Study on Internet Of Things-Changing The Game

Assignment - 1

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Summary

Internet of Things (IoT) have a come a long way and now it has opened new opportunities in the world of gaming too. IoT has the potential to totally change the way games are played. The reduced usage of consoles nowadays is also a key factor in boom of IoT gaming. The users are demanding less restrictions and more freedom in their experience and IoT can help do that. IoT also provides a platform for a larger audience as more and more smartphones and tablets are connected to the internet. Virtual Reality (VR) is also making a comeback due to improved hardware capabilities. The availability of Free-to-play games also raises the bar for paid games as they offer variety, accessibility, and a thrilling experience for free. The different technologies used in IoT are benefiting not just the large game developers but also the smaller ones. Console gaming has seen a significant reduction in market share due to the rise of mobile and online gaming. The increase in the number of connected devices through IoT has led to creation of new genres of games such as ARGs and social interactive games which are inexpensive but provide exciting experiences. ARG or alternate reality games are interactive networked narratives which use the real world as a platform and employ transmedia storytelling to deliver a story that can be altered by the user's actions and decisions. The introduction of such genres and the growing number of mobile and on-the-go gamers has led to the shrinkage of the market share of console gaming. Pervasive games, which blur the line between game and reality are expected to benefit from IoT technology he development of IoT games requires a thorough understanding of the various technologies involved and the ability to seamlessly integrate them into the game. These games can be used for entertainment, but also have the potential to bridge the gap between complex technology and novice users and solve real-world problems.

Key Contributions from Author

The Author talks about something which is often overlooked, which is the use of IoT in entertainment like gaming. The author goes into detail about the current changes in the world of gaming and how consoles have lost the hold they had over gaming that they used to have a decade or two back with the advent of mobile gaming. The author also goes into newer genres of gaming wlike pervasive games and ARGs which are not mainstream. The author also talks about how the concept of gaming in IoT can be extended to other applications as well, such as business and education. Business analytics believe that for an IoT world to be successful, it needs to be fun and rewarding. Because humans are often not comfortable with giving up control to autonomous systems, these systems need to be designed in a way that is fun for user too. As low-cost sensors and apps become more prevalent in everyday objects, such as soda cans and toothbrushes, it is important for businesses to consider the potential of IoT gaming as a way to introduce complex systems to novice users. A simple example of this is a game that rewards users for using public transportation, such as giving a badge for each train ride and a free family ticket after a certain number of trips. This not only makes the experience more enjoyable for the user, but also encourages them to use the system more often. Thus, while introducing complex systems to a novice user, gaming can act as an ice breaker and even interest the user to move out of their comfort zone into the world of technology. The business implications of IoT game-playing are profound and complex, and any business that taps into it properly is sure to be a winner.

My Views

I agree with the author's views on IoT and the importance it holds on the future of gaming. The author has talked in detail about an often overlooked application IoT. I found the author's idea of using gaming as an ice breaker to move the user out of their comfort zone into the world of technology innovative. Overall the paper was very interesting to read. The only problem one can find with this paper is the lack of technical information on how the said things are going to be achieved in the future. The author talks about the various things IoT can be used for but seldom delves into the how.

Conclusion

The author has produced an interesting and informative paper on IoT in the world of gaming. The paper failed to delve into the technical part of how exactly IoT will be changing the gaming world but it was still insightful. The author's idea to implement gaming to make users adapt to technology is also a wonderful idea I would like to see used more often.