones at that price point. Almost comparable to flagships. So, it's a decision of value for money, or if you're just tryna' flex on people.

But either way, most phones will get the job done. Depends on if you feel you need to spend that money to have faith in a product.



Erin Mansoor



Why so hard to get Grab these days? I have many ride-hailing apps now, and it's quite inconvenient.

Answer: e-Hailing services right now are in limbo, so it's not a great time for drivers, as well as riders. It's because of the PSV license debacle, and it's likely not going to be solved anytime soon. Only 41% of 150,000 riders have gotten the license, and past all testing, so that's really not a lot of riders on the road. And that's only for Grab. The rest of the e-Hailing services probably have it worst, considering not that many drivers on their platform, as well as the stringent checking processes. It's a dark time for people who solely rely on Grab, but wait a few months, and everything should be back to normal.



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## APPLE'S NEW IPHONE LINEUP AND WHAT IT'S ALL ABOUT

*The iPhone 11, iPhone 11 Pro and iPhone 11 Pro Max*



**S**o, what's new with the latest batch of iPhones? Well for starters, there's 3 new variants, the iPhone 11, iPhone 11 Pro and iPhone 11 Pro Max. All three variants will be available for preorder on Friday, September 13th, and will be in stores a week later on the 20th. Well, in the U.S. and select countries anyway. For the first time, Apple is releasing the latest iPhone models in the local market a week after the first wave of countries.

The iPhone 11 series will be officially available in Malaysia on the 27th September 2019.

### Price and Redesign

The iPhone 11, will be the successor of the iPhone XR, and it starts off at \$699 (RM 2912), which is \$50 less than the previous model, and it comes a somewhat new redesign. Most notably of course, would be the rear of the device, which now sports a new square shaped camera setup. I'm not really sure why, considering the iPhone 11 has only 2 camera modules, and not 3 like the iPhone 11 Pro and iPhone 11 Pro Max.

The new iPhone 11 lineup also consists of six different colours, black, white, red, green, yellow, purple, and white. So, at least there's plenty of colour options to choose from.

Here's the price list for each of the iPhone models in Malaysia, as well as their variants:

- iPhone 11
  - 64GB – RM3,399
  - 128GB – RM3,599
  - 256GB – RM4,099
- iPhone 11 Pro
  - 64GB – RM4,899
  - 256GB – RM5,599
  - 512GB – RM6,499
- iPhone 11 Pro Max
  - 64GB – RM5,299
  - 256GB – RM5,999
  - 512GB – RM6,899

### Display and Processor

The iPhone 11 has an anodized aluminum and glass design with

a 6.1-inch LCD TrueTone display. This 6.1-inch display comes with a 1792x828 pixel resolution, with a ppi of 326. Disappointing to see Apple still using an LCD display in 2019, and no 90Hz refresh rate. So, to me, Apple is now playing catch up with the rest of the industry.

The iPhone 11 features the A13 Bionic chip, which is an upgrade over the iPhone XR, but that's to be expected.

### Cameras

The iPhone 11, like I mentioned, only has 2 rear camera sensors under the glass. One 12-megapixel sensor, while the other is a 12-megapixel ultra-wide camera for landscape pictures. The camera app UI has also got some changes, and now shows you what the wider lens sees when you're framing a shot with the main cam. The imaging algorithms also got an update, and they're now better at processing skin tones, highlights, shadows, as well as optical zoom and portrait effects with the dual cameras.

To combat Google's Pixel lineup, they've implemented a new Night mode. This night mode turns on automatically when the iPhone 11 determines it's "dark enough". And based on the keynote, the samples Apple showed off are comparable to Google's Night Sight.





## The Other Stuff

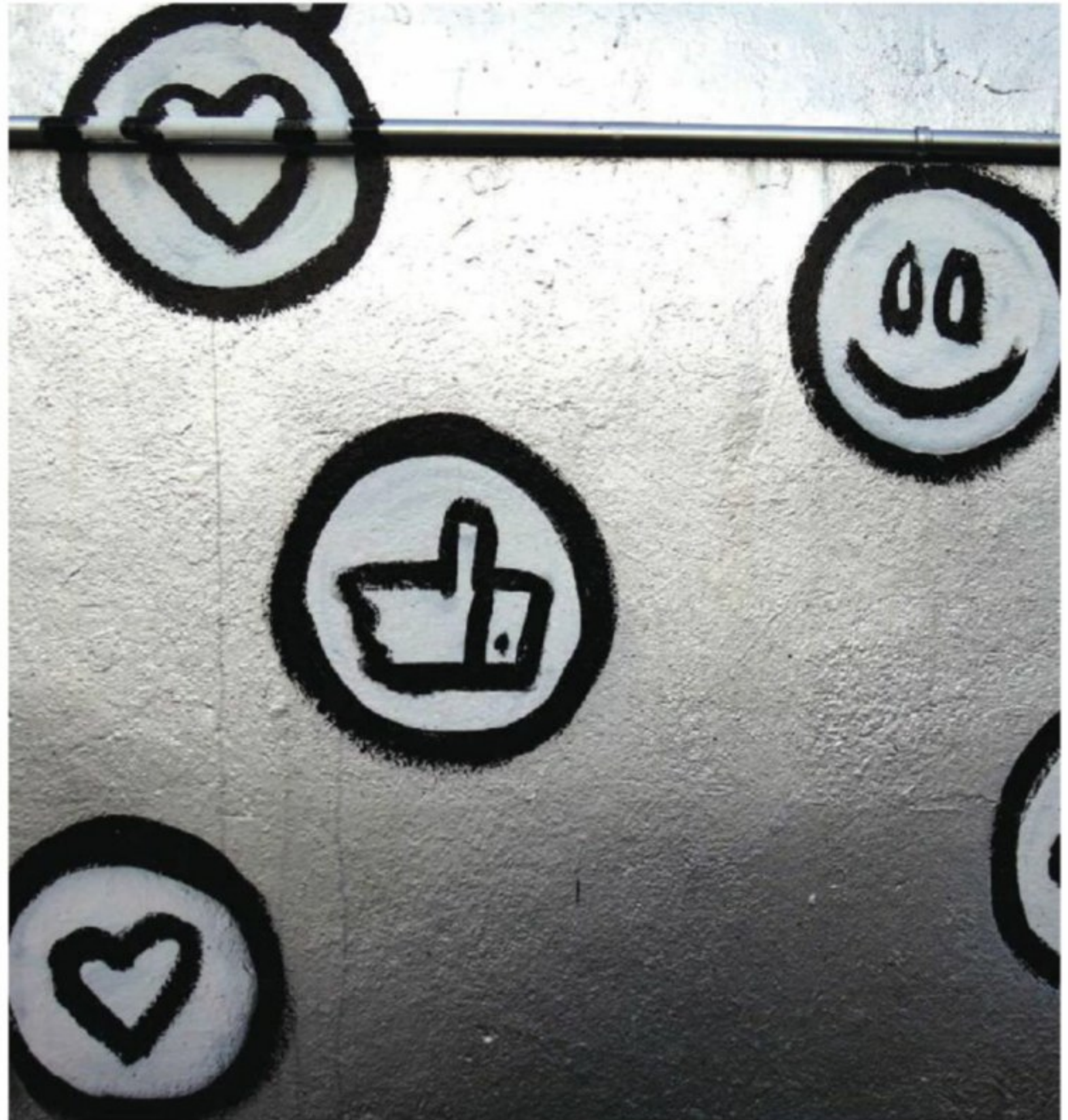
So now to the other, less important stuff. The design of the phone now features a new 'tough glass', but honestly, how tough could glass be. There's also a new 'Tap to Wake' feature, which has been on Android for quite a while already. It features Dolby Atmos sound, so that's a plus. Also, this notch is STILL massive. Couldn't Apple come with some sort of iteration to make it noticeably smaller? Other phone brands have already done away with the notch, opting for a pinhole cam, a smaller notch, or even a pop-up camera.

The phone's dimensions are 150.9mm x 75.7mm x 8.3mm, and it weighs 194 grams. It also comes with an IP68 water resistance, which basically means you'll be able to submerge it in the bath, or take it in the shower, as it'll be able to survive up to two meters of water.

So much for the "innovation" of the new iPhones. Because to me right now, it looks like it's just catching up with literally everything that's been done already. There are some cool features, and new 'innovations' that are innovative when you compare it to previous iPhones, but not as much as they're trying to pass off.

# FACEBOOK TO REMOVE 'LIKES'

*But What Will Facebook Be Without It?*



**F**acebook might remove the 'like' feature that users are so accustomed to, in favour of God knows what. The 'feature', which many have thought to increase people's insecurities, and other problems, is now possibly facing removal from the platform. Arguably, Facebook was built on 'Likes', so I don't really know what Facebook is going to look like without it.

The removal of likes was first being tested on Instagram, and it seems that they're now working on adapting it to their main platform, Facebook.

The change in the Facebook Android app was first reported by researcher, Jane Machun Wong, who coincidentally was the first to report the removal of likes on Instagram.

TechCrunch reached out to Facebook, and they confirmed the development. This update reportedly could work like the one on Instagram, where only the

person who posts can see the number of likes, and no one else can. There's no rollout timeline in place just yet, so we'll keep a look out for when the feature could become available.

But on to more pressing topics, what exactly will Facebook be without 'likes'? Considering that many place too much of an importance on how many likes/reacts they get, I'm sure it'll be a loss for many. But you have to see the broader aspect of the prospective implementation. There'll probably be more confident people, posting things they normally wouldn't, because of the fear of not getting enough 'likes'. But Facebook probably knows best, considering they must've weighed the pros and cons of the 'like' system heavily before coming to a decision.

Let's wait and see how this goes. Hopefully, it doesn't totally destroy Facebook as a platform. Well, no more than it already has, anyway.



## SAMSUNG'S GALAXY FOLD ARISES FROM THE ASHES

*But Not Without Their Issues; Cancelling Pre-Orders And Rethinking Things*

**S**amsung announced the launch of the Galaxy Fold and is now available in Korea on September 6, followed by select countries including France, Germany, Singapore, U.K., U.S., and more, in Cosmos Black and Space Silver. There will also be a 5G-ready option in select countries. But don't forget about the amount of issues that came with the Fold when it was released earlier this year. Not to mention the fact that Samsung are now actively cancelling pre-orders, and reimbursing users with a \$250 credit on the Samsung store.

Samsung says in the email, that they're cancelling pre-orders as they want to

"ensure that you have the best possible experience with this revolutionary new technology." So just when we thought the Fold was coming off scot-free, then cancelling pre-orders is gonna hurt fans who've waited quite a while for the phone. At least we know that they're taking this seriously, and they're looking to avoid any more bad press on the Galaxy Fold, so there's that.

Besides this whole pre-order fiasco, they seem to have made improvements as well, and essentially changed the way the Fold functions. This is what they say about the protective layer that users were previously tearing off, ruining the displays.

"Samsung has taken the time to fully evaluate the product design, make necessary improvements and run rigorous tests to validate the changes we made. These design and construction improvements include:

The top protective layer of the Infinity Flex Display has been extended beyond the bezel, making it apparent that it is an integral part of the display structure and not meant to be removed."

But now, more on what the fold can do: When closed, you can access essentials on the cover display with one hand, and when opened, you can explore new ways to multitask, watch videos, play games, and more, on the 7.3-inch Infinity Flex Display.

Samsung seems to have taken the past few months to refine the Fold, before getting it to users. Not only did they improve the Galaxy Fold's design and construction, but they also seem to have found themselves in the chaos, and reimagined the consumer journey.

"The category-defining Galaxy Fold is a device that defies the barriers of traditional smartphone design. Now, we're excited to release this pioneering mobile technology, and allow consumers to experience it for themselves," said DJ Koh, President and CEO of IT & Mobile Communications Division, Samsung Electronics.

"Consumers have responded positively to larger screens, and the Galaxy Fold's revolutionary form factor offers a bigger, more immersive screen without sacrificing portability. This is what we call innovation of new mobile experience in action."

Samsung worked alongside partners to create a new UX that will change the way we use our mobile devices and takes advantage of the foldable design with its cover and main displays. As a result, the device opens up new possibilities for users.

When closed, you can shoot a quick video, and then simply open the device to watch it on a larger screen. With App Continuity, the video can transition from the cover display to the main display. Which is a pretty cool feature, if you ask me. Multi-Active Window, another feature on the Fold, you'll be able to run multiple apps at once in real-time and effectively multitask: Edit footage, browse through the photo gallery for still shots, and read emails at the same time.

To top it off, Samsung has assured something really important about the Galaxy Fold. Considering that it's more susceptible to damage, and malfunctioning, the Galaxy Fold comes with exclusive access to specialised customer care services. This includes access to Samsung experts, and a 24/7 support hub online, or over the phone.



# XIAOMI LEADS THE WAY IN WIRELESS CHARGING

*Announces World's First 30W Wireless Charging Tech*

**X**iaomi today introduced the world's first 30W fast wireless charging device, part of the four wireless charging breakthroughs that include so far, the highest power reverse-charging capabilities, which it's Mi 9 Pro 5G will sport at the upcoming launch.

The company also brought two new wireless charging accessories, and announced the forming of a wireless charging alliance with leading companies across industries, in an effort to further promote wireless charging in everyday life settings.

Xiaomi has announced that it is working on four technological innovations in the field of wireless charging, including an efficient 4:1 direct-charge architecture, high power wireless reverse-charging technology, a more secure and stable dual band transmission technology, and a universal combination of wired OTG reverse-charging and high-power



wireless reverse-charging – all providing a higher efficiency for wireless charging in all kinds of scenes.

Going back to the wireless charging stand, Xiaomi claims that the 30W Fan-cooled Wireless Charging Stand can charge your 4000mAh battery from zero to 50% in about 25 minutes, and 100% in 69 minutes. Just come home, leave your phone on the stand, take a shower, change and you should have about 100%, if you're a girl that is. I swear women take forever to get ready!!! Jokes aside though, that's some pretty impressive numbers.

Not content with 30W, it seems like Xiaomi is always pushing the boundaries of innovation. The Chinese tech giants also revealed that its 40W wireless charging technology is already in its test phase, aimed at spearheading innovations in charging technologies and empowering the 5G era.

Exciting times indeed.



# THE BEGINNING OF THE END FOR NETFLIX

*Apple, Disney, and Numerous Amounts Of Streaming Services*



**Y**ou'd have to be living under a rock for the past couple of months if you didn't hear that both Apple and Disney are sticking their hands in the video streaming cookie jar. For the past decade or so, Netflix has been somewhat of a phenomenon with how quickly the company gained worldwide recognition. I could go on and on about Netflix's meteoric rise, but the summarised version is that the company basically stole millions upon millions of customers from cable TV, and understandably so. A huge

library of TV shows and movies all under one roof? Sign me up!

## A Double Edged Sword

Over the past year however, the future is starting to look increasingly bleak. For the first time in a decade, more Americans left the service than signed up. Yikes!

The very strategy that gained them millions of subscriptions is currently the source of all their problems. Netflix made it's millions by leasing shows and movies that other companies produced, and for

the longest time, it worked. The streaming service was home to all-time favourites such as *The Office*, *Friends* and of course a bunch of Disney productions among others.

Its success has inevitably led to some of the bigger media companies realising that they don't actually need Netflix. There is money to be made here!! I have no doubt that Netflix can handle Amazon Prime and Apple TV Plus— while both have big budgets, what they lack is a large library of shows. Disney, HBO, Warner Media and NBCUniversal's entry into the streaming



game however, should be of big concern for the company.

## Disney Out to Prove You CAN Have Your Cake and Eat It Too

The reason Disney+ should worry Netflix is obvious. The worlds largest entertainment group with the might of its super franchises from Star Wars to Marvel and Pixar make up for a whole lotta content and loyal fans. As for Warner Media and NBCUniversal, both companies are taking back the rights to two of Netflix most popular TV shows, namely Friends and The Office.

It's no wonder Netflix has pumped billions of dollars into creating Netflix Originals. In fact, it's clearly a matter of quantity over quality for them. For every show like Stranger Things and Black Mirror, there's Disjointed and Insatiable, which are terrible shows and that's putting it lightly. Regardless, in a customer satisfaction survey done in February this year, Netflix original content outscored that of HBO, Hulu and Amazon.

Will the results be the same come next year though? The introduction of Disney+ along with that of the streaming services of Warner Media and NBCUniversal is likely to pull a lot of Netflix subscribers away from the platform, especially with their price points set to be a lot cheaper. Netflix thrived as the biggest fish in the pond, but in the immortal words of Qui Gon Jinn— There's always a bigger fish.

## So, Is This The Beginning of The End for Netflix?

Of course not. If anything, this is the first real challenge the company has



had in their 2 decades of existence. They have a significant head start over the competition and they know the landscape of the streaming industry better than anyone. How they react to this will prove key. They did well to tie down David Benioff and D.B Weiss, but as the last season of GoT showed, they're going to have to do better than that. Engaging, exclusive content is where it's going to be at.

This won't be the end for Netflix but you will see a change in their approach. There will be no more risks from the company. Netflix can't afford to give weird, niche TV shows a chance to thrive anymore. If a show doesn't do well in the first season or two, it'll probably get the axe, which is rather sad.

What was so great about Netflix is the same thing that's so great about Spotify— almost everything is under one roof. It's hard to imagine people subscribing to three or four different

music streaming services. The same goes for video streaming. The way I see it, the oversaturation of all these video streaming services is going to lead people back to the dark days of Putlocker, fmovies and the like. At most, they'll sign up for the one with the best exclusives and rely on third party sites for the rest. **PC**



# THE FLAGSHIP SHOWDOWN

Apple iPhone 11 Pro Max  
vs Samsung Galaxy  
Note 10 + vs Huawei  
Mate 30 Pro

*By: Ameer*

**T**he smartphone dilemma is quite literally upon us with the numerous options we now have as consumers. But that sometimes begs the question on what if something is really good for you, or are you just onboard the hype train? The smartphone industry is ever evolving, booming, and bringing in new tech year by year, and the last few months, we've had quite a line-up resurging with many big companies releasing their flagships phones.

And of course, PC.com being PC.com, we're going to pit them together head to head to see who comes out on top, and with that, we're back with this issue's showdown! This time around, we're featuring the Huawei Mate 30 Pro, Samsung Galaxy Note 10+, and of course, the iPhone 11 Pro Max.

While they all are clearly segmented, and somewhat differently made for different markets, they're still some of the biggest phones to come out this year. Not only the biggest, but also the most sought out phones from these manufacturers. So, with that being said, let's get to it, shall we?

## IPHONE 11 PRO MAX

First up we've got the iPhone 11 Pro Max, and while it hasn't been the most innovative of the bunch (especially after heavily marketing innovation), it's still the newest iPhone on the market right now. Apple came out swinging, bringing three new versions of the iPhone the 11, 11 Pro, and 11 Pro Max, but considering the Pro Max is their strongest device (and most expensive) let's talk about that.



## Performance And Design

It comes with the A13 Bionic Chip, which is a pretty powerful chipset, and the base version starts off at 64GB of storage and goes all the way up to 512GB. It has a 6.5-inch OLED Super Retina XDR display, making it somewhat competitive in the market, but we've never known Apple devices to have a bad display.

The iPhone 11 Pro Max comes with three camera sensors, which is the main highlight of the phone. This consists of three 12 Megapixel Ultra-wide, Wide and Telephoto camera sensors, making it the first iPhone with three cameras. It's a pretty strong show out for Apple's cameras, as they're basically some of the best smartphone cameras on the market, but that's also mostly thanks to their camera software optimisation, rather than the phone sensors itself.

This year, very unlike Apple, they've come out with a bunch of colour options, and a pretty controversial design. With a prior focus on aesthetics, we think they've taken a huge leap backwards with the rear camera layout, as well as the outdated notch style. There really wasn't that much of 'innovation' put into the overall design and hardware, but admittedly, there was in the software side of things.

Apple usually doesn't disclose how big the battery on their phones actually are, but through external sources and testing, we know it has a 3969 mAh battery with 18w charging. A weird battery configuration, but hey, that's Apple.

