Texas Instrument Challenge -

Dylan Hale (27286B)

Introduction:

For my Texas Instrument Challenge I will deconstruct and analyze the parts and pieces to a PlayStation 2. I chose this item over a plethora of other choices because of Sony (the company that made the PlayStation 2) and its development of its own semiconductors as a rival to Texas Instrument in the semiconductor industry. I was curious if I would encounter any Texas Instrument parts in a rival company. The PS2 changed how people used gaming consoles as it game with the usual gaming system as well as a fully functional DVD player and added a huge jump in graphics. With these extra features I expected it would have more electronics and more of a chance it would have some Texas Instrument parts.

List of Internal Components:
-Power Source Board   -Power Switch
-Cooling Fan   -Optical Disc Drive
-Mother Board   -Case
-Power Cord

Large Capacit[or]

Capacitors

Ceramic Capaci[tor]

Connector

The power source board [...] [i]nstrument parts. It connects through the connector.
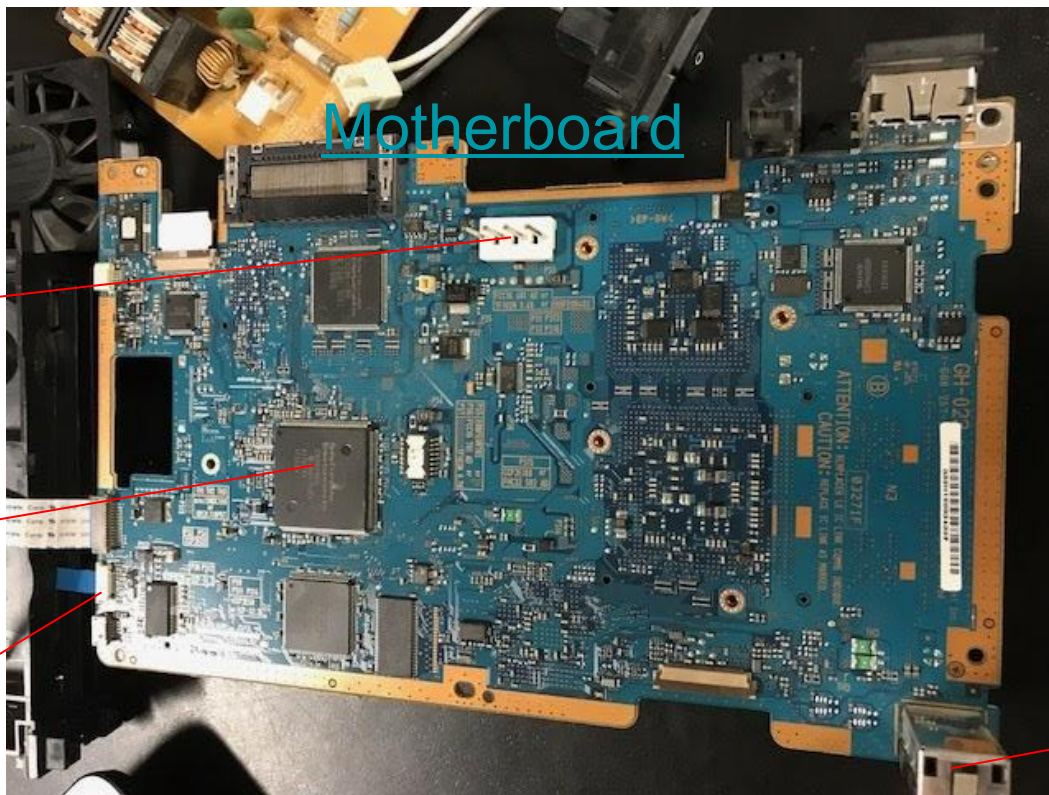
Motherboard

Connector
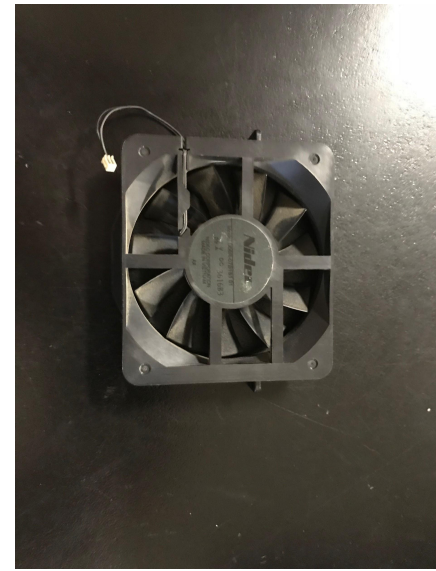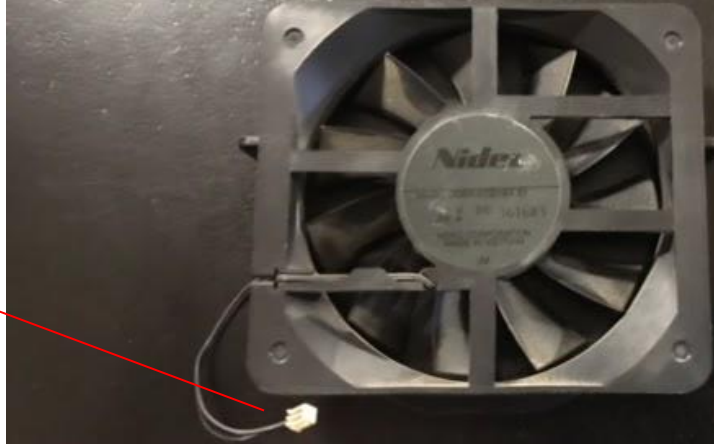
Semiconductors

Ribbon Cables

USB Input

The motherboard controls the PS2, it connects to every electronic through the several connectors, it contains no Texas Instrument parts.

