Robert Schulz

4 Febraury 2015

Composition and Language II

Professor Casson ENG1020

Mobile Gaming vs Console Gaming

The way people viewed the controversy between mobile and console gaming, it started out by saying that if something is created simply and fast will bring faster profits. When first mobile gaming was brought to light those many years ago people expected console gaming will lose its luster because people will focus on mobile gaming than console gaming. One thing people don’t understand is that there is lot of hard core gamers who prefer console compared to mobile but will play mobile when the time is right. The mobile industry may make more money from fast and simple games that cost a little amount of money but their quality won’t be able to compare to console gaming. The first thing about mobile gaming and console gaming is that screen size between these two is way different and most people have their own opinions about each setup some prefer small screens even though it can be harder to see sometimes on the game with people who have bad eyes. The size from small to big is a very big difference when actually playing games because small screens is limited to what you can view on. Most mobile games will have less mechanics for each game because some games on mobile platforms are made very short but they also have that tedious part about them where you can play over and over.

While playing games on a console you have the option from many sizes of screen and also connecting to a mobile device which makes it easier for which gives them an edge against mobile gaming. The bigger screens do give a higher ratio to where games can have way more added features to them and have a faster frame per second rate as well. Mobile platforms are easier to put away and keep on at all times but using console games they do take up a lot of space near televisions or under which can be hectic to some people sometimes. Mobile platforms don’t need the use of a controller but with the new technology that is coming out now they have introduced connection to ps4 controllers for Sony mobile devices now so you can play your console games via mobile devices. There are a lot of controversy about people like to just use touchscreen and there are people who prefer controller because you have a lot more options to use from controller compare to touchscreen. With most touchscreens you can accidently swipe differently and doesn’t go the way you want but controllers won’t do that unless you have spilt or ruin the controller in some way.

While playing shooter games people like to feel of a controller compared to touchscreen because with the touchscreen all you do is touch the screen and it just shots but with controller you have freedom to control the gun either first person or third person views. Touchscreens may have a controller layout on the screen but it isn’t like actually feeling a controller in your hands and how you can use. Many console games have use of the many functions that controllers can use from different mechanics that helps you get through games which would never be able to use on mobile platforms. When playing a game most people prefer to play with better graphics and when you look at it console gaming is decades away with graphics than mobile games are. Why console gaming is way ahead in the graphics department is because they have a stronger processor which can actually be able to hold those kind of graphics. On the mobile devices the processors are cut down because they have to be small compared to the consoles because most people prefer slim phones and processors can’t really perform well if they are smaller version of them. Mobile graphics have been actually using processors that have been used by console games from ten years ago. With this new technology coming out they have been increasing processors that can be small and produce good graphics but still won’t be able to compete with console gaming’s due to the advanced mechanics.

The new gaming out there is becoming the MMO (multi massive online games) and mobile gaming is not able to produce good quality in those kind due to graphics and screen size. The other thing mobile fail against console games would be that they can keep as much as the new console systems can and console systems have a thing where you can improve the mass storage on them compared to the mobile devices. With the mobile device not able to hold as much as the console platforms, mobile devices can’t have any new downloadable content or expansions to games due to small storage amounts. The mass storage is a most when you want to play games because you need room to keep adding more and more games if you are a true gamer and like playing games when bored. Most gamers now a days like having more added content to their games to keep expanding their imagination and mobile doesn’t have that kind of thing. The other thing mobile games do not have that console gaming is audio quality. Another thing mobile can’t be compared to console is that the audio can be heard a lot better from entertainment centers than a mobile because mobile devices can only go so far with audio which some people like to have things loud enough for others to hear.

One main thing mobile devices can’t allow you do with console games is that you can sit back and enjoy without any interruptions. With mobile gaming you usually have to hunch over while playing but with console gaming you can have bean bag chairs, computer chairs, couches that a relax able and even from your bed. Hard core gamers like to play for hours on console gamers where they are comfortable and when playing with mobile it isn’t comfortable when playing for long hours because you slouch, fingers get tired, and eyes start to hurt due to strain for small screen. The results so far with mobile vs console gaming is that console have many pros that will keep people still playing them from now and the near future. Game producers will keep increasing new technology improving the graphics and way you play on console like finally inventing virtual reality games that are way beyond anything now.

Cites

1. Wolman, James. "Why Mobile Gaming Isn't Killing Consoles." VentureBeat. N.p., 10 Feb. 2014. Web. 22 Jan. 2015.
2. Sowards, Andy. "Mobile vs. Console vs. PC: Battle of the Gaming Devices." InfiniGEEK Geek Lifestyle The Universe and Beyond. N.p., n.d. Web. 22 Jan. 2015.
3. Kain, Erik. "Mobile Gaming Won't Kill Off Video Game Consoles." Forbes. Forbes Magazine, 04 Aug. 2012. Web. 22 Jan. 2015.
4. Stark, Joseph. "Game Consoles vs. Mobile Devices: Is Console Gaming on Life Support?" Techi Fresh Daily Technology News. N.p., 2 May 2014. Web. 22 Jan. 2015.
5. SHAHID, HAMMAD X. "Why Mobile Gaming Will Not Replace Consoles/PC | GearNuke." GearNuke. N.p., 06 Jan. 2014. Web. 22 Jan. 2015.