But at the end of the day, the iPhone 11 Pro Max, is underpowered compared to other smartphones in the market, coming out with new innovations, more cameras, and a way to subvert the notch. Things aren't looking too great for the iPhone right now, not gonna lie.



## SAMSUNG GALAXY NOTE 10 +

The Note 10+ is often touted as the productivity king, and after having used the device for a few weeks, I'm inclined to agree. It's not even the phone's features itself, but just using the device made me want to work, send out emails, and reply to messages. It just felt typing on the phone, plus the huge screen and S pen gave it somewhat of an advantage. But I guess it's not without its faults, so let's get to it!





### Performance And Design

The phone features a 6.8" Quad HD+ Dynamic AMOLED display, with an Infinity-O Display, which is a tiny dot at the top centre of the device. This may or may not appeal to you, depending on your preferences, but I think it's fairly non-intrusive, even when watching videos, or gaming. It looks sleek with a curved display, making it have just a bit more screen real estate than the iPhone 11 Pro Max, so that's another plus.

The Note 10+ comes with a Qualcomm Snapdragon 855, which is the one of the latest flagship chipsets out there, and accompanied with 12GB of RAM, makes it able to multitask and pretty much do whatever you need on a mobile device. There are two variants, that being the 256GB and 512GB, with an option to add a microSD card.

There are 4 cameras on the rear setup, a 16MP Ultra-Wide Camera, 12MP Wide-angle camera, 12MP Telephoto camera, and a VGA DepthVision camera. So, that's pretty much a lot of cameras, making it quite a powerful little shooter.

Add in a 4300mAh battery with 45w fast charging and on paper, it seems a very capable device. The Note 10+ definitely is eye catching and powerful for today's standards, so it's no surprise that it's one of Samsung's flagships. And to be honest, it's looking like a worthy contender to be the winner of this showdown.



### HUAWEI MATE 30 PRO

The Huawei Mate 30 Pro is another strong competitor for one of the best flagships on the market, with one glaring feature missing, Google. Yes, that's right, the phone still is running on Android, so that's something, but it's missing official Google support and the whole suite of programs. But that isn't the only thing about the device, as it's still rocking some pretty impressive hardware, so let's get straight into it.

## Performance and Design

The Huawei Mate 30 Pro, like the iPhone 11 line-up divides opinions on its aesthetics, with a huge camera cut-out on the back, but it's acceptable considering it has 4 cameras on the back. It also has a 6.53-inch OLED FHD+ 'Horizon Display', making it stand out from the rest of the phones in this line-up. Admittedly, on paper, a rounded corner is the next evolution in the curved display design, so Huawei seems to be on par with the future of devices.

Considering it's an edge-to-edge display, there's also no physical buttons, besides a power button, towards the rear of the device. So, you control your volume, by double-tapping the edge of the screen. Weird, but I guess that's where smartphones are heading towards.



The Mate 30 Pro comes with a Kirin 990 chipset, so it's pretty capable and is on par with other flagship chips in the market right now. It also has 8GB of RAM and 256GB of storage with NM SD card support.

The phone as we mentioned comes with 4 cameras on the rear. A 40MP SuperSensing sensor, another 40MP Cine Camera, an 8MP Telephoto camera, and one 3D Depth Sensing camera. But with that, comes the 'Halo' design that they've opted for on the back, which may be good or bad depending on who you ask. But they've reduced the optical zoom on the camera to a 3x, compared to the P30 Pro's 5x. So, that's something to keep in mind.


The Mate 30 Pro is also equipped with a 4500 mAh battery, a 40W SuperCharge, and a 27W Wireless SuperCharge, making it fully ready to handle high-consumption battery demands. But the thing about the device, is that it doesn't feature Google's in-built suite, and apps. This really does take a hit on the device, no matter how impressive the hardware, and I personally don't think it'll be able to withstand that hit.





### The Winner

All of these devices are great on paper. But the clear winner here, is the Samsung Galaxy Note 10+, for a myriad of reasons. The iPhone 11 Pro Max didn't feature enough 'innovation', or even that much of a change from the iPhone X series, apart from the camera. The Huawei Mate 30 Pro, while impressive in terms of specs and its hardware, having no Google really does kill a lot for many. Considering that Google almost controls everything, and we're so reliant on it, I can't recommend the phone to anyone who needs the whole armada of Google applications.

The Samsung Note 10+ is pretty much the only device that came out with enough new features, powerful specs, design and aesthetics. And for that reason, the Samsung Galaxy Note 10+ is the winner, of the Flagship Showdown. 



**IPHONE 11 PRO MAX**



**SAMSUNG NOTE 10 +**



**HUAWEI MATE 30 PRO**

**Specs**

**Display**  
6.5 inches Super Retina XDR  
OLED capacitive touchscreen

**Chipset**  
Apple A13 Bionic chip

**Cameras**  
Triple 12MP Ultra Wide, Wide  
and Telephoto cameras

**RAM**  
4GB RAM

**Storage**  
64/256/512 GB

**Battery Life**  
3969 mAh

**Price**  
RM 5299

**Specs**

**Display**  
6.8 inches Quad HD+  
Dynamic AMOLED

**Chipset**  
Qualcomm SDM855  
Snapdragon 855

**Cameras**  
16MP Ultra-wide, 12MP Wide,  
12MP Telephoto, and VGA  
DepthVision camera

**RAM**  
12GB RAM

**Storage**  
256/512GB

**Battery Life**  
4300mAh

**Price**  
RM 4199

**Specs**

**Display**  
6.53 inches FHD+  
OLED Horizon Display

**Chipset**  
HUAWEI Kirin 990

**Cameras**  
40 MP Cine Camera + 40  
MP SuperSensing Camera  
+ 8 MP Telephoto + 3D  
Depth Sensing Camera

**RAM**  
8GB

**Storage**  
256GB

**Battery Life**  
4300mAh

**Price**  
RM3,899

# SELANGOR SMART CITY & DIGITAL ECONOMY CONVENTION SET TO EMPOWER THE YOUTH

**T**he Selangor Smart City & Digital Economy Convention is back for its fourth edition this year. Themed Empowering Youths With Tomorrow's Innovation, the conference comprised four parts that ran concurrently from 11th to 13th October 2019 at the Malaysia International Trade and Exhibition Centre (MITEC) in Kuala Lumpur.

The first segment was the AI, 5G, & E-wallet Conference.

"This is solely a technology event which will focus on what's next for smart city. Smart city is a result of AI, 5G and e-Commerce technologies, therefore the event will discuss how these technologies will improve our quality of life and provide new business opportunities," says Yong Kai Ping, Chief Executive Officer of Selangor Information Technology and e-Commerce Council (SITEC).

"The topic is timely as the National Fiberisation and Connectivity Plan's (NFCCP) impending rollout of 5G networks in the nation is set to speed up the services on the cloud and promises significant breakthroughs in communications," he adds.

The event also highlighted Artificial Intelligence (AI) technology as it allows for faster data analysis and learning. Experts and professionals invited to the conference include MCMC Chairman Al-Ishsal Ishak, who delivered a keynote on how the NFCCP will drive the deployment of 5G in Malaysia.

A panel of leaders and executives from major AI-related industries highlighted the use of the technology. These included Gax MD, a company that offers digital investment management service which uses AI to optimise portfolios of each investor, and CanBot of China, well known for building AI robots for retail as well as educational purposes.

As for the E-wallet segment, 7 CEOs and executives from major E-wallets and online payment service providers including TnG Digital, Boost, Razer Fintech, FPX, Ipay88, Kiple and Wavpay put forth their thoughts on the topic in two panels titled "What is the future of the Great E-wallet War" and "How Cashless is Malaysia right now?".

The second was the International Anime and Gaming Festival. This segment, officiated by the Youth and Sports Minister, saw top China and Malaysian Gaming studios sharing about the future of the gaming industry.

"Besides E-commerce start-ups, gaming is the rising star in Southeast Asia that is gaining quick popularity and has gained recognition in major sports events such as SUKMA and ASEAN as one of its sporting events.

"Out of the 32 million population, 18 million are online shoppers and 14 million are gamers. These figures show us that although the E-commerce trend is rising, gaming is catching fast in Malaysia, which is a reflection of the situation in Southeast Asia as well. Despite being the late comer in Gaming and E-commerce industry compared to China, we are fast catching up," says a proud Yong.

Shedding light on the current scenario of gaming industry, he says that the gaming industry is not limited to software alone but includes



gaming-related products such as gaming chairs or mouse, which is mostly sold via on-line platforms.

"Gaming and E-commerce are inter-related as some of the gaming companies do not have an outlet, their products, be it physical or virtual, are sold online."

He explains further saying: "Malaysia's strength lies in soft technology, we have evolved to produce our own animation such as Upin-Ipin, Ajen Ali and the likes of it. The potential of gaming industry is very huge, market in Southeast Asia is worth USD4.6 billion, of which Malaysia's share is USD100 million."

The Convention comprised of the One Belt One Road Anime & Gaming Summit, which discussed about mobile games and augmented reality trends in China, Southeast Asia's gaming market landscape and professional careers in the E-sports Industry and E-sports competitions involving simulation and virtual games as well as an Asian anime cultural symposium.

For the Southeast Asian F1 Virtual Racing competition, 12 Southeast Asian and 4 Malaysian racers competed with each other for a total of 8 rounds. Participants raced in virtual race-tracks including Monte-Carlo,




Shanghai and Sepang circuits. The race champion took home RM5,000 cash award while 1st runner-up and 2nd runner-up received RM3,000 and RM1,000 each respectively.

The third segment was the Malaysia Top E-commerce Merchant Awards 2019, which was a competition of young entrepreneurs whose businesses are not more than three years old but has sales of more than RM50,000 per month or orders more than 200 per month. The competition was judged based on sales results and the creativity of their sales campaign. Judges for the competition were from SITEC, MDec, Magic, Cradle, Pikom and Internet Alliance. The competition ran for three weeks beginning in July.

"Last year 120 merchants who participated generated RM27 million in sales. This year we are targeting the same number of participants, if not more," Yong says enthusiastically.

The last segment of the Selangor Smart City and Digital Convention was the Startup and Equity Crowdfunding Pitching Day.

To sum it all, Yong says, "Many industries in our country are not digitised yet. To support the nation's aspiration of becoming a digital economy, eventually all industries need to swallow the bitter pill. SITEC is working with SMEs and industry players to ease the transition toward digitisation and help these organisations keep up with the technological trends in other countries." 



- V Value** | Expensive does not always means good.
- P Performance** | A measure of how well the product stands up to our testing.
- F Features** | The best gimmicks and flashy parts get the top score.
- D Design** | Aesthetics are important. The nicer it looks, the more points it gets.
- U Usability** | The best for day-to-day tasks are valued higher.



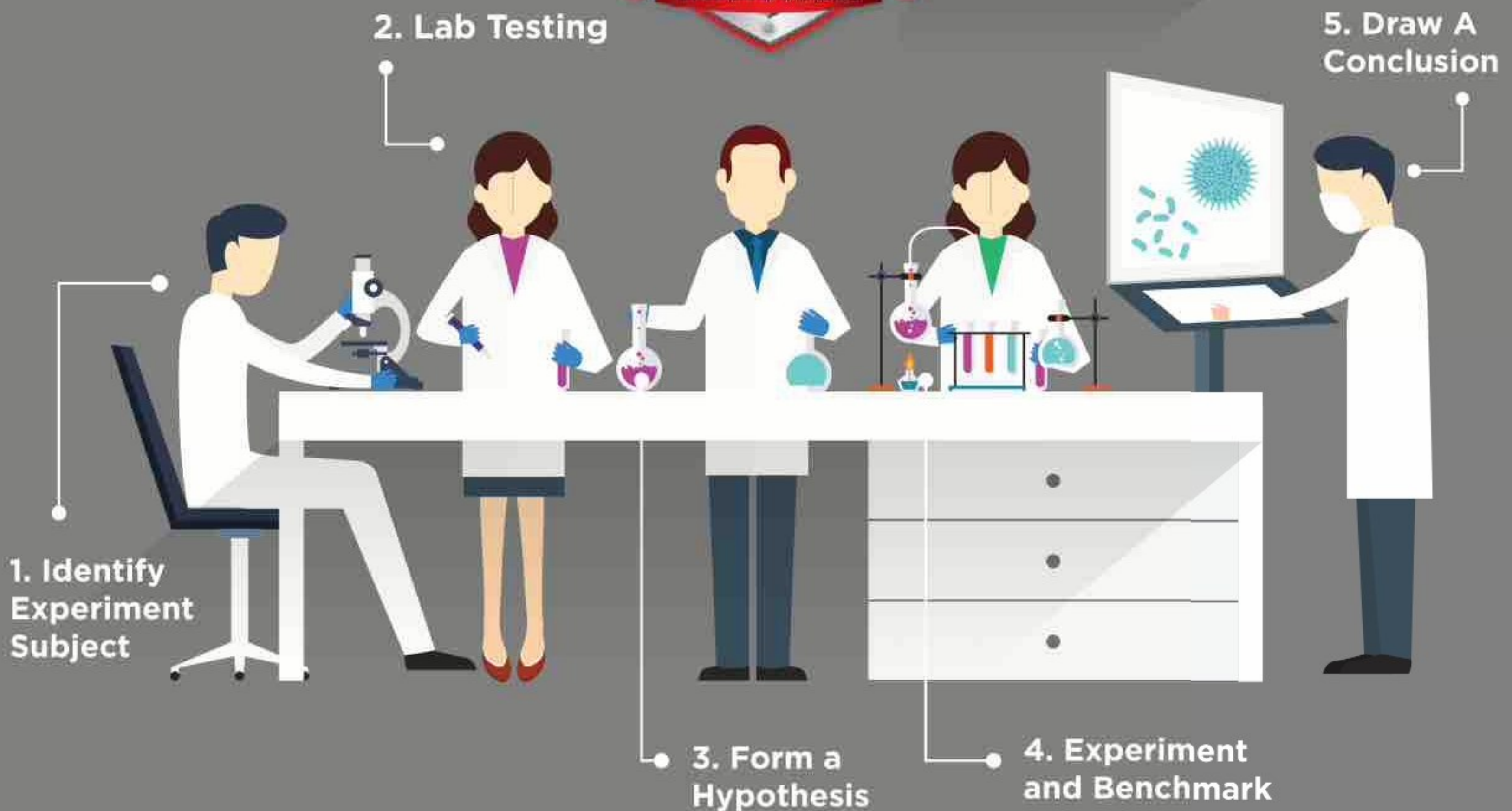
# TESTED

IF IT EXPLODES, WE'LL LET YOU KNOW.

reviews by ameer, joshua, jegan, ben ivan & praveen

# TEST LAB GUIDE

We are constantly improving our internal testing methodologies for all components and devices. The Editor's Choice Award is an accolade we take very seriously at PC.com. Every month, we identify the crème de la crème of the lot, from PCs, inkjet printers to smartphones and DSLR cameras.



## TEST TOOLS





| **TESTED**

A Focus On  
Design, While  
Overlooking  
Performance  
**Vivo S1**



**SPECS**

**PRICE:** RM 1099

**DISPLAY :** 6.38" bezel-less display with waterdrop notch

**PROCESSOR:** MediaTek Helio P65 Octa core

**MEMORY:** 4 GB RAM

**STORAGE:** 128 GB Internal, expandable upto 256 GB

**CAMERA:** 16 + 8 + 2 MP Triple Rear Cameras  
32 MP Front Camera

**BATTERY:** 4500 mAh battery with Fast Charging

**SPECIAL FEATURES:**

- On-screen Fingerprint Sensor
- Face Unlock
- 3.5 mm headphone jack

*"For those who prefer form, over function." - Ameer*





16 + 8 + 2 megapixel triple rear camera

The Vivo S1 is Vivo's latest foray into the affordable smartphone market, as well as the fashionable side of things. The S1 (who's S I assume stands for Style) has a pretty attractive package for what it costs. The phone starts off at RM 1099, so it's safe to say it's an entry level smartphone. But does it offer enough in terms of performance and aesthetics to warrant the 'stylish' name? Well sit back, relax, and let's get into the review of Vivo's S1!

### Display and Design; Undoubtedly a Looker

The display on the S1 is a pretty good one for the price. You get a Super AMOLED 6.38" display, with a 1080x2340 (FHD+) resolution, and a really small notch on the display in the centre. It's one of my least favourite iterations of a notch, as I think it looks a little off. But with the trend being pop up cams, I'm not sure why Vivo opted out of it considering their Vivo V15 series has it. It kind of ruins the 'seamless' display that it should actually have. There's actually quite a noticeable chin at the bottom as well, but that's pretty much it for the display. Otherwise, it was a pleasurable experience to watch Netflix, YouTube, and pretty much anything else while using the phone. Gaming on the other hand, I had a bit of a gripe with, but more on that later.

On the other hand, the S1's design is actually quite pleasing to the eye. The phone comes in two colours, Skyline Blue and Diamond Black, and they're some eye-catching colours alright. The colours while appealing, I personally feel that the back would be easily scratched, and it would be noticeable. My unit held up, but over prolonged use, there will probably be quite a few scratches on the phone. The build quality is a little meh, making it feel a bit cheaper than it should.

Oh, and did we mention the phone has the all too often forsaken headphone jack? So that's a plus 'feature' that the phone has.

Comes in Diamond Black, Skyline Blue



## Performance; Disappointing At Best

The S1 was, in all honesty, an alright performer. I noticed lag when I had too many apps open, and multitasking, as well as when I was gaming on higher settings. Nothing to be too surprised about considering the RM 1099 price point and Mediatek MT6768 Helio P65 processor.

But it was a little more disappointing than I thought it'd be. Ever since I took it out the box, I noticed it taking just a few seconds longer than it should have to load things. Be it an app, or even the settings. But maybe that's just my unit, but it wasn't a good experience sometimes. The phone comes with 6GB of RAM, and 128GB of storage, so it isn't exactly lacking in that department. Even pulling up the control centre made it a little slow. However, I will say that this might be more bias considering the devices I've used, and my own expectations. But don't get me started on the amount of bloatware, and apps that came preloaded on the phone. That's an instant nope from me, because Stock (or as close to stock) Android is where phones really shine.

One of the things I really did enjoy about the performance was the 4500 mAh battery, which lasted me a day, or sometimes day and a half with moderate usage. I even left the phone on in my bag for 4 days and it still had battery. So there's that.

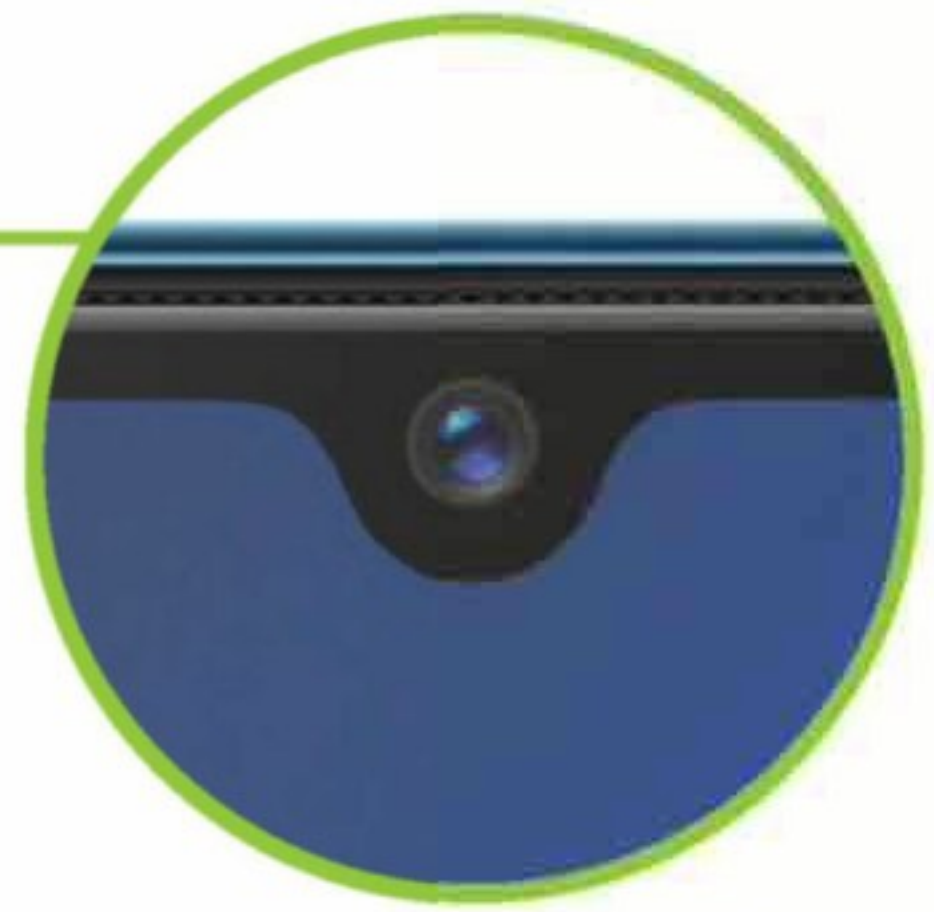
This would've been excusable in a world where the Xiaomi Mi 9T didn't exist, because it is better speced, performs better, and is about the same price of RM 1099. And arguably, the Mi 9T looks better, in my opinion. So I'm not really sure what Vivo can really say to change my mind in this regard.