The Fan

Connector

The fan cools down the system. It connects to the motherboard through the connector. The motherboard tells it to activate when the electronics overheat.
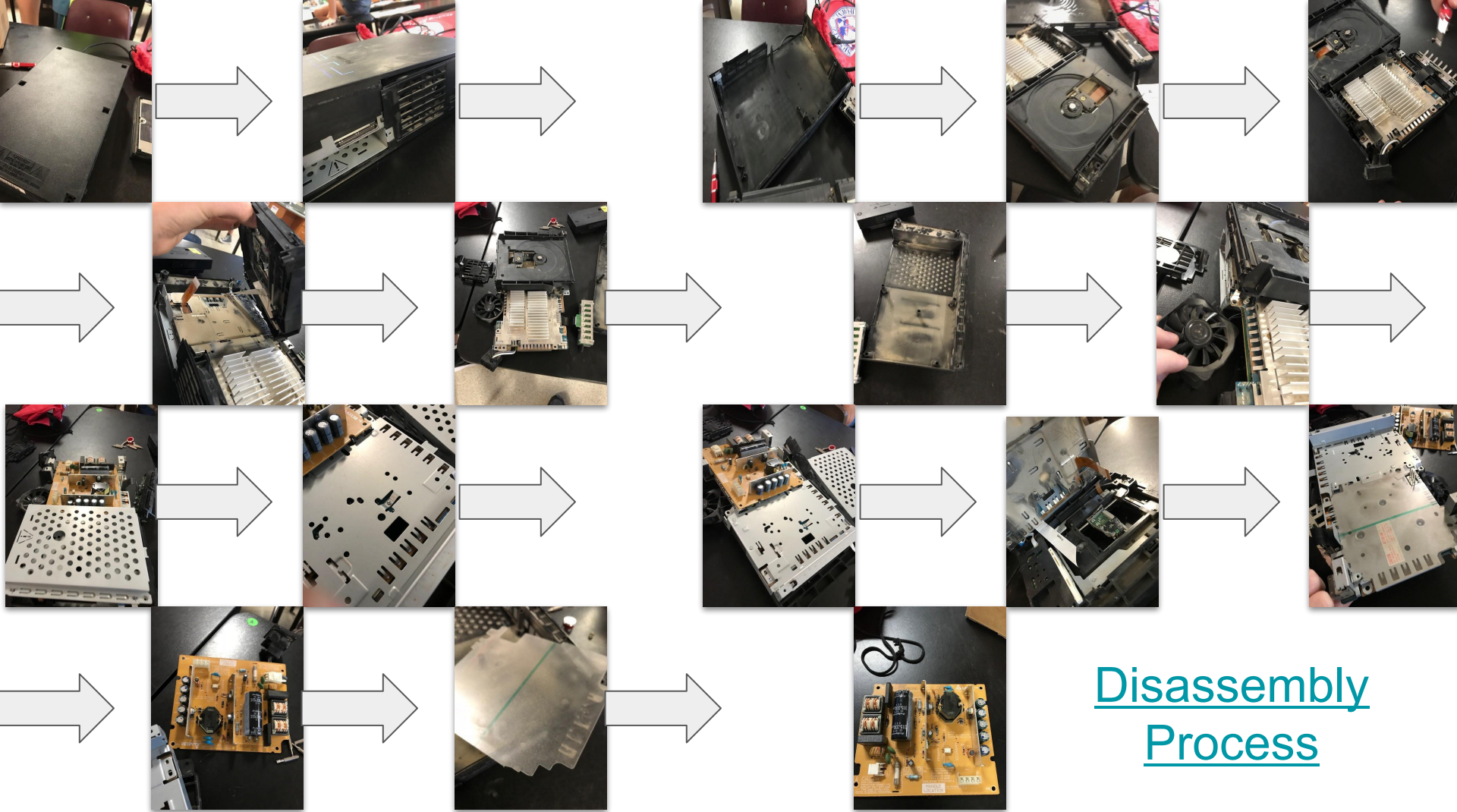
Power Switch

This device allows power to flow from the power source board to everything else. It connects to the power source board through the connector.

[Optical Disc Drive](#)

The picture above shows the optical disc drive. It reads the data off any discs inserted into it. It can play DvD's and PS2 games

Disassembly Process

Conclusion

In conclusion, the PS2 proved to be a challenge when taking apart and took about 2 weeks. After disassembling it I determined that none of the components were manufactured by Texas Instrument. The PS2 was made entirely by Sony products and other manufacturers from China, Japan, and other Asian companies. This makes me wonder if Sony thought it would be cheaper to use their own products than a company based around those specific electronic parts. The Texas Instrument Challenge was enjoyable to do and I believe it will help me later in life by helping me learn about electronics and apply writing to real life situations.