

GOOGLE PROVES, AGAIN, THAT IT'S EXECUTIVE OFFICES ARE THE LARGEST CLUSTER OF TONE DEAF ASSHOLES ON EARTH

Thu, 29 Sep 2022 14:45:54, newstips66, [post_tag: again, category: facebook-meta, category: google-alphabet, post_tag: google-proves, category: sony_pictures, category: stanford_univ_bribes, post_tag: that-its-executive-offices-are-the-largest-cluster-of-tone-deaf-assholes-on-earth]

NOBODY on Earth wants to pay Google or Facebook to let their evil companies spy on them and stream them the crappiest Games and VR on the PLANET!



[androidcentral.com › google-stadia-failed-after-spending-millions-get...Google Stadia failed after spending millions to get popular games](#)

Google allegedly spent millions to get popular games onto **Stadia**. However, it failed to deliver promised features and exclusive games. It reportedly missed its targets in sales and users by...



[gamerant.com › stadias-bad-whyStadia's 'Failure' Comes From One Major Misunderstanding - Game Rant](#)

Published Apr 01, 2021, **Stadia**'s first-party shutdown means it won't deliver on its promises, but this seemingly stems from one of Google's overarching game dev issues. Google has a long history...



[wired.com › story › google-should-kill-stadiaGoogle Stadia Is a Failure. The Company Should Kill It | WIRED](#)

Ron Amadeo, Ars Technica, Culture, Feb 18, 2022 9:00 AM, Google **Stadia** Is a Failure. The Company Should Kill It, The tech giant's cloud gaming platform faces a slew of tough questions—and few...



[screenrant.com › google-stadia-damning-report-failingDamning Google Stadia Report Reveals Why It's Failing - ScreenRant](#)

Published Feb 26, 2021, Google **Stadia** failed to many an impression on many gamers due to its extreme lack of games, many of which cost the tech giant tens of millions. In theory, Google **Stadia**, should be a big thing, but a new report from Bloomberg details why it has absolutely crumbled under expectations.



[gamedeveloper.com › blogs › the-death-of-google-stadia-was-not-inevitableWhy did Google Stadia fail? Blame Google - gamedeveloper.com](#)

Stadia's 2019 E3 presence failed to show any major additional features or games that players could expect. When the platform launched later in the year, it was missing features it had

promised in the months before. Google did a decent job lining up game industry veterans like Phil Harrison, Jade Raymond, and Alex Hutchinson as key leaders for ...



[startuptalky.com › google-stadia-failure](#)[Why Did Google Stadia Fail to Impress Gamers? - StartupTalky](#)

Google **Stadia** was created with much hope and as a Google-backed product. Yet, at many points, Google failed to impress the gamers with **Stadia** causing an ultimate decision of discontinuing the service. **Stadia** was created as a gaming platform that can be used on any normal screen rather than using the console.



[inputmag.com › gaming › google-stadia-can-be-saved-heres-how](#)[Google Stadia is a total failure. Here's how it can be fixed. - Input](#)

Missing features, limited communication, and a depressingly paltry library. **Stadia** is rife with problems, but most of those issues stem from the company's lack of honesty and transparency. At their initial presentation, Google promised games running at true 4K and 60fps, with virtually no difference between it and a high-end PC — as long as ...



[reddit.com › r › gaming › comments › jlprgr › why_did_google_stadia_fail](#)[Why did google stadia fail? : r/gaming - reddit](#)

Stadia's main selling points are not for most existing+active gamers... they're perfect for the more casual market which already covered over 60% of gaming a few years ago, and is constantly growing. **Stadia** didn't fail. It had a rough start, but it's picking up speed pretty quickly these past few months... tchansen • 2 yr. ago, Exactly.



[androidauthority.com › stadia-not-working-lag-disconnect-1074571](#)[How to fix Google Stadia lag, disconnecting, or not working](#)

Adjust **Stadia** settings in the app If all else **fails**, there is one final sure-fire way to improve latency in Google **Stadia** — reduce the quality of the stream. You can do this via the **Stadia** app ...