## Camera; A 'Pretty' Good Camera

The camera on the S1 is a decent shooter for the price. However it isn't exactly something that blew me away. The S1 features a triple AI rear camera setup, with 16 MP, f/1.8, (wide), 8 MP, f/2.2, 13mm (ultrawide) and 2 MP, f/2.4, depth sensor. While on the front, they've got a 32MP camera, which takes some pretty decent selfies. Considering the 'Style' element that the phone is marketing towards, it doesn't surprise me that the selfie cam is buffed up. The one thing I will say about the S1 (and in general, Vivo phones) is that the "beauty" mode is overkill. I often took selfies, and didn't even recognise it was me. But maybe some people need it out there.

The rear camera, (picture samples above) is actually pretty good. However when it zooms in, you'll start to notice a bit more grain, and a little more blurry. Shooting in low light however, was a pretty bad experience. The phone took too long to process the little light that was there, making the picture over-saturated, low detailed, low detailed, and have a lot of noise.



32MP camera with drop notch display



"AI" tripple camera

### Verdict

If you're the type of person who prefers form over function, this phone is for you. Undoubtedly, the phone is definitely a looker, but its performance is definitely lagging. Considering that it's a considerable amount of lag and stuttering that's noticeable, I couldn't ignore it. But based on aesthetics, design and a pretty decent camera, I could say that the Vivo S1 is worth the money. It is cheaper than many other phones out there, and having those looks at that price point, is pretty rare. **P**

TOTAL SCORE **7.8**





| **TESTED**

For Kids, And  
That's Pretty  
Much It  
**Samsung Tab  
A 8.0" 2019**



**SPECS**

PRICE : RM 599

DISPLAY: 8.0"

RESOLUTION: 1280 x 800

DIMENSIONS: 210.0 x 124.4 x 8.0

BATTERY: 5100 mAh

REAR CAMERA: 8.0MP

FRONT CAMERA: 2.0MP

RAM/STORAGE: 2GB/32GB

CPU SPEED: 2GHZ

*"Not for the power user, but good enough  
to keep the kids distracted." - Ameer*





8 MP rear camera

We got our hands on the Samsung Tab A 2019 edition, and safe to say, there really isn't much to talk about. The tablet while cheap, seriously lacks anything that would make me want to go and buy this. Even with the RM 599 price point, I'm having a hard time justifying it. With that being said, let's get straight into the review of the Samsung Tab A 2019.

### **Design and Sound - Subpar At It's Very Best**

The design of the Tab A is pretty much straight forward, and in all honesty, pretty boring. It comes with an 8" 1280 x 800 resolution display, with really huge bezels, making it seem like something out of 2012. It's a pretty old design, and definitely not something I would find appealing. It is light and slim enough to fit in some pockets, so there's that. It weighs 347 grams, and is 8.0 mm thin. Other than that, the Silver colour is appealing enough, but like I've said, it just feels outdated.

The Tab comes with dual speakers in the bottom of the device, and well, the sound is actually pretty decent. Considering you can turn on 'Dolby Atmos' in the device quick settings, it does have pretty good sound when you put earphones on. Their speakers itself, is a bit lacking, tinny, and sometimes shrill, but I would say it's good enough to binge watch a TV show on Netflix, or watch YouTube videos before bed. The form factor I feel, is the most appealing thing about this tablet, but at this point, that's pretty much it. Oh, and there's a headphone jack, so that's a plus point for the Tab A.



## | TESTED

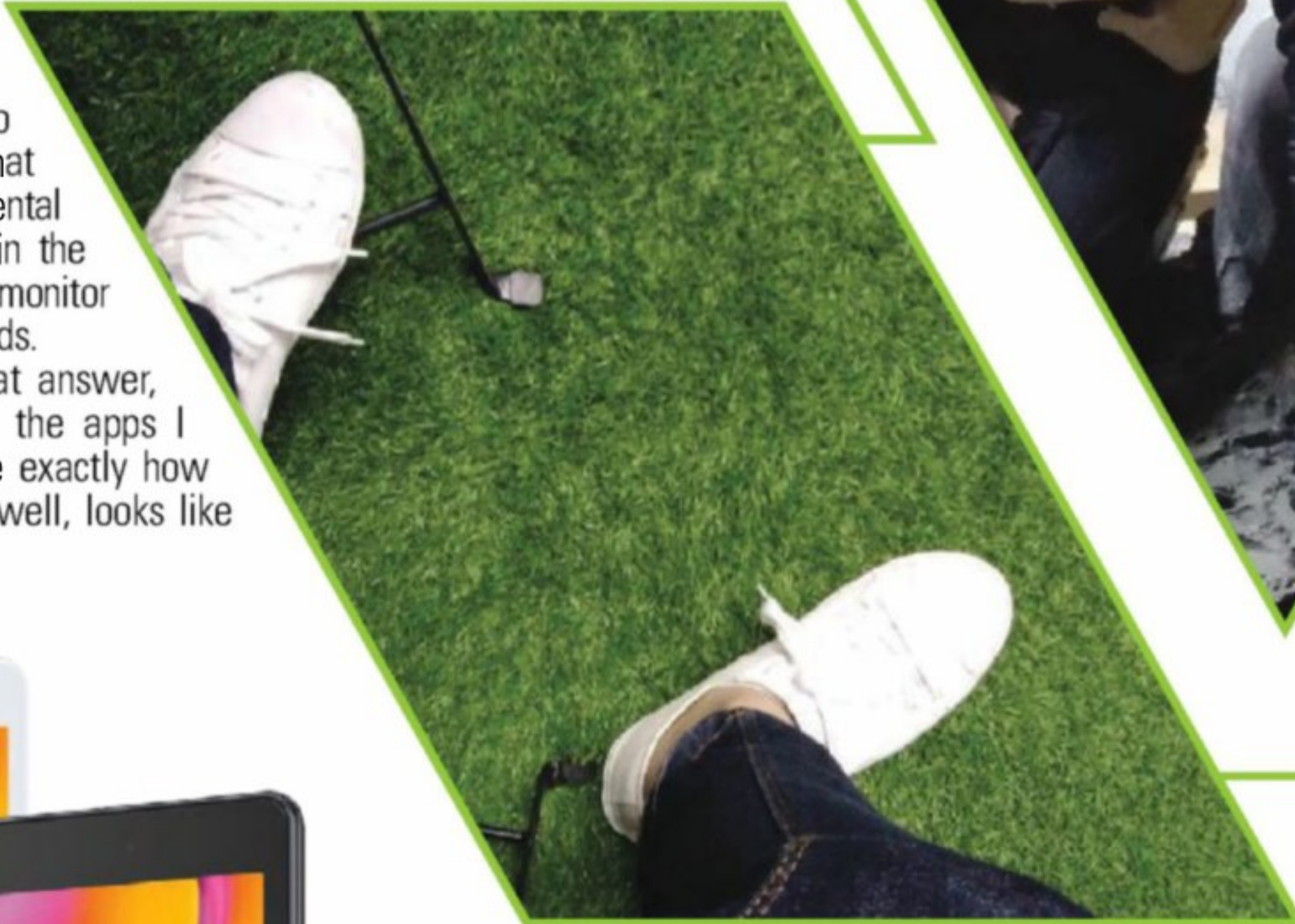
### Performance & Battery-

The performance of the tablet was of course, horrendous. For a power user like me, the tablet couldn't keep up with quite a lot. Multitasking, playing games, or even loading a YouTube video/Netflix show sometimes proved too much for the Tab A. Often times, I would notice the tablet lagging, taking a pretty long time to load up, and just small nuances that in 2019, I don't think we should face. The Tab A comes with 2GB of RAM and 32GB of internal storage, but there's an option to add in a microSD up to 512GB.

The 2GB of RAM was very apparent, because it really wasn't a great thing for a power user. The other thing about the tablet, it also has a 5100 mAh battery in built. So fair to say it's a pretty decent size, and considering it isn't using a super intensive screen, with only a 1280 x 800 resolution, you can get your battery's worth with this one.

But as I mentioned before, this really isn't for the power user. This is evident by options like Kids Home, where parents can set this, which lets children explore things in a safe environment. This transports your kids to native apps, with characters that live inside a virtual world. Parental Controls are also ingrained in the Tab, which basically lets you monitor usage, and playtime of your kids.

I wasn't satisfied by that answer, so that's why I loaded all the apps I needed and wanted, to see exactly how the device would run. And well, looks like it really is for kids.



### Camera - Why Bother?

The Tab A comes with a rear 8.0 MP camera, which I mean, is pretty bad. But I didn't really expect much out of a 'tablet's' camera. I mean, the camera is there, and there's really not much else I can say about it. The front facing camera is a 2 MP camera, and honestly, don't even bother with that either. The pictures are grainy as hell, the focus is barely there, and don't even talk about low light photos. But then again, that's not really what tablets are for, are they?

That's why I can't really compare the Tab A's cameras to things you would see on a phone of the same price of RM 599. The camera while disappointing, I'm sure it would do the job, if you just wanted to let your kids take random pictures, or if you wanted to take a quick shot of something. Try not to move too much though, because there's definitely going to be a blurry picture if you do.



2 MP front camera



Huge bezels on the 8" display



### Final Verdict

Sigh, at the end of the day, it really depends on what kind of tablet you're looking for. If you wanted something for your kids/nephew/cousin or basically any child you know, to be able to distract themselves for a bit, this is for you. Load up some videos, download a game that isn't too graphically intense, and you're set. But for the power user like myself, this isn't the Tab for you.

TOTAL SCORE **6.8**





| TESTED

The Only  
Fitness Tracker  
You Really  
Need  
**Xiaomi Mi  
Band 4**



### SPECS

**PRICE:** RM 149

**DISPLAY:** 0.95-inch AMOLED, full colour touch screen;

**COLOUR DEPTH:** 24bit;

**SCREEN BRIGHTNESS:** Up to 400 nits;

**RESOLUTION:** 128 x 240;

**BUTTON:** Single touch button (wake up, go back);

**CONNECTIVITY:** Bluetooth version 5.0 BLE

**MASS:** 22.1 g;

**RAM:** 512KB;

**ROM:** 16MB;

**BATTERY:** LiPo, 135mAh, 20 days of battery life;

*"Does pretty much  
all you need, for a  
killer price." - Ameer*





Battery pack and silicone wrist strap



Single touch button

The Xiaomi Mi Band series has been a pretty serious competitor in the fit tracker line up. And now, with their latest iteration, the Mi Band 4, they've basically put their experience from their previous versions, and refined it to this device. The Mi Band 4 retails for RM 149, making it quite an affordable little device. But lowkey, you could get it for much cheaper, for maybe RM 100.

Just a precursor, I didn't really test it to its full capabilities as a 'fitness' tracker. But I tried. Anyway, that being said, let's get into the review, of the Mi Band 4!

### Design and Form Factor

The design of the Mi Band 4 is fairly simple. It comes with an adjustable silicone band, and the main tracker unit. In and of itself, it's pretty standard, and I didn't really expect much out of its whole design philosophy, because that's not what it's for. The one thing I found that was quite interesting is that I could find metal and leather bands to replace the silicone, just in case you were feeling a bit more fancy with your fitness tracker.

There's a pre-set amount of watch faces that are available in the 'Mi Fit' app, and most of them are pretty cool. Some are more cheesy than cool, but I found it good enough to do the job. But on a side note, it is possible to sideload your own watch faces from an external site, which gives the Mi Band 4 a bit more personality, and that's exactly what I did.

## Battery Life

The one thing I will say about the Mi Band 4, which I absolutely loved, was the battery life. Out the box, they claim that the fitness tracker can last up to 20 days without needing a charge, so I tested it out. I received the Mi Band 4 on August 6th, and charged it fully to 100% (which only took an hour or so), and it finally ran out of battery on August 18th. Safe to say, this thing can really last. But it's not 20 days, which I already felt was ridiculous, but it was good enough for me. It's nice, considering I didn't need to have one more thing to charge on the daily, which usually averts me from 'wearables' and smartwatches.

The Mi Band 4 actually comes with a LiPo 135mAh battery, but the thing I kind of disliked about it was the fact that you had to remove the watch itself from the band, and charge it in a little dock thing they gave with the watch. It charges with a 2Pin Pogo Pin, so you can tell it was kind of a pain in the a\*\*. But considering I only had to charge once every two weeks, I wasn't that concerned.

## Performance and Features

The Mi Band 4 has quite a lot of features for the price. It can track your heart rate,

(which I assume was accurate), how many steps you take in a day, and the usual notifications and what not. However, one thing before I get into the fitness aspects of the device, I need to address something that kind of bugged me. You can set the notifications to whatever messengers/apps you want, so at least it doesn't crowd your notifications on the Mi Band 4 itself.

But the Band also inadvertently shows only a set number of messages. For example, if someone texts you multiple times on WhatsApp, the messages will appear individually, but only till the next message. After a set number, they'll stop displaying what the messages say. It will instead show the name of the group/person, with the number of messages they've sent. That's a small thing I disliked about it, but maybe that's just me.

The rest of the features are actually pretty standard for a fitness tracker. It can track your heart rate, what kind of workouts you're doing, steps, calories burnt through the day, control your music, and such. Another useful feature I actually used with the fitness tracker, is the 'Find My Phone' feature. It really was useful for those times where I'd misplace my phone. It'll start ringing quite loudly, until you disable the feature on the watch.





Weighs 22.1g



0.95-inch AMOLED display

### Final Verdict

In all honesty, I loved the Mi Band 4. It was something I didn't really need but something I ended up wanting more than I had thought. The features are quite well implemented, with very few flaws that I had problems with. And for the money, it certainly is a nifty little device. If you were looking to be more fit, or even if you just wanted a smart wearable to quickly check emails, WhatsApps, and other messages. It definitely does the job, and for again, for the money, I really can't complain. **PC**

TOTAL SCORE **8.4**





| TESTED

A Mesh Wi-Fi  
System For  
The Future  
**AirTies Air  
4830**



**SPECS**

**PRICE :** RM300

**WIRELESS STANDARD :** 1700 Mbps + 300 Mbps dual band wireless access point.

**WIRELESS SECURITY :** WPA2-Enterprise, WPA2-Personal, WPA-Enterprise, WPA-Personal, WEP (64/128bit).

**FREQUENCY RANGE :** 2.400 to 2.485 GHz, 5.150 to 5.250 GHz, 5.250 to 5.350 GHz, 5.470 to 5.725 GHz

**DIMENSIONS :** 100mm(H) x 108.4mm(D) x 41.5mm(W).

**POWER CONSUMPTION:** 9.6W

*"Recommended for anyone who wants to try a mesh Wi-Fi system." - Jegan*







Indicator lights for dual band connections



Power and WPS button

As the application of IoT, smart devices and mobile technology continue to exponentially increase everyday become more widespread, the demand for high-speed, stable Wi-Fi has never been greater. This is mainly because Wi-Fi allows users to be mobile, whilst being hooked up to the internet. Hence, with this ever-increasing demand for stable, high speed Wi-Fi, manufacturers have been diligent in producing wireless routers and extenders to satisfy this demand, and the latest iteration of this is known as mesh Wi-Fi.

Mesh Wi-Fi stems from the word mesh, and it essentially creates a mesh-like network between them, allowing for better Wi-Fi coverage; even in blind spots which are unavailable to conventional routers. For the purpose of this review, we'll be talking about the AirTies Air 4830.

### Unboxing Experience

Unboxing the Air 4830 is a simple and a relatively hassle-free process. The box consists of 2 tiers; an upper tier which houses the main extender unit, and a lower tier, which has an ethernet cable, the AC adapter, the quick installation booklet, and the safety instructions. The length of the power chord was immediately identified as an area for improvement, which could have been as long as the ethernet cable; increasing mobility.

### Setup

Setting up the Air 4830 is relatively straightforward and almost as effortless as its unboxing. One of the Air 4830's has to be permanently connected to your router via ethernet, where it will automatically receive the signals and configuration of the network from the router. The second unit can then be placed anywhere without the need for a wired connection.

However, AirTies recommends a maximum of two walls in between each node for optimal performance. To complete the setup of the Air 4830, the AirTiesWifi app is required, and can be downloaded from Google Play (Android) or the Play Store (iOS). After setting up the nodes, the app could be used to monitor the connections, and the positions of the nodes can be changed easily to achieve the desired connection.



## | TESTED

### Performance

Prior to using the Air 4830, a regular ASUS wireless router was used to transmit Wi-Fi across a 2-story house an area of about 2,000 square feet. However, devices on the 1st floor suffered from an unstable and slow internet connection. Moreover, certain Wi-Fi blind-spots resulted in an even worse connection. Therefore, an Air 4830 was connected to the router upstairs, and another was placed downstairs. On a side note, depending on the speed of your connection, the Air 4830 is able to transmit up to 2000 Mbps of data concurrently. The three rooms were averaging 25Mbps without the mesh Wi-Fi system, and only with one router connected across.

However, after connecting the Air 4830, there was a substantial increase of both download and upload speeds with the mesh system. This resulted in an average of 93Mbps for download speeds across all three rooms, and an average of 98Mbps for upload speeds in the same rooms. Furthermore, it can also be noted that the upload/download speeds remained pretty much constant in all 3 rooms. This is because the nodes utilize AirTies Client Steering Technology to intelligently decide the best access point for each device, while optimizing performance. Therefore, a user could be moving to different areas, and the Air 4830 will work to ensure a constant and optimal Wi-Fi performance at all times. Moreover, the Air 4830 concurrently transmits data on 2.4GHz and 5GHz, ensuring that all devices, both older and newer receive premium level Wi-Fi. It is also worth knowing that the Air 4830 is compliant with 802.11b, 802.11g, 802.11a, 802.11n, 802.11ac, 802.11d, 802.11h, 802.11e, and 802.11i standards.

### Small size

With a relatively small footprint of 100mm (h) x 108.4mm (D) x 41.5 mm (W), each Air A4830 can be tucked in a corner so users will be able to enjoy premium wi-fi while maintain a clean, minimalistic setup.

As mentioned before, setting up this device is extremely simple. Once the nodes are powered on and the power lights are stable, they can be paired by simply pressing the WPS button on both the nodes. The 2.4 and 5Ghz LEDs will flash as the nodes are pairing, and the process should be complete within 10 minutes, depending on the distance of the nodes from each other.





Ethernet port and power button



### Final Thoughts

Taking into account the aesthetics, features and performance, I would recommend the AirTies A4830 to anyone who would want to try mesh Wi-Fi. Although it is slightly more expensive than some other mesh systems on the market, a combination of its ease of setup, its performance, features, and its size earns it a recommendation. 

