**Group 14**

Topic: Console Preferences and Trends

Hypothesis: Different gaming platforms promote vastly different trends in their respective games.

Initial Points to elaborate

PC:

Most genres.

Both Casual and Competitive Games

Customisation allows for a larger variety of controllers to be used, even those from consoles.

Mouse and Keyboard allows for more precise movement, this would explain the increase in games that require quick, reactive movements.

Promoted Trends: Due to the accessibility and customisation for PC’s most trends originally start here, for example two genres predominantly exist on PC being MOBA and Battle Royale.

Console:

Action Adventure, Shooting Games, Sports Games

Primarily aimed at competitive games such as Call of Duty, Fifa.

Controller is aimed at third person games primarily as a joystick does not allow for precise, sharp movements. This can be seen in most racing games or games where the character moves slowly on an arc.

Promoted Trends: Due to the younger audience being the main demographic of these consoles, specific games such as Fifa and Call of Duty have adopted the “Loot box” ideology in that they sell items for real money and before most other platforms did.

Mobile:

Time wasters, puzzle games,

Market Is primarily filled with casual games that are typically played for a short period of time throughout the day.

Mobile games typically consist of a touchscreen.

Promoted Trends: Because most games are “Idle games” mobile games have promoted the idea of limiting the amount a player can play their game before they must pay real money. This is typically locked behind “time walls” in which the player is forced to wait a period before they can continue.

Literature Review

1)

2)

3)

Design Methods

Primary Research:

* Creating an online survey to decide which games on which platforms are effective and why.
* Experiencing specific games for ourselves(?)

Secondary Research:

* Studying articles that explore the effect of certain games on certain consoles on society.
* Studying sales figures and player counts on key games on specific platforms.
* Studying how long a game stays relevant in relation to the trend they promote.