[thegamer.com › stadia-shutdown-cloud-gaming-reputation-damage](#)[The Death Of Stadia Is A Massive Blow To Cloud Gaming](#)

Stadia's failure serves to reinforce the narrative that the cloud is a volatile investment for players and a huge gamble for developers. While **Stadia** proved the efficacy of the tech, it also proved that skeptics were right to doubt it. The fear of cloud gaming has just been made real.

[chromeunboxed.com › stadia-leadership-fails-class-action-lawsuit](#)[Stadia's leadership fails its users and passionate development team...](#)

In a new class-action lawsuit, Google is being sued for advertising that **Stadia** was more powerful than Sony's Playstation and Microsoft's Xbox by streaming in 4K when, in fact, few games took...



[sportskeeda.com › esports › 6-reasons-why-google-stadia-will-fail6 Reasons why Google Stadia will fail - Sportskeeda](#)

Here are 6 reasons why Google **Stadia** will likely fail to stay in the market. #6. Subscription service and hardware doesn't make it cheaper, Is it really as cost effective as it sounds? Although...



[community.stadia.com › t5 › Stadia-General › How-Stadia-will-Fail-or-Win-you-decide › ...How Stadia will Fail or Win... you decide. - Stadia Community](#)

Charge \$4.99 / month for a 1080p / 60fps **Stadia** Subscription. This gives users discounts to games, as well as assists with the costs to make sure the games run in 60fps. Call it **Stadia** Gamer Edition (or whatever) \$4.99 / Month, or **Stadia** Pro for \$9.99 / Month. Conclusion I really love the concept of Google **Stadia**. I would like to see it succeed.



[youtube.com › watchHow Could Google Stadia Fail So BADLY? - YouTube](#)

Google. A tech giant. Video games. A massive industry. **Stadia**, an incalculable failure. How could a company so in tune with the internet fail to make a gamin...



[thegamer.com › stadia-fails-your-games-will-still-available-product-directorff Google Stadia Fails, Or Not, You Will Retain Your Games - TheGamer](#)

Published Jul 22, 2019, According to multiple sources from Google, if the **Stadia fails**, players will still be able to keep their purchased games. The launch of the Google **Stadia** is a mere four months away, and potential consumers are learning more and more about the new system, including what will happen to purchases made of the product **fails**.



[reddit.com › r › Games › comments › ps6gih › how_could_google_stadia_fail_so_badlyHow Could Google Stadia Fail SO BADLY? : r/Games - reddit](#)

Destiny on **Stadia** pro would freeze the frame every couple minutes for 2-3 seconds. HDMI 2.1 has a bandwidth of 48 Gbps, even if I were rendering a game at 4K 60, bandwidth requirement is 18 Gbps. When my GPU sends video signals to my monitor, it is using all that bandwidth.



[gizchina.com › 2022 › 03 › 16 › stadia-officially-fails-becomes-a-google-cloud-productStadia officially fails, becomes a Google Cloud Product](#)

Stadia officially fails, becomes a Google Cloud Product, Marco Lancaster March 16, 2022, Since Stadia's debut, it was surrounded by controversies and lackluster features. A few years ago, many...



[community.stadia.com › t5 › Stadia-General › Stadia-premier-edition-fail › m-p › 70480](#)Stadia premier edition fail - Stadia Community - Google Stadia

Stadia premier edition fail I ordered a game that passes the 59.99 limit. I also pre ordered said game. That dates it says for the promotion just says "launches" it never clearly states it needs to be playable or even available to play. The rules also state that you need to buy said game during the promotion period.



[businessofbusiness.com › articles › Google-stadia-failing-Twitch-streamer-DMCA...Google Stadia is failing because its leaders don't understand games](#)

UPDATE: Google announced today via a blog post that it is shutting down its in-house development studio for Google Stadia and will not be investing further in first-party games for the platform beyond any near-term releases. The project will instead pivot towards third-party releases and making Stadia primarily a cloud gaming platform.

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