TOTAL SCORE **8.3**





| TESTED

A Tiny,  
Affordable 4K  
Shooter  
**Sony α6400**  
Compact  
Camera



**SPECS**

**PRICE:** RM 3999

**LENS COMPATIBILITY:** Sony E-mount lenses  
**SENSOR TYPE:** APS-C type (23.5 x 15.6mm),  
Exmor CMOS sensor

**NUMBER OF PIXELS (EFFECTIVE):** Approx. 24.2  
megapixels

**BATTERY LIFE (STILL IMAGES):** Approx. 360  
shots (Viewfinder) / Approx. 410 shots  
(LCD monitor) (CIPA standard) 21

**VIEWFINDER TYPE:** 1.0 cm (0.39 type)  
electronic viewfinder (color)

**MONITOR TYPE:** 7.5cm (3.0-type) wide type  
TFT

*"Although the α6400 comes short on some ergonomics and manual shooter features, it is one of the most capable and fun to use cameras in its price range." - Praveen*



24 MP lens

Are you looking for a small, affordable and fast 4K shooter? Sony might have just the thing for you. Sony's  $\alpha$ 6400 is a compact 24MP mirrorless interchangeable lens camera with an APS-C sensor that packs a surprising wallop for its form-factor and price.

### Design & Features

Now while it may be mistaken for its APS-C brethren the, A6300 and 6500, the  $\alpha$ 6400 comes with a few surprises under the hood. Priced at an affordable RM 3,400, the camera is fitted with Sony's new Bionz X processor, previously fitted to the pro-shooter A9. Making it capable of what Sony calls Real Time tracking Auto Focus and 11fps burst shooting (8fps with silent shutter) stills with Sony's ARW and conventional JPEG formats.

Pair that with a touch-screen that rotates 180° for easy "selfie-mode" monitoring AND built-in charging for its 410-shot battery, you can see that Sony's designed this camera with a very particular niche in mind. The Social Media vlogger, influencer on the go, and IRL streamer.

If you consider yourself more of a videographer, the  $\alpha$ 6400 has you covered there as well. Boasting 4k video at 25/30fps as well as Sony's proprietary Eye AF, we found the  $\alpha$ 6400 shoots a crisp, smooth image with consistent focusing even when shooting on-the-go.

Comparing the 6400 to its older brothers the 6500 and 6300 might disappoint those who fell in love with the older cameras' versatility, being able to switch between point and shoot and serious video production work seamlessly. The 6400 is definitely not aimed at the veteran video shooter market with its hyper-compact form factor, lack of in-body stabilisation and lack of a/v outputs, barring the single microphone jack.



## TESTED

Although Sony does meet manual and advanced shooters halfway on that point, furnishing the  $\alpha$ 6400 with a full suite of video tools in its firmware, from focus peaking, to zebra and S-log shooting capabilities for those of you who need the added color information in post-production. The camera even surprises with Sony's S&Q slow-motion mode up to 120 fps at 1080p, which is only normally seen on its more broadcast-ready cameras. All in all, it makes the  $\alpha$ 6400 a half-decent backup production camera, in a pinch.

As for the controls and general body design, it comes a little short. Without a frontal control dial, Sony is obviously hanging a lot of the camera's flexibility and ease of use on the touch screen monitor, but even that has limited functionality. It allows for touch AF on the fly, but falls short at anything more detailed than that, preferring that you use the famously clunky Sony menu system.

### Performance

When shooting stills, we found the  $\alpha$ 6400 to be a surprisingly competent device. With its speedy burst mode allowing for sports or even nature photography. And its Real Time Tracking auto-focus and Eye AF allowing you to set a subject's position with a touch and trusting the camera to keep up with them fairly easily. In practice we found the  $\alpha$ 6400 to have the best execution of fully automated Auto Focus on any consumer level camera to date.

The image quality is comparable to the older A6300 when shooting RAW but the JPEG quality seems to have improved, with better color reproduction and significantly lesser detail loss and compression artifacts overall. Although shooting out-of-the-box with its slow 18-50mm f3.5 kit lens was a pain, even with Sony's spectacular low-light sensor capabilities. The kit lens has a sluggish zoom and focus motor that struggled to keep up with anything too fast, forcing us to pair it with a more robust G-series lens to truly get a feel for its amazing AF.

The camera sports an ISO range of 100-32000 and in practice we found the noise levels are manageable till around the ISO10000 range for still and ISO6400 range for 4K video. Sony has stepped up its in camera denoising as the A6300 would have much worse noise levels and image degradation at similar ISO's.

On the other hand, it does have some shortcomings, primarily the Auto White Balance and Auto mode in general giving a very muddy, often underexposed and

too-cool image. The rolling shutter and silent shutter also leave very pronounced artifacts and loss of detail in the image, meaning you have to keep an eye on the image quality when shooting with those features.

### Final Thoughts

If you need a compact, fast, and flexible shooter for that family holiday, or your casual F1/Rare Birds of Semenanjung Malaysia photography, the  $\alpha$ 6400 is the perfect camera for you. If you need a vlog/live-streaming camera for that trip to Taiwan or ComicCon with a smooth, bordering on gorgeous image then this is also the camera for you.

While we were running around testing it, the  $\alpha$ 6400 was a darling to use. It was like having a cheerful buddy accompanying you on your travels that was up for any adventure you could conjure. It worked well in the muggy KL heat and haze we've had recently and having Sony's low-light sensor tech at hand meant we could transition from day to night shooting without a worry.

Having it on hand as a second body for photography/videography projects was also delightful as it fit into those niches pretty well once you had it set up to your liking. If you're a Sony shooter used to the full frame  $\alpha$ 7 series, this camera will fit seamlessly into your shooting style.

Comparing it to its Fuji and Panasonic counterparts, it does struggle to match those cameras video functionality and in-camera processing as well as production capabilities, but what it does, it does really well.



Although the  $\alpha$ 6400 comes short on some ergonomics and manual shooter features, we found that it is one of the most capable and fun to use cameras in its price range. It's a fine camera to swap in to situations when your big bulky DSLR would slow you down, or breaks down on you, ensuring you have the quality and flexibility to get the right shot at the right time.





E-mount for Interchangeable lenses



Menu controls

### Final Verdict

Although the α6400 comes short on some ergonomics and manual shooter features, it is one of the most capable and fun to use cameras in its price range.



TOTAL SCORE **6.2**





| TESTED

The Camera  
On This Thing  
Pops Out,  
Too Bad The  
Photographs  
Don't  
**Samsung  
Galaxy A80**



**SPECS**

PRICE: RM 2499

DIMENSIONS: 165.2 x 76.5 x 9.3 mm

DISPLAY: 6.7 inches Super AMOLED  
capacitive touchscreen

CHIPSET: Qualcomm SDM730

Snapdragon 730

STORAGE: 128GB

RAM: 8GB

CAMERAS: 48 MP, f/2.0, 26mm (wide),  
1/2", 0.8µm, PDAF + 8 MP, f/2.2, 12mm  
(ultrawide), 1.12µm +TOF 3D camera,  
f/1.2, 30mm

*"The A80 is a premium mid-ranged phone that wants so badly to be a flagship. It's somewhat unfortunate that the camera and security detail is lackluster. It's still a great phone, it's too bad that Samsung priced it out of contention." - Joshua*







48 MP rotating rear camera

As is always the case, the Samsung A series pushes the boundaries of smartphone technology. The company generally uses the mid-range A series to test out cool new out of the box features to see if it can be implemented on their flagship line of phones and no phone in the A series is a better example of that, than the Samsung A80.

We've spoken about the rise of mid range smartphones before, and it is quite possible that no company does the "premium mid-range" better than Samsung does. The devices throughout the A Series line have been consistently good, giving consumers a good mix of great features and value for money. The A80 however, is priced at RM2499, which is pretty insane for a mid-range phone. Is it worth the money? We shall see, we shall see.

### Design

Akin to that of the gold rush in the 1800s, the competition to make an "all-screen" display is very much at its hottest. What started with the notch on the iPhone X has now morphed into a playground where every Tom, Dick and Harry is coming up with their own attempt at making screens as whole as possible. From punch hole displays, to Infinity V and eventually pop up cameras, the race is heating up!

Enter the Samsung A80. With a beautiful 6.7-inch super AMOLED display, the first thing you'll notice about the phone is how big it is. With a notchless display though, the bigger the better! The bezels on the device are slim and it even comes with a glass back, which is normally found on premium devices. One thing I'm not particularly a fan of is the line that separates the camera from the rest of the phone, but I suppose that's the price you pay for a pop up rotating camera.

## Camera

Speaking of the camera, the Samsung A80 has a very unique set up. Not only in the sense that it's laid out horizontally, which is similar to that of the S10 series, but also because its rear cameras are also its front cameras. Gotta love technology, right? This is pretty much Samsung's take on the pop up camera wave that seems to be taking Chinese smartphones by storm. I personally hate pop up cameras, but when they come like this? You have my attention.

Now this rotating pop up thing has its pros and cons. One of the pros is the fact that the triple camera setup (8MP ultra-wide + 48MP main camera + 3D depth camera) on the back of the phone, is also the same cameras you'll be taking your selfies with. That's right, you get wide angle selfies!

Now, the quality of photos taken with the A80 is somewhat disappointing. The camera isn't all that great. In fact, at RM 2499, you're not getting your money's worth at all. Is it bad? No. But there are devices going for much cheaper with better cameras. Daytime photos turned out great for me, but shots taken at night? I expected much better.

The phone does a lot better when it comes to video recording. The A80 records videos at up to 2160p at 30fps with its main cam and up to 1080p at 30fps with the ultra wide one. Videos were crisp and clear, given it's taken

under ideal conditions. The fact that the A80's main camera is also its selfie camera means you get Live Focus selfie videos too, which is a nice touch.

## Display

The display on the A80 is without a doubt my favourite thing about the device. You get 6.7 inches of uninterrupted screen, and with Samsung's Super AMOLED proprietary technology, it really doesn't get any better than this. Samsung have always made the best smartphone displays and the A80 is no exception. The colours are vibrant and the entire video watching experience is impressively immersive.

## Software & Performance

The A80 comes with Android 9 of course, with Samsung's relatively new One UI slapped on top of it. Samsung's Android skin is probably my favourite skin and the A80 feels very much like the Samsung Galaxy S10, perhaps even better, given that you get a full infinity 6.7 inch display.

In terms of processors, this flagship wannabe comes with Qualcomm's mid-range Snapdragon 730, which in all honesty is a good enough processor for whatever task you're going to be doing with the phone, trust me. With 8GB of RAM to boot, you won't have any problems when it comes to performance.

## But can I game on the A80?

The answer is a resounding yes. The phone can handle PUBG Mobile on high graphics rather well, with the only qualm being that it does get a bit heaty after half an hour of gaming or so. When it comes to battery life, the A80 will give you nothing special. It's a big phone equipped with a 3700mAh battery, so it does the job by giving you a full day's worth, but that's really about it.

One aspect I don't really like about the phone is security. For one, there's no facial recognition. I didn't understand it at first but once you put the device flat on the ground, you'll understand why. Seeing as there's no front facing camera, the pop-up rotating camera will have to face ID you. Put the phone on a flat surface and the mechanism can pop up, but it can't rotate. It's quite funny when you see it struggle to flip, but also disappointing. Top that off with an in screen fingerprint scanner that's not very good and you're left rather frustrated.

Massive 6.7-inch display





Three colours to choose from



Gorilla glass 6 Back



### Conclusion

The A80 is a premium mid-ranged phone that wants so badly to be a flagship. Amazing screen, check. Exorbitant price, check. Premium feel, check. It's somewhat unfortunate that the camera and security detail is lackluster. It's still a great phone, it's too bad that Samsung priced it out of contention. 

TOTAL SCORE **8.0**





| **TESTED**

High  
Performance,  
But Not  
Without Its  
Flaws

## Gigabyte Aero 15 Classic-XA



### SPECS

**PRICE** : Starts from RM9699  
15.6-inch 3,840 x 2,160-pixel AMOLED display  
Intel Core i7-9750H processor (2.6GHz, 12MB L3 cache)  
16GB DDR4-2666 RAM  
NVIDIA GeForce RTX 2070 Max-Q  
Intel 760p 512GB M.2 PCIe SSD  
94.24Wh battery  
356 x 250 x 20mm  
2kg

*"Even with its flaws, the Aero 15 has tons of great features that makes it a considerable purchase for gamers, content creators or regular users alike." - Ben Ivan*





RGB Lit  
Keyboard



0.7-inch durable  
chassis



Launched recently on July 15th this year in Malaysia, The Aero 15 Classic-XA is one of Gigabytes' newer iterations of its high-performance laptops. The Aero 15 laptop has a previous model that was launched earlier this year, but this time around it comes with a different name and an upgraded hardware system to bring its "A" game to the gaming laptop scene.

### Design

The Aero 15's build quality is solid and light for a gaming laptop of its caliber, sporting a rather slim and stark design with its plain black aluminum hood that is contrasted with the carbon fiber arrow shape that is situated at the hinges as well as the nicely lit glossy white Gigabyte logo that sits just right above. With its body made mostly out of aluminum, the 0.7-inch chassis still feels durable, weighing in at 2kg with a frame dimension of 356mm x 250mm x 18.9mm.

### Features DISPLAY

The 15.6-inch matte IPS panel and a 1920 x 1080 resolution display has great color as well as smooth visuals from its staggering 240-Hz refresh rate, however the screen display is pretty dim at max brightness but makes up for it by having anti-glare coating and the screen display is so solid and light that you're able to lift it up with a single finger. The viewing angles are excellent with both top and side bezels looking nice and thin.

### KEYBOARD & TRACKPAD

The keyboards are stretched from edge-to-edge with decent spacing, allowing a comfortable typing experience although the key travel isn't as pleasant and feels rather squishy. Even so, switching from one key to another feels pleasantly quiet and the RGB lighting of the keys are bright and striking, allowing for 7 different colors variations with different types of animations that is customizable through the Gigabytes Control Centre's Fusion tab. The 4.2 x 2.7-inch trackpad complements the 240-Hz display with its precision and its smoothness to the touch that makes browsing the web, a joyful experience.



## PORTS

There are a good amount of ports that are necessarily present on the Aero 15 for gamers and regular users alike. On the left there's RJ45, USB 3.1 Gen 2, HDMI and one USB Type-C ports along with a 3.5mm headphone jack. The right side holds a Kensington lock slot, the power jack input, two USB 3.1 Gen 1 ports and one Thunderbolt 3 port along with a UHS-II SD card reader.

## Performance

Within its slim, yet sturdy fabrication of a body, the Aero 15 houses an Intel Core i7-9750H processor with speeds of up to 4.5GHz of DDR4 memory along with 16GB of RAM that is more than enough to do your multiple web browsing and gaming at the same time without yielding to the memory load. Powered by Nvidia GeForce RTX 2070 Max-Q GPU with 8GB of VRAM along with the integrated AI system, playing games on this feels invigorating with its 4K playability and also, consistent frame rates that are around 40 to 70 fps range.

## AZURE AI

The Aero 15 is one of the first gaming laptops that utilizes Microsoft's Azure AI (artificial intelligence) that optimizes the performance of the laptop by adjusting the power distribution of the CPU and the GPU for you automatically based on the data it collects from the specific applications or games that you use and play without the hassle of manual configuration. The Azure AI comes in three different modes which are the AI Azure Download, AI Azure Download and Upload and AI Edge learning. AI Azure Download basically allows the system to be fully connected to the cloud, but it doesn't share the settings like the AI Azure Download and Upload, which has the same function. The AI Edge Learning adjusts the performance based on the data that has been collected from ongoing usage. The in-game performance only increases ever so slightly with the use of these modes as compared to the AI being disabled, and you don't see that much of a difference when it's turned on or off.

## AUDIO

The built-in stereo speakers with Nahimic 3 are situated at the bottom of both sides of the laptop, firing a clear sound quality but lacks proper depth and you would need to increase the volume to a certain level to be able to listen to your music or in game sounds as it is quite hollow and quiet.

## HEAT & SOUND EMISSION

It is not advisable to put the Aero 15 anywhere near plastic or your body because after playing a game, the bottom and top parts of the laptop can get to an extreme temperature, rising from around 40-50°C to an approximate of 90°C or so. This is more apparent at the area where the hinges and the power button are, and you could possibly burn yourself if you put your hand there. The cooling fans do reduce the amount of heat to a certain degree, however the noise coming from the fans at maximum level is pretty off putting if you're the sort of person who enjoys some music or in-game sounds in general.

## BATTERY LIFE

The Aero 15's 94.24 WH, 6200 mAh Lithium-Polymer, 15.2 V battery has a really good life span of over 6 hours of purely browsing the web with multiple tabs running while unplugged. The large battery and power efficiency makes the Aero 15 an exceptional gaming laptop. The rated output of its AC adapter is 230 watts.

## Camera Performance

The Aero 15 houses a 720p camera that has decent color but low resolution even when upscaled to 4K, which doesn't do justice to the laptop in all respects. This coupled with

the fact that the camera sits at the bezel of the hinge, which in my opinion isn't the best position for taking pictures or making video calls because of its awkward viewing angle.

## Speed Test

It took the Aero 15 about 1 minute and 15 seconds of upload a 3GB movie through its 3.1 USB Gen 2 port and the download speed of a 24GB game took about 50 minutes or so for completion.

## Final Thoughts

The Aero 15 is a great addition to Gigabytes' line of high-performance laptops with a sleek design and A great performance to boot, although the Microsoft's Azure AI in my opinion isn't really the selling point here but nonetheless it is a good feature that showcases the capabilities of AI technology. What truly makes this laptop stand out is its 240-Hz display, deep travel keyboard, long battery life and great performance in gaming, justifying its RM 9,699 price tag.

Despite that, it is hard not to ignore its flaws such as the quality of the webcam, the high temperatures, the sound emissions from the cooling fans and the slight dimness of the screen. Even so, the Aero 15 has tons of great features that makes it a considerable purchase for gamers, content creators or regular users alike.





15.6-inch matte IPS Panel



### Final Verdict

Even with its flaws, the Aero 15 has tons of great features that makes it a considerable purchase for gamers, content creators or regular users alike.



TOTAL SCORE **8.4**





| TESTED

## A Piece Of Work BenQ W2700 Projector



### SPECS

PRICE : RM 7399

RESOLUTION : 4K UHD (3840 x 2160)

BRIGHTNESS (ANSI LUMENS) : 2000 ANSI Lumens

CONTRAST RATIO (FOFO): 30,000:1

SPEAKER : Chamber Speaker 5W x 2

PROJECTION SYSTEM : DLP

RESOLUTION : 4K UHD (3840 x 2160)

RESOLUTION SUPPORT : VGA (640 x 480) to 4K UHD (3840 x 2160)

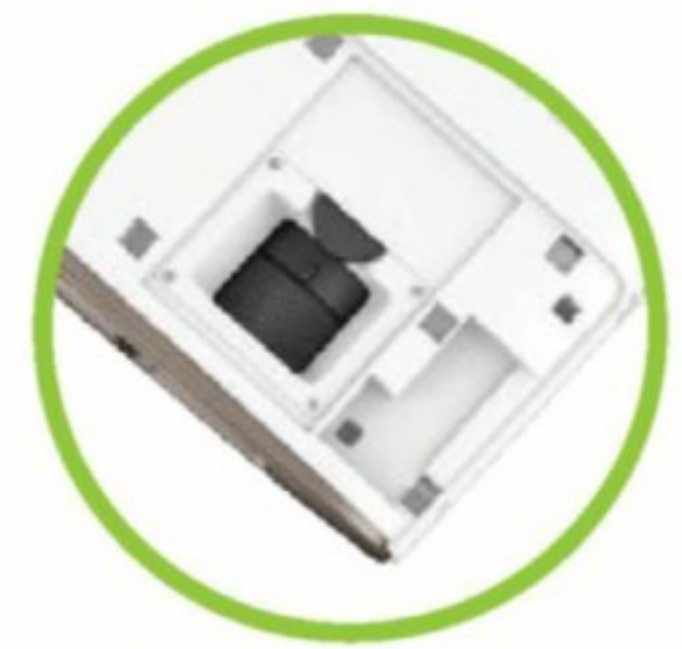
DISPLAY COLOR : 30 Bits (1,07 billion colors)

NATIVE ASPECT RATIO : Native 16:9 (6 aspect ratio selectable)

*"A great buy for anyone who's looking to take their movie viewing experience to the next level." - Joshua*







Brilliant functionality



The short throw projection lens makes everything easier



Whether you're a movie buff or just an average joe, we have to admit that the experience we get when watching a movie or film in general is heavily dependent on the screen in which the movie is being projected onto, be it a television or a projector.

That being said, with the price of a good TV these days equivalent to that of a car, you'd be forgiven for thinking twice before splurging that hard-earned cash on a television set. Thankfully, the technology that has led to the rising cost of TVs has also led to the technological advancement of projectors, and what was once unthinkable is now made possible.

Projectors are now a viable replacement for TVs because, why not? They provide a bigger screen and in most cases these days, are cheaper. Enter the BenQ W2700. At RM 7399, the projector is already cheaper than most TVs, but can its performance replace the conventional HD TV? Let's find out.

### Design & Build Quality

With BenQ marketing the projector as the projector for any room, I had high expectations of it. One of the great things about the projector is its dimensions. It has an extremely lightweight and sleek design. Measuring at just 380 x 127 x 263 mm (15 x 5 x 10.4 inches) and weighing 4.2kg, the projector is extremely practical. Add to that it's relatively short throw projection capabilities I found myself projecting films onto the wall of my small room, a mere 3 meters away from the projector.

On the back, you'll find connectivity central. There are two HDMI ports, audio output, a USB port and a USB 3.0 port for a media reader. On top of that, there's also a 12V trigger and an RS-232 port. Trust me, it'll be more than enough for the conventional user.



## Performance & Features

BenQ is renowned for their displays and the W2700 4K HDR CinePrime projector is no exception. As its name suggests, the projector is able to project at 4K HDR quality, a feature that's normally only available in high end projectors, so before we even test it out, that's already a plus point. But can it walk the walk though?

The technology that the company put into the projector, dubbed "CinematicColour" technology, actually supports DCI-P3, which is the US movie industry colour standard. BenQ claims that the images produced by the projector actually reflect the colours intended by film directors better, and it really showed, well, kind of.

With HDR set to auto, the projector (which has 2000 lumens) pretty much does all the work for you, and the picture looks immaculate. One thing that makes it particularly impressive is that this projector doesn't come with the conventional DLP chip with 3840 x 2160 individual mirrors. Instead, it delivers 4K

resolution through its Texas Instruments lens shifting DLP XPR technology to effectively quadruple the number of pixels produced by its 0.47in chip, with only 1920 x 1080 micro-mirrors. Whether or not this can be considered true 4K is entirely up to you. I didn't have any problems with it though.

Another feature that's normally found in higher end models is Wide Colour Gamut support. Thanks to the introduction of a new generation of Texas Instruments' XPR (Expanded Pixel Resolution) devices, that wider colour palette can be yours to project. This comes at a cost though, and it's a pretty significant one; brightness. I'd say light levels drop by as much as 50% when you switch in the filter but in a dark room, it is totally worth it, trust me. The most spectacular thing about this projector is its colour reproduction.

Watching content that isn't 4K however, can be a hassle. I'm not saying that the picture quality is off or anything, it's more of a hassle in the sense where it can be

rather difficult to configure the optimum settings for SDR. You can still get an ok-balanced projection, but it takes a lot more work to get the best possible picture.

One of the best things about this projector is the fact that when I'm watching a 4K HDR film with it, I tend to forget it's coming from a projector. That's how clear and crisp the end product is. When watching a movie at standard definition however, I'm immediately reminded that I'm watching it on a projector.

The projector is far from perfect however, and one thing I noticed is that the cooling fan can get rather noisy after a while. To top that off, it emits a fair amount of heat as well, but then again, that is to be expected with long usage. What you shouldn't expect though is that it'll become buggy after long usage, which is exactly what happened. Maybe I got too carried away. Maybe I shouldn't have went on a Lord of The Rings marathon. Regardless, if this projector is looking to dethrone my TV, it has to be able to handle movie marathons.





Simple, easy to use navigation



### Conclusion

The BenQ W2700 is a piece of work. Putting aside its minor fallbacks, the projector is not only extremely affordable for its specs, it's also lightweight and attractive looking. Its small form factor makes it portable and flexible enough to bring out for a movie night with the family or if you're having a gaming session with the lads.

Its short distance projection, crisp colour and user-friendly controls make it a great buy for anyone who's looking to take their movie watching experience to the next level. **PC**



TOTAL SCORE **8.8**





| TESTED

A Speedy  
Storage Option  
In A Compact  
Form Factor  
**Seagate Fast  
SSD 500GB**



*"The Fast SSD is definitely worth the money, especially when you take into account the price, the performance, and of course, the sleekness of the device." - Ameer*



**SPECS**

PRICE : RM 479  
DIMENSIONS : 94mm x 79mm x 9mm  
CAPACITY RAW/USER : 512GB / 500GB  
FORM FACTOR : Portable  
INTERFACE : USB 3.1 Gen 2  
INTERFACE TRANSFER : 10GB/s  
SEQUENTIAL READ : 540MB/s  
SEQUENTIAL WRITE : 500Mb/s





Solid State Drives (SSD) aren't exactly something you look forward to buying. But at the same time, performance of said SSD's matter, because it's all about speed with these drives. The pricing of these nifty little storage options often can cost a bit, even for 500 GB memory variants. But sometimes, you shouldn't compromise on quality, considering you could lose some valuable data and memorable pictures. The 500GB variant of the Seagate Fast SSD costs RM 479, so it's quite a bit, but still bearable, I feel. If you are someone who backs up data on the regular, and needs it done quick, there's nothing better than an SSD (if you didn't trust cloud storage). So, with that being said, let's get into the review of the Seagate Fast SSD!

### Sleek Design

The first thing I'll highlight about the Fast SSD, is how sleek and compact it is. The device measures in at 94mm x 79mm x 9mm, making it thin, small, and convenient to carry around. And honestly, that's one of my favourite parts about this device. It made it easy to bring about my day, copy files and store videos of Tech Talk @ 5 for editing, and just stuff like that. It's no bigger than a standard powerbank, and probably one of the sleeker HDD/SSDs I've seen around.

That in and of itself, was a big win, but the materials it's made out of makes it an even better looking device. It seems to be made out of some sort of metal, but nothing too heavy, with some mix of hard

plastic. The grey looks good, and it's also shock resistant, so that's an added bonus to it all. In terms of looks and dimensions, it's really worth the money. That's what I think, anyway.

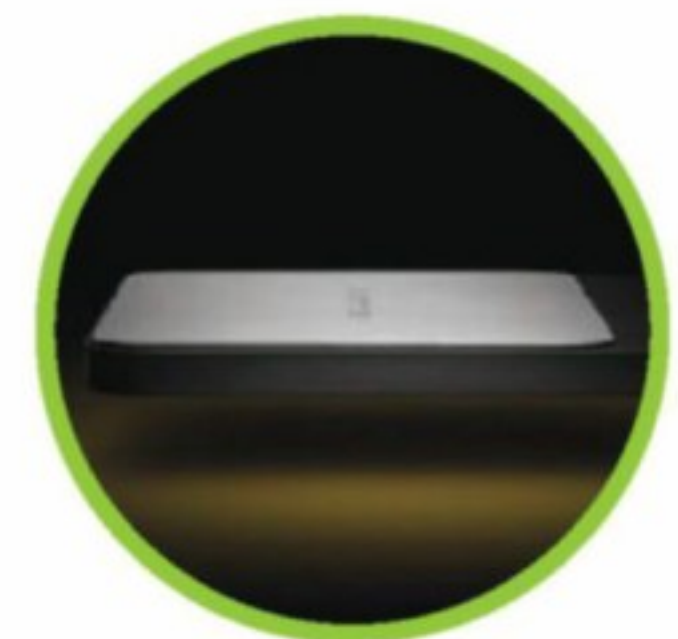
### Fast Performer

The Fast SSD comes in 4 storage variants, 250GB, 500GB, 1TB, and 2TB. The one we got to test out was the 500GB variant, and it was pretty much more than enough for me. They also claim that you can get read/write speeds of 540/500 Mb/s, but during testing it came out a bit different. Consistently, I was getting relatively slower numbers than they mentioned.

Transferring 10.6 GB from the drive to my laptop, took about 25 seconds, and

transferring 11.6GB from my laptop to the drive took about 2:15 minutes, averaging at 118 MB/s. Now maybe my PC isn't really suited to the drive, but I can't imagine that to be true. They do include formatting tools to optimise the drive and cross-OS compatibility, so maybe I skipped that part.

Another thing about the Fast SSD is that it's equipped with a reversible USB-C input. They also include a Type-C to Type-A cable, so that's pretty cool of them to cover their bases.




Sleek form factor



USB-C connection



### Verdict

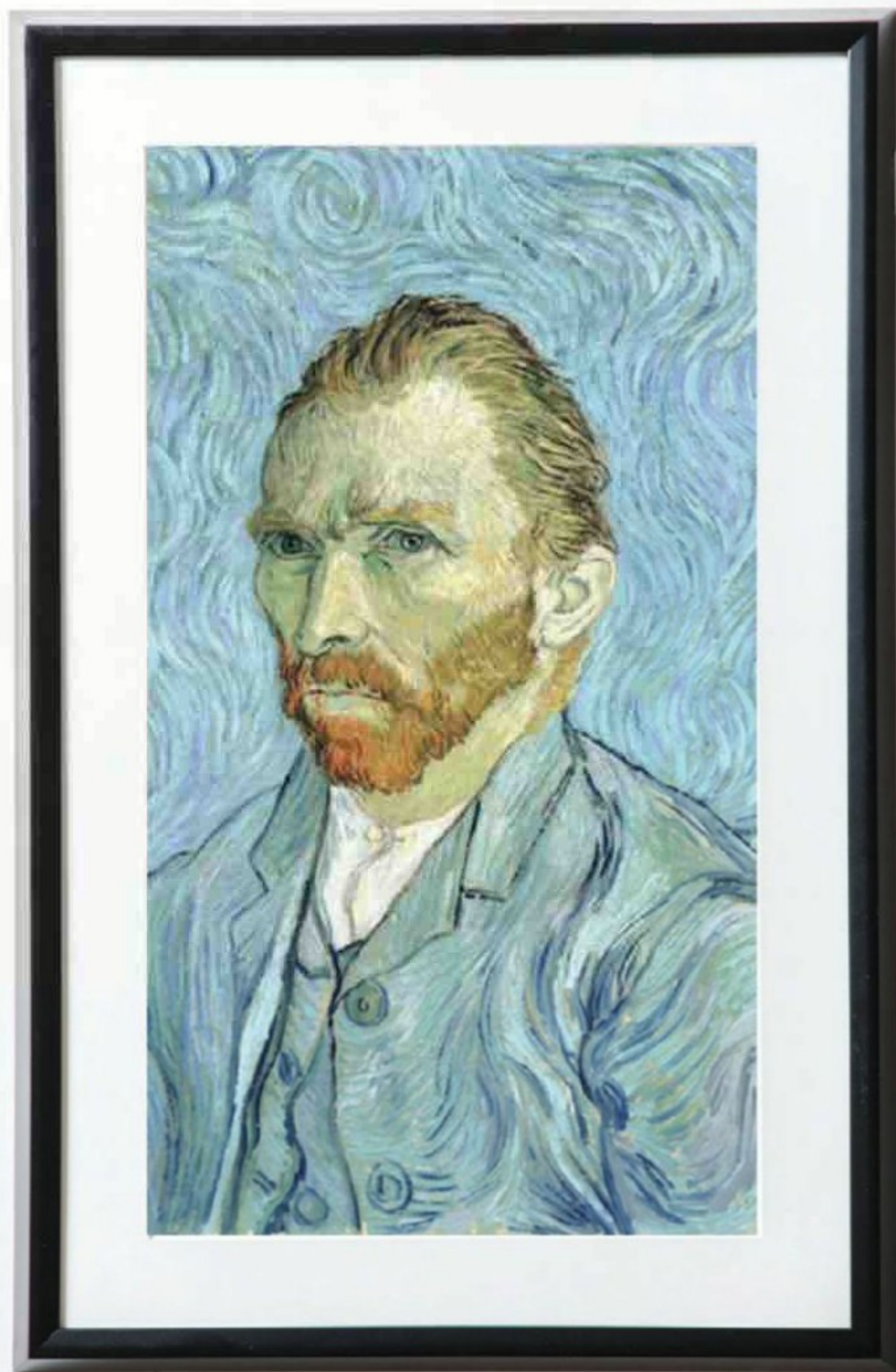
In conclusion, the drive to me, really is worth the money. People usually think of bulky or impractical, or even old school when it comes to connected storage devices. But sometimes, you just gotta use on. And to me, the Fast SSD from Seagate is definitely worth the money, especially when you take into account the price, the performance, and of course, the sleekness of the device. It's something I didn't know I needed, until I used it consistently. 

TOTAL SCORE **8.4**



A Smart Art  
Frame For A  
Smart Home

## Netgear Meural Leonora Canvas



### SPECS

**PRICE:** TBC

**SIZE:** 19.2 inches x 29.5 inches x 1.6 inches

**DISPLAY:** 27" 1080p IPS display with anti-glare technology  
1920 x 1080 full HD resolution 300 cd/m2 brightness

**MEMORY & STORAGE:** 2GB DDR3 RAM  
8GB storage

**PROCESSORS:** 1.8 GHz Quad Core ARM Cortex-A17

**SENSORS:** Gesture detectors (for both vertical and horizontal orientations)  
Ambient light sensor

Power button sensor

WiFi  
802.11 a/b/g/n/ac Wi-Fi (supports both 2.4GHz and 5GHz)

**PORTS:** DC Power port

Micro USB  
Ethernet  
SD card slot

*"The Meural Canvas is not for everyone. Regardless, it represents a break from the norm for Netgear, and it's definitely a breath of fresh air. With Smart home appliances on the rise, Netgear seems to have hopped on the train early." - Joshua*





Believe it or not, the photo you see, is actually a piece of tech and not merely just a work of art. I mean, in a way, it's kind of both but you get what I mean. Netgear, well known for their Wi-Fi routers and computer gadgets have come up with a smart frame for those of you with a penchant for famous art pieces!

Introducing the Meural Canvas, The smart art frame that brings every brushstroke to life. Imagine having over 30000+ iconic works of art and photography from the world's museums and galleries in your house, all in one frame! Now that's pretty crazy. The best part is, the paintings look identical to the original.

### Smart Home For The Sophisticated

With smart home tech as popular as ever, Netgear was kind enough to send a unit of the Meural Canvas our way and boy did it add a touch of class to the office. So I suppose we should first explain what a smart canvas is. It's basically a smart frame that allows you to access tens of thousands of iconic artworks for you to display in wherever you choose to hang the thing.

You can connect the smart frame via Wi-Fi and purchase your favourite paintings, or even display pictures from your own personal gallery, which gives the Meural Canvas a nice touch of personality. The frame comes with gesture control to make it easy for you

to browse artworks and choose your favourite. We tried it out and while it wasn't the most intuitive or responsive gesture control tech we've come across; it served its purpose somewhat well.

If you're not into gesture controls, fret not. You can choose between the Meural app, website, or Amazon's Alexa. The app itself is easy to use and will probably be your favourite choice of the four. The frame itself comes in two styles, namely Leonora and Winslow. The one we tested out was the Leonara, and as a side note, the distinguishing difference is that the Winslow has a wooden frame.

### Display

The screen itself is a 27-inch 1080 IPS display with anti-glare technology. So, you pretty much get 1920 x 1080 full HD resolution at 300 cd/m2 brightness. It's kind of like a Kindle's display but better and with colour. In terms of hardware, it sports a 1.8GHz Quad Core Cortex-A17 ARM chip, 2GB of RAM and 8GB of

storage. Which is impressive given that its, you know, a frame.


You must be thinking, this sounds great and all but why did Netgear make a smart frame? Here's a quote from their website:

"We believe art is for everyone, and we're dedicated to bringing it into homes of all shapes and sizes. To do so, we combine the best of art, technology, and design to create products that make us feel something."

It's hard to argue with that logic, to be honest.

The Meural Canvas can be found at Harvey Norman stores nationwide so if you're an art buff, head on over to an outlet to check it out!

### Final Verdict

The Meural Canvas is not for everyone. Regardless, it represents a break from the norm for Netgear and it's definitely a breath of fresh air. With Smart home appliances on the rise, Netgear seems to have hopped on the train early. 



27-inch 1080p Full HD IPS Display



**TOTAL SCORE 8.2**



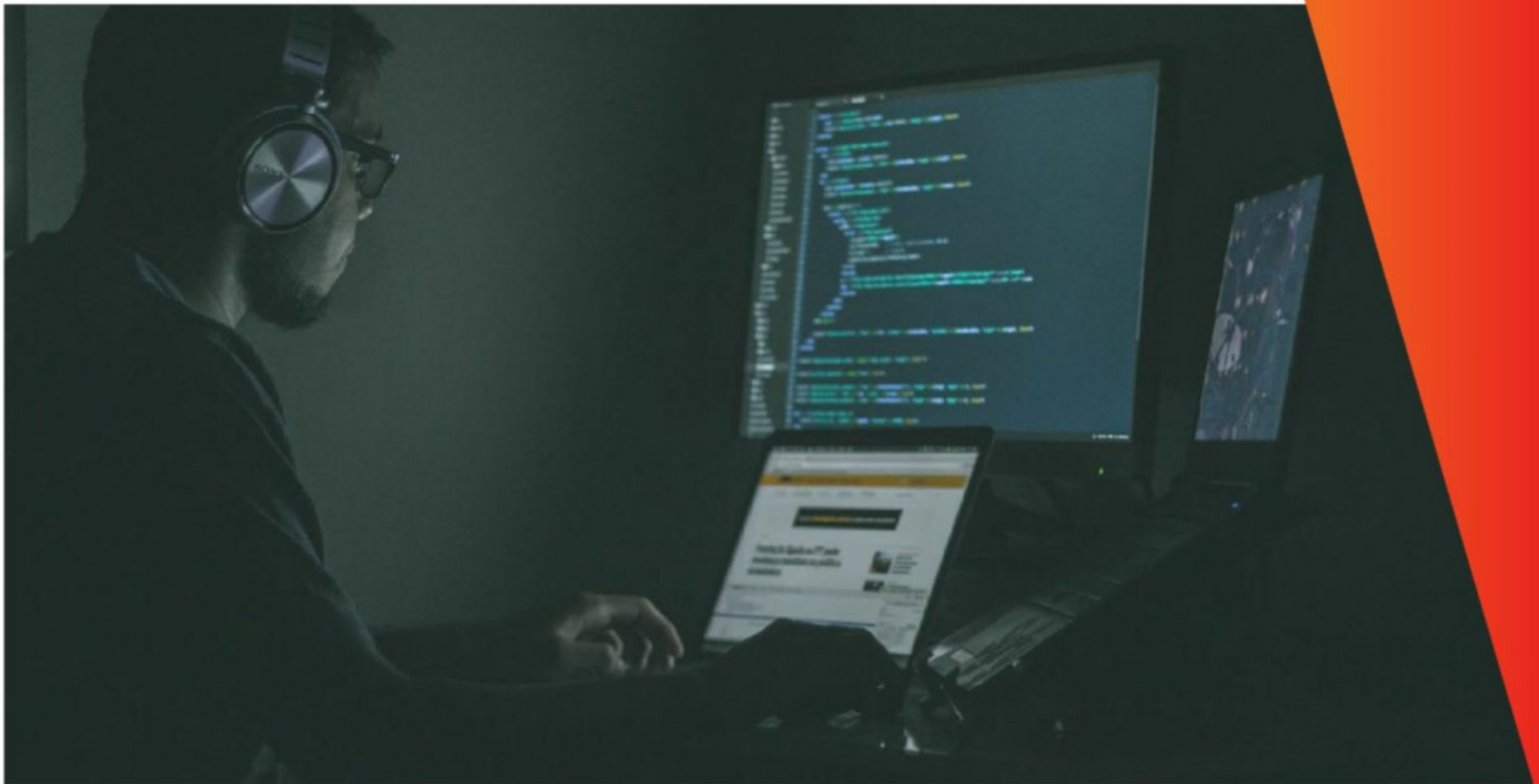
# CYBER ADVERSARIES UP THE ANTE ON EVASION AND ANTI-ANALYSIS TO AVOID DETECTION

Latest Threat Landscape Report Shows Continued Increase in Cyberattacks

*By: Gavin Chow*







**F**ortinet, a leader in broad, integrated and automated cybersecurity solutions announced key findings of its latest quarterly Global Threat Landscape Report in Malaysia. Fortinet's FortiGuard Labs revealed that cybercriminals are leveraging evasion and anti-analysis techniques as they become more sophisticated in their attempts to look for new digital attack opportunities.

The latest Fortinet Threat Landscape Report is a quarterly view that represents the collective intelligence of FortiGuard Labs, drawn from Fortinet's vast array of global sensors during Q2 2019. Research data covers global and regional perspectives.

"The ever-widening breadth and sophistication of cyber adversaries' attack methods is an important reminder of how they are attempting to leverage speed and connectivity to their advantage. Therefore, it is important for defenders to do the same and to relentlessly prioritize these important cybersecurity fundamentals, to position Malaysian organizations to better manage and mitigate cyber risks," said Gavin Chow, Fortinet's Network and Security Strategist.

### **Upping the Ante on Evasion Tactics**

Many modern malware tools already incorporate features for evading antivirus or other threat detection measures, but cyber adversaries are becoming more sophisticated in their obfuscation and anti-analysis practices to avoid detection.

The growing use of anti-analysis and broader evasion tactics is a reminder of the need for multi-layered defences and behaviour-based threat detection.

### **Under the Radar Attacks Aim for the Long-haul**

The Zegost infostealer malware, is the cornerstone of a spear phishing campaign and contains intriguing techniques. Like other infostealers, the main objective of Zegost is to gather information about the victim's device and exfiltrate it. Yet, when compared to other infostealers, Zegost is uniquely configured to stay under the radar.

### **Ransomware Continues to Trend to More Targeted Attacks**

Ransomware attacks on multiple cities, local governments, and education systems continue to pose a serious threat for many organizations. These attacks have moved away from mass-volume, opportunistic attacks to more targeted attacks on organizations, which are perceived as having either the ability or the incentive to pay ransoms. In some instances, cybercriminals have conducted considerable reconnaissance before deploying their ransomware on carefully selected systems to maximize opportunity.

### **New Opportunities in the Digital Attack Surface**

Between the home printer and critical infrastructure is a growing line of

control systems for residential and small business use. Cybercriminals continue to search for new opportunities to commandeer control devices in homes and businesses. Therefore, security of smart residential and small business systems deserves elevated attention.

"Threat intelligence that is dynamic, proactive, and available in real-time can help identify trends showing the evolution of attack methods targeting the digital attack surface and to pinpoint cyber hygiene priorities. Only a security fabric that is broad, integrated, and automated can provide protection for the entire networked environment, from IoT to the edge, network core and to multi-clouds at speed and scale," concluded Chow.



# 10 THINGS TO KNOW ABOUT THE ANIMATION INDUSTRY IN MALAYSIA

01

The first Malaysia Animation project in

# 1961

Anandam Xavier alone worked for 17 years to complete 13 minutes of animation on

## HIKAYAT SANG KANCIL

02

The first animation series, **USOP SONTORIAN** aired in



03

## SALADIN



First Malaysian IP Nominated for an **Emmy award**

04

# >RM40m



ticket sales combined for the animated movies

UPIN & IPIN (2019)

BOBOIBOY (2016)

05

MALAYSIAN ANIMATION CONTENT

# 120

COUNTRIES PENETRATED



06

Many Malaysian Talents



**WORK IN** top animation companies such as Pixar.

07

MALAYSIAN ANIMATION CONTENT

# >RM165m

Export value



08



# 238

## Intellectual Properties

Created under the **Digital Content Creators Challenge** a.k.a **DICE** (formerly known as IPCC)

09

Malaysian animated content on

# NETFLIX

such as **Hogie the Globe Hopper**, **Chuck Chicken** and **Kazoops**.

10

# >38

Homegrown IP's

MALAYSIAN ANIMATION CONTENT



# 10 THINGS TO KNOW ABOUT THE GAME INDUSTRY IN MALAYSIA

01

Our Game Industry began in

# 1992

Motion Pixel Sdn Bhd developed *Ghoul Patrol* on 16-bit Super Nintendo for

**LUCASARTS**

02

# 1ST 3D MMORPG



In SEA, Fung Wan Online game engine was developed by only **4 local programmers** from Phoenix Games Studios.

03

MALAYSIA IS

# #21



out of the top 100 gaming countries. In 2017, **14 million local gamers** spent \$586.7 million.

04

In 2018, **MALAYSIAN ESPORTS** earnings are

# #16

in the world with only

**474 players.**

05



making breakthrough internationally such as **US, Europe, Japan and China.**

06

Malaysia

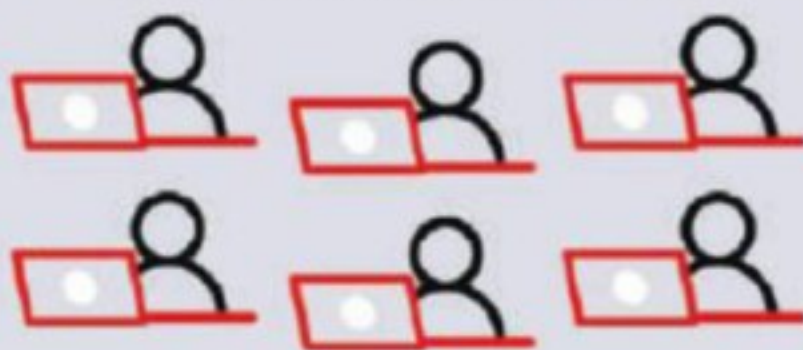
# HELPED



create some of **the most iconic games** in the world such as *Uncharted 4*, *Final Fantasy XV* and *Street Fighter*.

07

Many **Malaysian Talents**



**WORK IN**

top game companies globally such as *PUBG Corp*, *EA Motive* and *Ubisoft Montreal*.

08

Southeast Asia's largest



**Kickstarter campaign** for *Re:Legend* game, received **RM 2M** funding.

09

# Wan Hazmer



the man who put HD versions of Malaysian food in **Final Fantasy XV** is back in Malaysia with his new company *Metronomik*.

10



**These local universities offer Game Development Courses!**

Multimedia University  
Limkokwing University  
TAR University College  
And many more...

The One Academy  
KDU University College  
Asia Pacific University



# CASUAL GAMES IS MOBILE GAMING'S BIGGEST GROWTH STORY

Casual games driving industry growth; dominating downloads across markets and attracting larger audiences

*By: Liftoff And Appsflyer*

**M**obile app marketing and retargeting platform Liftoff released its 2019 User Acquisition Trends & Benchmarks report, which shows that the growth in mobile games is accelerating and is set to reach a 60 percent market share in gaming consumer spend this year.

Done in conjunction with mobile app measurement and attribution platform AppsFlyer, the report highlights that Casual Games dominated the mobile gaming industry bringing in over US\$3 billion in sales in in-app purchases revenue – suggesting that these are likely to retain customers in the long term.

To illustrate, puzzle games alone generated 34 percent more revenue than the year before, in addition to arcade games generating nearly twice as much more than the previous year. Despite the high cost of acquiring a new gaming user, the user's interest to continue gameplay far outweighs the relatively steep cost of US\$30.05 to acquire a new user.

A significant component of the casual games market is the Hyper Casual games segment, which is also proving to be a lucrative medium for monetization. This is as these games, by design, make money through advertisements, and data from app analytics firm Apptopia data pegs worldwide downloads of Hyper Casual gaming apps at nearly 630 million – generating over US\$53 million in in-app purchase revenue. The Liftoff report shows that Hyper Casual titles are creating new audiences; not cannibalizing existing ones. Supported by data from App Annie, Hyper Casual games



Source: AppsFlyer

Gaming Apps User Retention by Subcategory



have expanded to audiences that do not necessarily self-identify as gamers.

“The casual mobile gaming market is on the rise and has been precipitated by a perfect storm of marketing conditions,” said Dennis Mink, the VP of Marketing at Liftoff. “Still, there will be moderate increases in costs and impressive double-digit conversion rates point to users still needing some convincing early in the funnel. Nevertheless, trends show that they are willing to pay, play and stay around – particularly if the sub-category offers a habit-forming core loop. This impact will be especially prevalent in emerging regions where the potential is huge yet offer lower costs and healthier retention curves.”

Moderate increases in costs and impressive double-digit conversion rates indicate that users still need some convincing early in the funnel, but they are willing to pay, play and stay around—particularly if the sub-category offers a habit-forming core loop.

Likewise, Social Casino games have captured the gameplay market by tapping into users’ emotions, whilst also promoting friendly competition. This, in combination of competition and low risk investment is likely to ensure user retention. To support this fact, the Social Casino game industry generated US\$1.27 billion within the first few months of 2018.

The Liftoff report also shows that Social Casino users offers high rewards and a strong

customer loyalty; in addition to suggesting that Social Casino users are trendier in the West than they are within Asia.

According to Shani Rosenfelder, Head of Content and Insights at AppsFlyer, “Social Casino marketers have become experts at driving users back to their app over time and maximizing monetization potential in the process. But recently we’ve seen the rapid advance of in-app advertising and

events aimed at integrating advertising into the gameplay in order to monetize non-paying users, which is the segment that comprises the vast majority of users.”

Social Casino gameplay has a retention rate of 32.2 percent on Day 1 and maintains this retention rate all the way into Day 30. Still engaged, users maybe welcome campaigns and messages that encourage them to further engage in more gameplay.





# THE PROBLEM WITH MOBILE GAMING

Micro-transactions,  
Copycats And Poor  
Quality Games

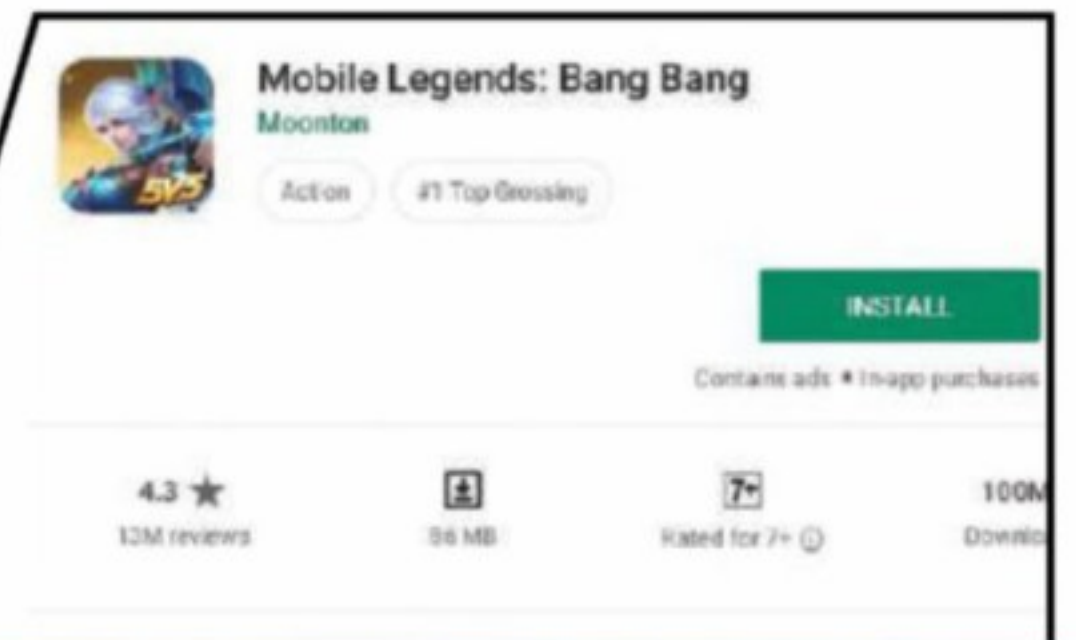
By: Ameer Ashraf

**M**obile gaming has a huge market at the moment with the amount of games coming over to mobile from other platforms. Even those designed for mobile use have been booming for quite awhile now. But that doesn't mean that all games on mobile, are quality. In fact, in a sea of games, only a few actually are playable. The rest are plagued with issues, bad graphics, poor translations, and so on. One of the biggest issues are the copycat games, where games literally just copy the mechanics/ideas of others, and pass it off as their own.

And that's one of the milder instances of the issue. Some steal from other games, tweak the graphics or art just enough, and publish. One instance is this game, Magic Chess: Bang Bang.

It's literally stealing the name from Moonton's Mobile Legends: Bang Bang so shamelessly, and not to mention the game-play mechanics of an Auto Battler. That though, I'll let slide. Many games take from others, but there's still something to be said about intellectual property theft. The character in the icon and the background of the video are also from Mobile Legends itself.

At the moment it is unclear if Moonton outsourced the game to be made by Kaka Games Inc., or if it is an official title from the MLBB developer. And if not, that's some serious copyright infringement.



But forget that, check out the next example of copyright infringement I found below. They're literally using everything about the Pokémon Franchise, when clearly this is just some trash, where someone decided to pluck models and characters from. Don't even bother checking this game out, because I surely regretted giving it permissions for the sake of the article. This is just another clear example of how unmoderated, and bad the Google Play Store, and Android gaming can be.



### The Two Extremes Of Mobile Games

The above is an example of the thinking that developers and publishers for mobile games have. There's little to no thought, and no originality.

Mobile Gaming at the moment seems to be only at two extremes. Either really good, or REALLY bad. They're either some form of idle game, where you don't really do anything, or something that's too ambitious for a mobile game. In recent years, we've got some quality ports and games made for Mobile. PUBG Mobile took the world by storm, along with Fortnite, Stardew Valley, and soon the upcoming Call of Duty Mobile.

These are ports from Console quality games, and they blew up coming to mobile. But the fast-paced market of mobile gaming makes it hard for developers and publishers to keep their games fresh. Another thing that needs to be addressed is the insanely poor quality of some of these titles.



Check out this one, that is currently on the Google Play Store. Even this game has 1K downloads, and a rather high 3.8-star rating on the Store. Who are these games even for? The sheer lack of moderation and actually checking on the quality of these games, is why no one takes Mobile Gaming as seriously than they do other platforms.

People are always looking for the next big thing, and that's what makes the Mobile Gaming market so volatile. In reality however, it's those games that would make for a better experience for gaming on the go. It just has to be done right.

### The Bigger Issue - Micro Transactions

One of the biggest concerns in mobile gaming, are micro-transactions. I'm all for free to play, but pay to win mechanics are a whole other issue. It kind of takes away from the whole point of playing the game. Paying to get an item, or character, when you're supposed to work your way towards it. Some games take things WAAAY out of hand. Check out a "deal" on Ubisoft's latest mobile game, "The Mighty Quest for Epic Loot".

With an original price of 549.95 Euros (RM 2,572.76), Ubisoft undoubtedly shows off their insane greediness. Okay fine, let's take into account the 109.99 Euros (RM 514.44), that's still a ridiculous price for what? 3 pieces of 5 star equipment, 6000 gems, and 500 energy. And

don't even get me started on energy systems in games. Because that only is in place, to get you to pay, to literally PLAY the game.

This kind of haggling, and trying to entice gamers to purchase these micro transactions is insanely predatory. With the money spent in this in-app purchase, I could've bought 2-3 AAA games for my PS4, or a bunch of indie games for PC. And that's the state of Mobile Gaming at the moment.

### What Do We Do About It?

Well frankly, there's nothing we can do. The state of mobile gaming will be like this, until someone starts to do things seriously on mobile, without the bullshit I mentioned above. Don't get me wrong, there are plenty of games that are extremely good on mobile. Even then, I'd bet they have some sort of in-app purchase issue, quality control, or some other thing that's holding it back from getting to the level of gaming we have on other platforms. I love gaming on mobile, it's the most accessible, easiest, and pretty useful thing you can have.

You're waiting at the Doctor's, on a commute, or just bored. Take out your phone, start up a game, and just chill.

But with the state of gaming on mobile reaching this point of saturation, and just overall abysmal quality, I'm wondering how much longer I stay a mobile gamer. Maybe it's time to pick up a Nintendo Switch, but till then, I'm stuck in what can sometimes be, a cesspool of bad games and no moderation on the "Games" market for Mobile.



# GAMING LAPTOPS

**Screen:** 17.3" FHD (1920 x 1080) 60Hz Anti-Glare IPS - 144Hz IPS NVIDIA G-SYNC

**Price:** Starts at RM 10,490

**RAM:** RAM 16GB - 64GB

**CPU:** Intel Core i7-9700 - i9-9900K

**Graphics Card:** NVIDIA GeForce RTX 2060 - 2080

Alienware Area 51M



Razer Blade



**Price:** Starts at RM 6,700

**Screen:** 15.6-inch FHD (1,920 x 1,080) 144Hz - OLED 4K (3,840 x 2,160) Touch 60Hz

**RAM:** 16GB

**CPU:** Intel Core i7-8750H - Intel Core i7-9750H

**Graphics Card:** Nvidia GeForce GTX 1060 (6GB GDDR6 VRAM) - Nvidia GeForce RTX 2080 Max-Q (8GB GDDR6 VRAM)

**Price:** Starts at RM 11,999

**Screen:** 17.3-inch FHD (1,920 x 1,080) 144Hz panel with G-Sync

**RAM:** 8GB - 24GB

**CPU:** Intel Core i7

**Graphics Card:** Nvidia GeForce RTX 2060 - GeForce GTX 2080 Max-Q (8GB GDDR6 VRAM)

Asus ROG Zephyrus S GX701



Acer Predator Helios 500



**Price:** Starts at RM 9,499

**Screen:** 17.3-inch FHD (1,920 x 1,080) anti-glare, 144Hz panel

**RAM:** 16GB

**CPU:** Intel Core i7-i9 or AMD Ryzen 7 2700

**Graphics Card:** AMD Vega 10 - Nvidia GeForce GTX 1070 (8GB GDDR5X VRAM)

Lenovo Legion Y740



**Price:** Starts at RM7,529.00

**Screen:** 15.6-inch FHD (1,920 x 1,080) Nvidia G-Sync 144 Hz |

**RAM:** 16GB - 32GB

**CPU:** Intel Core i7-8750H

**Graphics Card:** Nvidia GeForce RTX 2060 (6GB GDDR6 VRAM) - RTX 2070 (Max-Q 8GB)

GIGABYTE



Gigabyte Aero 15

**Price:** Starts at RM 6,999

**Screen:** 15.6-inch, FHD (1,920 x 1,080) LCD anti-glare 144Hz - UHD (3,840 x 2,160) 60Hz

**RAM:** 8GB - 32GB

**CPU:** Intel Core i7 8750H - Intel Core i9-8950HK

**Graphics Card:** Nvidia GeForce RTX 2070 (8GB GDDR6) - GeForce RTX 2080 (8GB GDDR6)

MARKETPLACE  
Deals You Can Trust

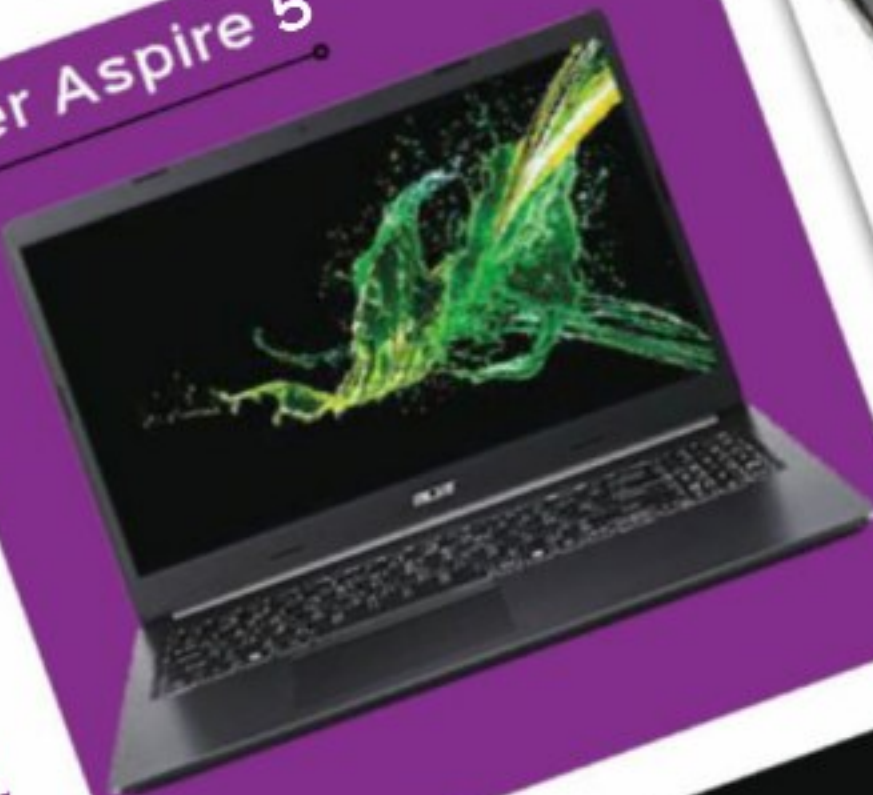


# BUDGET LAPTOPS



## Acer Aspire 5

**Price:** Starts at RM 2,599  
**Screen:** 15.6-inch, 1920 x 1080  
**RAM:** 4GB  
**CPU:** Intel Core i3-8145U  
**Graphics Card:** Intel UHD 620



## HP Chromebook x2

**Price:** Starts at RM 2,315  
**Screen:** 12.3-inch, 2400 x 1600  
**RAM:** 4GB  
**CPU:** Intel Core m3-7Y30  
**Graphics Card:** Intel HD 615

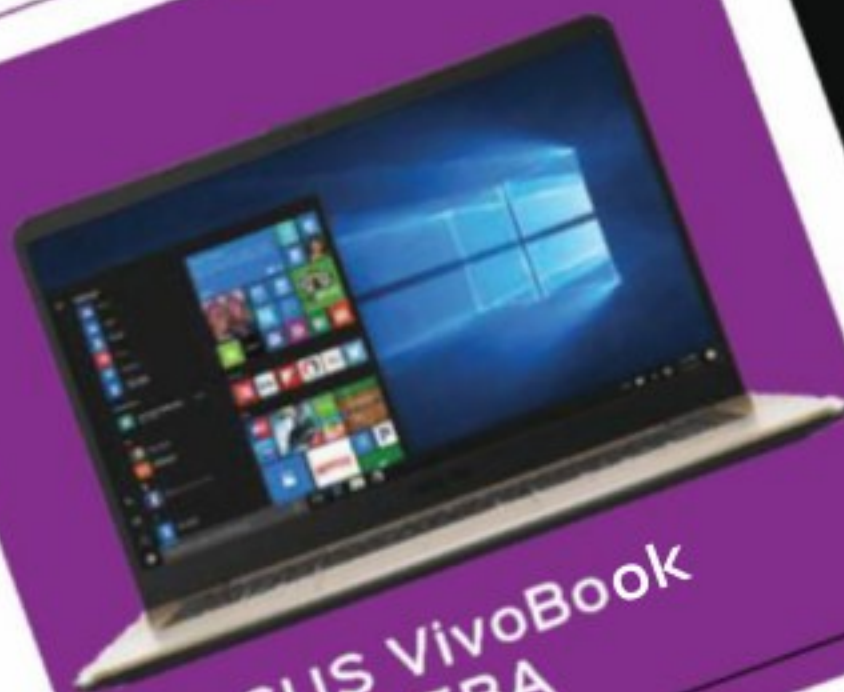


**Price:** Starts at RM 4,299  
**Screen:** 15.6-inch 1,920 x 1,080 display  
**RAM:** 8GB DDR4 SDRAM 2,666MHz  
**CPU:** 2.2GHz Intel Core i7-8750H  
**Graphics Card:** 4GB Nvidia GeForce GTX 1050 Ti

## Dell G5 15



**Price:** Starts at RM 1,499  
**Screen:** 15.6" (16:9) LED-backlit HD (1366x768) 60Hz Anti-Glare Panel with 45% NTSC  
**RAM:** 16 GB SDRAM  
**CPU:** AMD Stoney Ridge A9-9420/A6-9220/E2-9000 Processor,  
**Graphics Card:** AMD Radeon R2 Graphics



## ASUS VivoBook 15 X505BA

**Price:** Starts at RM 921  
**Screen:** 14-inch 1,366x768 display  
**RAM:** 4GB DDR3 SDRAM 1,600MHz  
**CPU:** 1.6GHz Intel Celeron N3060  
**Graphics Card:** Intel HD Graphics 400 (128MB)



## HP Stream 14-ax010nr

## IdeaPad C340 (14)

**Price:** Starts at RM2,799  
**Screen:** 14" FHD IPS (1920 x 1080), IPS, 250nits  
**RAM:** 16GB  
**CPU:** Up to 10th Gen Intel Core i7-10710U  
**Graphics Card:** NVIDIA GeForce MX230



# PREMIUM LAPTOPS

**Price:** RM 7,999  
**Screen Size:** 13.3 -inches  
**RAM:** 16GB DDR3  
**Storage:** Up to 2TB SSD

**Features:**

- Worlds first leather convertible PC
- Bang & Olufsen Quad speakers
- Corning Gorilla Glass 4 display

HP Spectre Folio



Macbook Pro

**Price:** RM 12,199  
**Screen Size:** 15 -inches  
**RAM:** 16GB 2400MHz DDR4  
**Storage:** 512GB SSD storage

**Features:**

- 2.3GHz 8-core 9th-generation Intel Core i9 processor
- Turbo Boost up to 4.8GHz
- Retina display with True Tone
- Touch Bar and Touch ID

**Price:** RM 6,999  
**Screen Size:** 13.9-inches  
**RAM:** 16GB LPDDR3 2133MHz  
**Memory:** 512GB NVMe PCIe SSD

**Features:**

- 91% screen to body ratio
- 3K LTPS Display with 3000 x 2000 resolution
- Touch screen
- 1.33 kg

Huawei Matebook X Pro 17



Dell XPS 15 (7590)

**Price:** RM 11,499  
**Screen Size:** 15.6-inches  
**RAM:** 32GB DDR4-2666MHz  
**Memory:** 1TB M.2 PCIe NVMe SSD

**Features:**

- NVIDIA® GeForce® GTX 1650 4GB GDDR5
- 9th Generation Intel® Core™ i9-9980HK (16MB Cache, up to 5.0 GHz, 8 cores)
- OLED Display

Microsoft Surface Book 2

**Price:** RM 6,199  
**Screen Size:** 24.5-inches  
**RAM:** 8GB

**Memory:** 256GB SSD

**Features:**

- High resolution touch screen
- Up to 14.5 hours battery life
- 1.25 kg

ASUS Zenbook Pro UX580GE

**Price:** RM 9,399  
**Screen Size:** 15.6-inches  
**RAM:** 8GB DDR4  
**Memory:** 1TB SSD

**Features:**

- Screenpad
- 18.9 mm thin, 1.88 kg
- GeForce GTX 1050



# MISCELLANEOUS

### Logitech wireless touch keyboard K400 plus



**Price:** RM 199  
**Weight:** 390 g with batteries  
**Battery Life:** 18 Months  
**Colours:** Black, white  
**Features:** • Designed for laid back control  
• touchpad  
• 10 m wireless range



### Logitech K380 Wireless Bluetooth Keyboard

**Price:** RM 149  
**Weight:** 423 g with batteries  
**Battery life:** 2 years  
**Colours:** Blue, black  
**Features:** • Easy switch between up to 3 devices  
• Bluetooth connectivity  
• Multi device support

**Price:** RM 449

**Height:** 124.9 mm **Width:** 84.3 mm **Depth:** 54 mm  
**Weight:** 141g **Warranty:** 1 year  
**Features:** Darkfield high precision  
**Nominal value:** 1000 dpi  
**DPI (Minimal and maximal value):** 200 to 4000

### Logitech MX Master 3 Mouse



**Price:** RM 229  
**Height:** 128 mm  
**Width:** 74 mm  
**Depth:** 41 mm  
**Weight:** 130g  
**Warranty:** 1 year  
**Features:** • Precision movement  
• Split-second settings  
• Find your ideal weight



### OMEN by HP Mouse 600

### SAMSUNG T3 250GB Portable SSD

**Price:** RM 641  
**Read/write speed:** • up to 450 MB/s  
**Dimension:** 74.0 x 58.0 x 10.5 mm  
**Features:** Portable Design with Internal SSD-level  
**Performance:** Superfast Read-Write Speeds of up to 450 MB/s Samsung V NAND technology



### Seagate Fast SSD 500GB

**Price:** RM479  
**Read/write speed:** up to 540/500 MB/s  
**94.0 x 79.0 x 9.0 mm**  
**Features:** Up to 2 TB of storage  
Sleek, stylish and ultra-modern design  
Lightweight and shock resistant  
USB-C technology

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**PIXELS**

EOS R, EF100-400MM F/4.5-5.6L IS II USM

LENS, F/5.6, 400MM, 1/2500 SEC, ISO1600

# DISCOVER ATLANTIC PUFFINS

BY EDWIN MARTINEZ

First published on Canon Snapshot Photography Content Platform

**SNAPSHOT** [SNAPSHOT.CANON-ASIA.COM](https://snapshot.canon-asia.com)

Iceland is more than just volcanoes and glaciers, and nature photographer Edwin Martinez can tell you that. Edwin spent the summer in Iceland photographing Atlantic puffins, a species of seabird in the auk family. While Atlantic puffins are native to the Atlantic Ocean, they spend their breeding season in Iceland and other countries close by. Edwin tells us more about his trip and the experience photographing these amazing creatures.

**TELL US ABOUT YOUR TRIP TO ICELAND AND THE THOUGHT PROCESS BEHIND IT.**

Summer, with never-ending sunlight, is always a magical time to visit Iceland. Sunsets and sunrises are just an hour apart. Colours are also more vibrant due to the flowers blooming and the lava moss showing off its various shades of green; it is the opportune time to photograph the Atlantic puffins.

Iceland is the breeding ground to about 60 percent of the world's Atlantic puffins. Puffins can be seen in Iceland from early April to September each year. I have experienced all four seasons in Iceland and summer is one of my favourites because of this emblematic animal in the country.





**EOS R, EF100-400MM  
F/4.5-5.6L IS II USM  
LENS, F/4.5, 124MM,  
1/1600 SEC, ISO1600**



Our tour took us to the east where there is a large colony settling in Borgarfjörður Eystri, the capital of the elves, as the Icelandic coined it. We timed our visit during feeding time which was around 5:00pm to 8:00pm, and one would be able to photograph them with fish in their mouth and also in flight.

**WHAT IS YOUR EQUIPMENT AND PREFERRED SETTINGS WHEN PHOTOGRAPHING THE ATLANTIC PUFFINS?**

It is always a good idea to have two camera bodies when photographing these puffins – one with a telephoto zoom lens (Canon EF100-400mm) and another with a mid-telephoto lens like an EF24-105mm. If you only have one body, the EF24-105mm lens would be the more flexible one. But reach is always king when photographing birds, and most of my intimate puffin shots were taken with the EF100-400mm lens. Finally, a fast camera with reliable focusing and frame per second is a must.

I chose the Canon EOS R, which comes with a Dual Pixel on-sensor autofocus system and with over 5,655 AF positions covering 88% frame horizontally and 100% vertically. The sheer number of AF positions is really attractive.

In photographing birds, you can choose between the TV (Shutter Priority) or AV (Aperture Priority) mode. I prefer photographing them in AV mode and setting my ISO to automatic but configure to a maximum of ISO 1600 only, to prevent higher ISO noise (minimum shutter speed [1/250 sec to 1 sec] can also be set so that the automatically-set shutter speed is not too slow). You should also tweak your focusing options (One-Shot AF / Servo AF) depending on what you want to achieve. For birds in flight, I usually tweak my focusing to get sharper results.

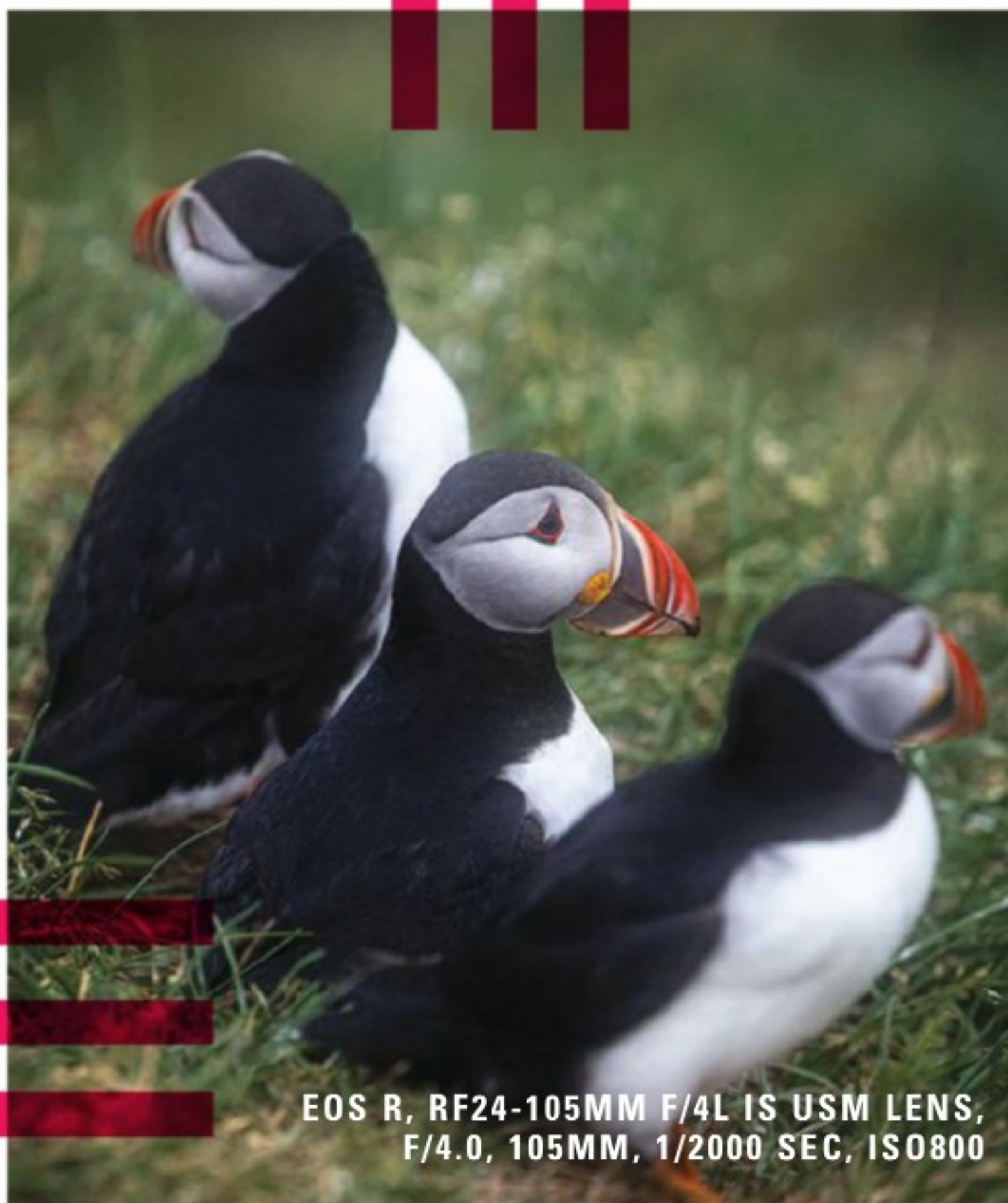
**WHAT ARE THE THREE MAIN THINGS A NATURE PHOTOGRAPHER SHOULD POSSESS?**

As an outdoor and nature photographer, one must have the following;

Love for nature and the great outdoors. It is the inherent factor that drives your passion to see the world and photograph it. This should be first even before photography, and capturing them in your frame is just a reward.



EOS R, RF24-105MM F/4L IS USM LENS, F/4.0, 105MM, 1/2000 SEC, ISO800



EOS R, RF24-105MM F/4L IS USM LENS, F/4.0, 105MM, 1/2000 SEC, ISO800

Patience and persistence. Photographing the outdoors requires a lot of patience, and you are at the mercy of nature and have no control over the weather and light. Sometimes I would come back to a single location for more than five times just to get the perfect sunset.

A system you can rely and trust. It goes without saying that an archer can perform more with better equipment. I have been relying on the Canon system for years and have always trusted them on extreme conditions especially when the shot matters.

#### **WHAT IS THE ONE THING THAT PEOPLE WHO VIEW THESE PHOTOS WOULD NOT KNOW ABOUT?**

For the most part of the year, Atlantic puffins live in the open ocean, they only fly and stay on the land during mating and nesting. Also, did you know that puffins are excellent fliers? Flapping their wings at up to 400 beats per minute, puffins can reach speeds of 88 km/h (55mph). Photographing them in flight is a challenge and you need to anticipate their direction. Another cool thing about puffins is that they are monogamous, they return to the same burrow during nesting and usually end up with the same mate.





EOS R, EF100-400MM F/4.5-5.6L IS II USM LENS, F/5.6, 400MM, 1/1600 SEC, ISO1600

### HOW IMPORTANT IS FRAMING AND WHAT CAN YOU TELL US ABOUT IT?

Photographing birds is not just documenting them, you have to apply visual design and frame dynamics. It will be hard and sometimes cropping is a must because you are after the moment. One tip is to give space in your frame when photographing them – try not to have a tight shot, this will give you the flexibility to creatively crop later in post-production. Photographing static puffins will be easy, with their colourful beaks and wide eyes, and you can use colours as a natural frame and as an anchor point. I usually find an angle to include the grass and flowers to accentuate the already beautiful puffins.



EOS R, RF24-105MM F/4L IS USM LENS, F/4.0, 105MM, 1/2000 SEC, ISO800

GT NEWS  
TOP PICKS

PLAYSTATION CROSS

WOW CLASSIC

# GAMETIME





VIOLENCE IN  
VIDEO GAMES

WHAT'S HOT

# ME

GT REVIEW TOP PICKS



GEARS OF WAR 5



POKEMON MASTERS



ONINAKI

# THE GREATEST GEARS GAME YET

*Gears 5*

INITIAL RELEASE DATE  
10 September 2019

MODE(S)  
Single player/multiplayer

PUBLISHER  
Xbox Game Studios



**M**icrosoft may not be the best at pumping out exclusive games on their platforms, lately the exclusive games on their platform has been the usual new Forza release and the troubled Crackdown 3 release. Gems like Ori And The Blind Forest and Cuphead has since forgoed their exclusivity with a Nintendo Switch release. For a while, it didn't seem like Microsoft had an ace in their hand, that is until the recent release of Gears Of War 5.



### GAME DESIGN

The Gears Of War has always been the third-person analogue and alternative to Microsoft's starring franchise, Halo. Since then, the Gears franchise has proved itself to be a fun and compelling game that is best enjoyed in co-op mode. The story of the COG Army fighting subterranean threats like the Locusts or The Swarm has been expanded with each instalment of the franchise. Gears 5's story takes place right after the events of Gears 4, and if this is your first Gears game, the game provides a full recap of the franchise ala Devil May Cry V. Gears 5 has the son of series protagonist Marcus Fenix, J.D and his best friends Del and Kait fully being a part of the COG Army after the events of Gears 4. The three stalwart friends are still finding their place in the world, wondering if they are fighting for a just cause. Things get heated when Kait starts getting mysterious visions that seems to indicate a connection with the Swarm and the threat they pose to the world of Sera.



**DEVELOPERS**  
The Coalition

**PLATFORMS**  
Xbox One, PC

**VERDICT**  
10/10




## GAME MODES

The main draw of the game is definitely the multi-chapter story campaign, which can be played with up to 3 players cooperatively. The campaign will take you to places old and new to the franchise, with great callbacks to the previous Gears Of War games. All the usual third-person cover shooter every game in the series featured has been perfected and fine tuned. In co-op, two players will control either Del, J.D or Kait, with the third player controlling the robot companion Jack, who can open doors and use support abilities.

Online multiplayer is also back, complete with all the usual Deathmatch and King Of The Hill game modes that players are accustomed to. New modes include Escape, a 3-player co-op mode that has you escaping massive hordes of the Locusts and the Swarm. Another new mode is Arcade, where you must rack up points to gain better weapons and survive for as long as possible. All these modes are great additions and keeps the game lasting longer than the 14-hour long campaign.



## FINAL VERDICT

Simply put, this is the best Gears Of War game thus far. It is not only a true return to form, it expands the new status quo that Gears 4 established, as well as giving returning players a whole new campaign and fun new modes. If this is your first Gears game, it's a fun launchpad into the series. Hopefully this means we'll be seeing Gears 6 soon, possibly on whatever the next major console Microsoft will be releasing next year. 

INITIAL RELEASE DATE  
29 August 2019

MODE(S)  
Single player/multiplayer

PUBLISHER  
DeNA



# GOTTA CATCH EM' ALL

*Pokemon Masters*

**P**okémon has become an unprecedented success, becoming the world's most successful media franchise ever. While the franchise started within Nintendo consoles and handhelds, the 21st century called for their games to also make the same impact on mobile phones. This led to the phenomenon of Pokémon Go and reintroduction of the franchise to younger audiences. If you were part of the 90s Pokémon craze and are craving for a more traditional Pokémon gaming experience, then Pokémon Masters might just be the game for you.





DEVELOPERS  
DeNA

PLATFORMS  
iOS, Android

VERDICT  
9/10



### GAME DESIGN

### GAMEPLAY

For those who are familiar with mobile games, Pokemon Masters is for the most part, a "gacha" game, meaning that you earn new characters and Pokemon by drawing them randomly through spending in-game currency. From the get-go, you'll create your own character, who naturally has a Pikachu by their side, and just like the anime, you'll be joined by Brock and Misty, along with their signature Pokemon. With that, you'll go through 18 story chapters taking place on the island of Pasio.

Battling is a lot more like traditional Pokemon games, skewing Pokemon Go's swipe and touch gameplay, instead having you manage a party of 3 Pokemon trainers, all with unique skills, strengths, and weaknesses. The battles are faster paced compared to what you'll see in the mainline games due to having all Pokemon from your party and the opposing party duking it out all at once. Knowing when to do the right moves at the right time is crucial to winning a battle. Mechanics like Mega Evolutions and Z-Moves from newer generations of Pokemon, all return in the form of Sync Moves, which are super-powerful attacks that every Pokemon can do after 9 moves or so. Pulling one off at a crucial moment is the key to victory.



INITIAL RELEASE DATE  
29 August 2019

MODE(S)  
Single player/multiplayer

PUBLISHER  
DeNA



### MEMORABLE CHARACTERS

Unlike most gacha games, what makes the characters in this game a lot more compelling is due to the fact that most gamers would have grown up with the Pokemon games, and most of the time, the Gym Leaders and Elite Four members are characters that stood out. The game is pretty generous with giving you enough Gems to get new characters, though you definitely have to grind it out to get more chances. The game also has specific dialogue and missions with every character, letting you find out more about your favourite Pokemon character way more than the original games allowed you to.





DEVELOPERS  
DeNA

PLATFORMS  
iOS, Android

VERDICT  
9/10



### FINAL VERDICT

Overall, Pokémon Masters is the perfect mobile game for long-time and diehard Pokémon fans, with a lot of callbacks and references to the main series of games and even the long-running anime series. It may not be the best place for newcomers to get their start into Pokémon, but it is definitely welcoming to those eager to learn more of the Pokémon series. The gacha mechanics is not as bad as some other mobile games, but can be grating if you want to get the characters you really want. If anything, it is a great celebration of the Pokémon franchise that can be enjoyed wherever you go.



INITIAL RELEASE DATE  
22 August 2019

MODE(S)  
Single player

PUBLISHER  
Square Enix



# A MELODRAMATIC MESS

*Oninaki*

**S**quare Enix has been releasing divisive entries in their long-running franchises, with Final Fantasy XV and Kingdom Hearts 3 splitting up the fanbase pretty heavily. Many long-time Square Enix fans voiced out, wanting Square Enix to go back to their simpler RPG roots, like the SNES Final Fantasy games and Chrono Trigger. In response to that, Square Enix established Tokyo RPG Factory, a subdivision designed to do just that. They have since released throwback RPGs I Am Setsuna and Lost Sphear, and their latest release is the action-RPG Oninaki.





**DEVELOPERS**  
Tokyo RPG Factory

**PLATFORMS**  
PS4, PC, Nintendo Switch

**VERDICT**  
6/10



Party



Calm and level-headed. Kagachi prefers to keep to himself, performing his duties as a Watcher.

HP	500
Speed	20
Inertia	10
Attack	20
Defense	10

  
Goliath

  
Sakura Ichimonji

  
Possessed

  
Goliath

  
Tarakacum

 Kagachi  
 0 / 112  
 Izana



## GAME DESIGN

The game takes place in a sombre world, where spirits of the deceased must be guided into the afterlife by people known as Watchers. The main character of Oninaki, Kagachi, lost his parents early in his life, which lead to him becoming a Watcher for a living. His partner, Mayuka, acts as the moral compass to his life, with Kagachi having a really bleak outlook to life since losing his parents and his constant encounters with death on a day to day basis. Mayuka tries to show Kagachi the bright side to their lives as Watchers. Along their daily missions of guiding spirits, Kagachi encounters a lost spirit named Linne, who is being hunted by a mysterious and powerful spirit known as the Night Devil.

INITIAL RELEASE DATE  
22 August 2019

MODE(S)  
Single player

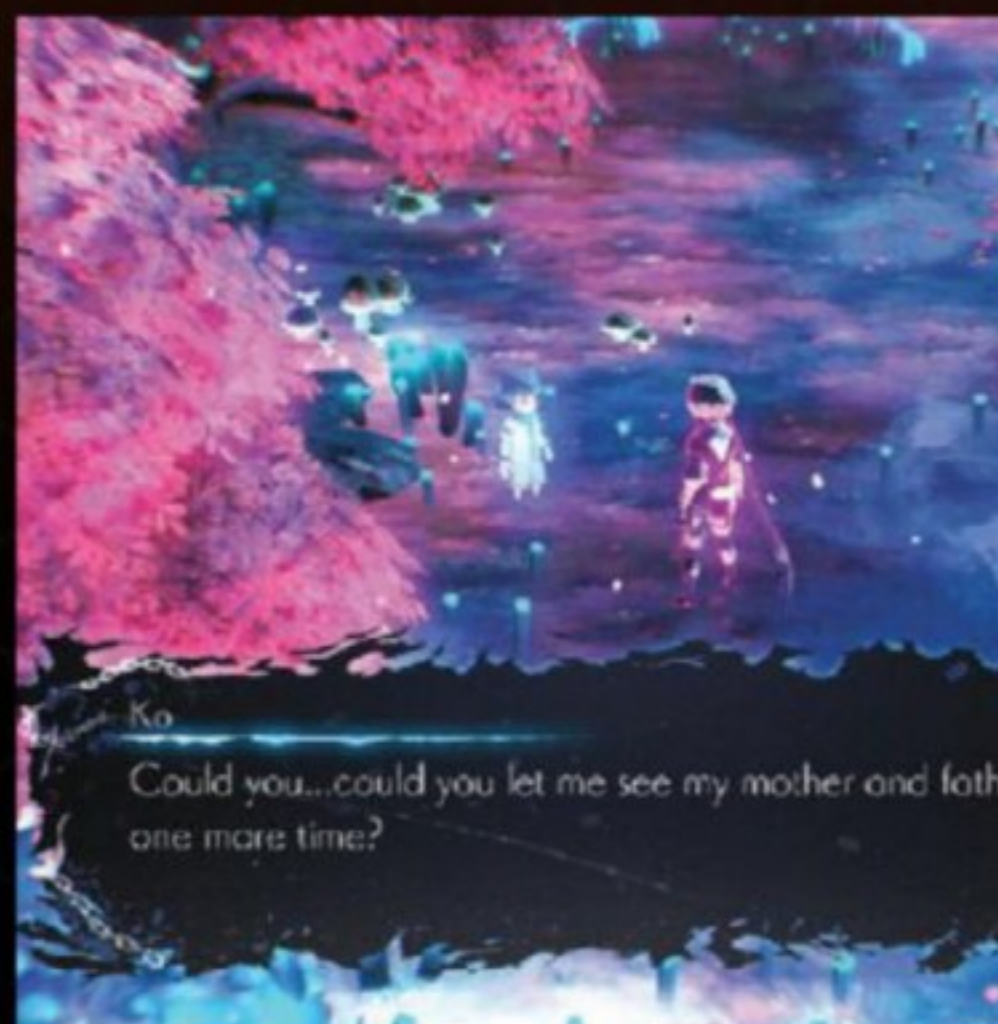
PUBLISHER  
Square Enix



**GAMEPLAY**

Gameplay-wise, the game is an action RPG, with your character being able to attack and use skills in real-time. You will fight monsters and beasts called the Fallen in an isometric angle, with the game's gorgeous anime-inspired art style seen throughout the environments and character designs. Taking a cue from the Light and Dark World mechanic in *The Legend Of Zelda: A Link To The Past*, your main character is able to shift between the Living World and the Beyond, using it to clear enemies between worlds and even open up paths in the overworld.

Mainly you'll be collecting Daemons, who are spirits that you can recruit and manifest. By equipping these Daemons, you get access to new weapons and skills, which you can switch around on-the-fly to suit the battle situation. With each Daemon granting you a totally new playstyle, experimenting between them and figuring out which one is perfect for you is the bulk of the fun that comes with Oninaki's battle system.





**DEVELOPERS**  
Tokyo RPG Factory

**PLATFORMS**  
PS4, PC, Nintendo Switch

**VERDICT**  
6/10




## THEMES AND CHARACTERS

The game poses a number of thought provoking topics to the world the game is set in, as well as to the main character Kagachi. Life and death is a prevalent theme within the game, and the issue of letting go of a deceased loved one comes about time and time again. This acceptance of death and moving on is what gives Kagachi his brooding and moody demeanor, which is a pretty common trope for many anime and manga. The various Daemons that help Kagachi on his quest, like Aisha and Zaav are also fleshed out as you play the game, having these wayward spirits open up on their experiences of life and death.



## FINAL VERDICT

Overall, Oninaki is an alright game. The story and themes do the heavy lifting for it, while the combat can often times feel clunky and repetitive. Give this game a try with the free demo that is available for all systems, and see if this is an action RPG for you. 





## PLAYSTATION SAYS THE X BUTTON HAS ALWAYS BEEN CALLED 'CROSS'

*WHAT?!?*

**S**ony's PlayStation has basically ruined their consoles for me. And if you're wondering why, it's because of a tweet. Just. One. Tweet.

What started off with a wholesome meme, where Twitter user @drip133 commented, "do you say 'x' or 'cross' button", which proceeded to literally everyone alive flaming him, and even one Twitter user saying; "whoever say cross is a cop".

But it wasn't enough for it to end there, and PlayStation just HAD to chime in. PlayStation UK ended up replying at the tweet, saying that; "If the Cross is called X

(it's not), then what are you calling Circle?". Okay fine PlayStation, I sometimes call the Circle button the 'O' button. You caught me. But their rationale for it isn't bad. It actually makes sense. The buttons on the PlayStation consoles are named after shapes, so I guess that canonically, the X is a Cross. But it feels wrong to even think it.

All this is honestly, news to me, because I've NEVER heard anyone call the 'X' button, the Cross button. And it's ridiculous to think anyone would. Low-key, this doesn't really change anything for PlayStation users and gamers, but in my heart, I'll always know. It isn't an X, it's a cross. **PC**





# A TALE AS OLD AS TIME IS TOLD ONCE MORE

*World of Warcraft Classic Is Back!*



the World of Warcraft Classic experience. We look forward to rediscovering its wonders and challenges together with them, starting today.”

World of Warcraft Classic will continue to expand in the weeks and months following its launch, allowing players the opportunity to live through pivotal moments in Azeroth that were previously gone. Among the features and activities set to be introduced to the game across six phases are iconic raids like Blackwing Lair, Zul’Gurub, and Naxxramas; player-versus-player battlegrounds like Warsong Gulch, Arathi Basin, and the classic version of Alterac Valley; and time-limited server-wide events like the Ahn’Qiraj War Effort, and the Scourge Invasion. **PC**

**G**rizzled veterans and hardy newcomers alike can now experience Azeroth as it was in its earliest days with World of Warcraft Classic. The game is already live and is included at no additional cost as part of everyone’s WoW subscription globally. World of Warcraft Classic has been a sort of passion project for Blizzard, and the result is an authentic re-creation of the pre-expansion game in its most feature-complete state, as it was during 2006’s “Drums of War” update (patch 1.12.0).

Blizzard has continued to bring WoW Classic realms online around the world to accommodate the nearly two million players who have created characters in anticipation of today’s launch, and will work to add more based on player population trends.

In many ways, World of Warcraft Classic is more unrelenting and demanding of self-direction from players than today’s version of the game. Activities like raids and dungeon runs must be organized collectively by players on the same realm, with the toughest challenges requiring 40 coordinated and committed souls to surmount.

Classic’s Azeroth is equal parts wonder and hazard, and its trials will push players to their limits. The Alliance and the Horde, in the midst of outright war, are made to reckon with forces whose powers transcend

their own brutal conflict—including some of the most iconic and love-hated of villains of the Warcraft universe, like Ragnaros the Firelord and the Archlich Kel’Thuzad.

“It’s been a long time coming, but we’re overjoyed to welcome our friends new and old to classic Azeroth,” said J. Allen Brack, president of Blizzard Entertainment.

“The community’s excitement is infectious and deeply motivating—it’s clear they’re as thrilled as we are to relive





## WHY THE “GAMES MAKES YOU VIOLENT” ARGUMENT IS NONSENSE

*Breaking Down How Violent Gaming Actually Makes You*

**W**ith the recent news in El Paso and Dayton in the U.S. of mass shootings, politicians and President of the United States, Donald Trump has come out to say that video games are the source of systemic violence in the country. But the thing is, games are worldwide. They're international. The first string of slander against video games came hours after the El Paso shootings where house minority leader Kevin Mccarthy singled out video games as a cause of increased violence in young people.

He goes on to say and I quote, "I've always felt that it's a problem for future generations and others," McCarthy said on Fox's Sunday Morning Futures. "We've watched from studies, shown before, what it does to individuals, and you look at these photos of how it took

place, you can see the actions within video games and others".

### **It's not a video game issue;**

That's all fine and dandy. Video games have always been a scapegoat, especially in recent years to disregard gun legislation in America, and deal with the actual issue. But this begs the question, gaming and video games aren't only an American thing you know.

The same games that Americans play, we play too, and I don't feel like going out and shooting someone. There aren't as many cases regarding video games and violence out of the U.S. are there? I'm pretty sure there aren't anyway. People do horrible things and acts, because of a myriad of reasons, and I personally don't think video games is one of them.

In a response to the heinous crimes, one of which happened at a Walmart, they've now come out and taken some initiative to stopping the gory violence. They've taken down signing and displays referencing violence.

This includes signs, and playable demos for video games. They also mentioned in a leaked internal memo, to cancel any events promoting combat style or third-person shooter games that may be scheduled in Electronics.







So, Walmart has stopped promoting games, but still sells guns? Yes, that's right. Walmart is one of the largest sellers of guns and ammunition in the world. That's the irony of it all. This seems like uniquely an America problem, rather than affecting the rest of the world. Plus, I can't go to AEON and pick up an assault rifle, some ammunition, and walk out, now can I?

**What video games are really about.**

So, the whole point is moot in my opinion. There are LITERALLY no studies that directly relate video games to increased violence, or violent behaviours. Gaming has and always will be something that's dedicated to being 'fun' rather than anything else. It's meant to build a sense of community, bring you an experience unlike any other, and just have fun.

There are thousands of different types of games, from Minecraft, to Candy Crush, to Overwatch, Tetris, and who knows what else. I personally feel it doesn't affect your psyche in the slightest. It is, at its roots, just another form of entertainment. But why is the only one that gets nitpicked every-time something like this happens?


**TV, Movies, and other Media?**

Here's the next argument. What about movies, TV shows, and other forms of media? They most of the time, depict even more graphic violence, and obscenities.



There aren't that many games that even show sexually explicit content. Like full on sex scenes anyway, unlike Game of Thrones, Spartacus, and a myriad of other TV shows. Most of them are equally, or even more so violent and graphic. In my opinion, the defense is utter bullsh\*\*.

The only thing that video games has made me violent about is me breaking my controller, but that only affects me. Sure, there's raging, and a lot of toxic behaviours online. But at the end of the

day, that's all it is. People being shitty over the internet. At the end of the day, I really don't agree with the psychology that video games make you more violent. There's so much that surrounds us that could influence us, but doesn't. Why is gaming the one that gets picked on the most? How is it different from literally any other type of content? It just astounds me that it could even be perceived as such, and this is why I think the whole argument, is bullsh\*\*t. 



# THE LATEST GAMES AND TRENDS

**W**e're back with our next iteration of the latest trends and games in the industry, and things that have really stood out for us. This month, we're taking a look at gaming across all platforms, so there's something for everybody. So, let's get to our list of the best picks of the month!



## Borderlands 3

Borderlands is finally back with their next iteration of their kooky, fun, and just plain ridiculousness in a shooting game. The First-Person adventure consists of a few key features that makes it stand out amongst the rest. The first few things I love about the franchise is the crazy number of guns, the memorable and unique characters, and a

dedicated class system. Not everyone loves having to play a single class, but that's the beauty of it. You actually have to think about what build you want to make, how you want to play, and which skills you really want. If you haven't gotten into the Borderlands universe yet, I would highly recommend it. It's just that good.

## Monster Hunter World: Iceborne

Monster Hunter World has been out for a few years already, but the community and game itself is still going strong. Iceborne really is somewhat of a rebirth for the game, adding way more content, ways to play, moves, and most importantly, monsters. It really is worth the money for fans of the franchise, and it really doesn't feel like just another "DLC", and is practically a game all by itself.



## FIFA 20

Of course, what would a list of the hottest games around be, without FIFA 20? FIFA 20 brings to table, a lot of changes in terms of how the game is played. Depending on how good you were at FIFA 19, you'll love or hate the game. It feels slower than before, with realism taking the place of fun. But there's of course the new Volta game mode, which brings back FIFA to the streets. However, when we tried it out, it really wasn't all that great. But maybe with an expanding storyline, and more teams and customisation, it might just work out after all.



## Downwell

Downwell is in no way a new game, but it's something that came onto our radar when the game was released for free on Android. The game is pretty straight forward, and doesn't really give you an indication on what you need to do. You're a little stick figure dude, jumping down a 'Downwell', which seems to be never-ending, and shooting bad guys with different upgrades, and weapon modes. It reminds me of those old vertical shooters, but downwards, and kind of like flappy bird in the sense that it's a pick up and play. But definitely worth checking out if you've got time to kill on your phone.




## Call of Duty: Modern Warfare

The latest iteration of the Call of Duty lineup is Modern Warfare. The game is slated for a release on 25th October 2019, and is kind of a soft reboot, or as the developer Infinity Wards calls it, a "re-imagining" of the Call of Duty: Modern Warfare series. This time around, there'll be a reset of Modern Warfare's storyline, and creates a relevant, more realistic world with events that feel "ripped from the headlines". Returning characters from previous games will also be features, such as Captain John Price, and others. The game will feature a single player campaign, along with the usual multiplayer and co-op missions.



## Legend of Zelda: Link's Awakening

Legend of Zelda: Link's Awakening is a remake of the 1993 game for the Game Boy. It still has the familiar top down perspective and gameplay, along with elements from previous iterations of the game. This shows that Nintendo is bringing their older Zelda games into the 21st century, and that's pretty cool. The game has a "retro-modern" art style, and kind of has toy-like looking characters, a diorama like world design, and more. There's one cool thing about the game is the customizable dungeons. There, players can create their own dungeons, complete them, and get rewards! Win win! 



# PC.com BEST PRODUCT AWARDS 2019

*Votes will be tallied by the end of November, and winners will be featured in our next issue.*

The most prestigious tech awards in Malaysia has returned. With tech companies having had a whole year to flex their muscles, it's time to see which brands come out on top. The PC.COM Best Product Awards 2019 is here and YOU decide who wins!

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