

Michael Lam

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Dr. Dillon

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Gaming on the Go

Many people across the world view the act of playing games, commonly known as “gaming,” as predominantly a sit-down hobby. On the contrary, many games that individuals play nowadays are “mobile” rather than involving sitting down in a specific area for a period of time. Ars Technica, an article about the mobile platform, indicated mobile gaming has finally dominated the growing gaming industry by 51% in worldwide sales in the year 2018. Although each individual part of the gaming industry may seem the same to an outsider, mobile gaming has made itself distinguishable from others fields, such as console and personal computer (PC) gaming. Mobile gaming can be defined by the types of devices and the purposes of playing.

One of the factors that define a mobile gamer is the type of device one uses. Phones and tablets are two of the many devices that are used by these specific consumers due to their availability, compared to the more expensive consoles and PCs. Unlike stationary consoles or PCs, the GameBoy, made by Nintendo in 1989, became big for mobile gamers since it allowed players to play their favorite games outside of their homes. This further incentivised companies, such as Sony, to create handheld devices and system-exclusive games. Consoles, PC gaming and mobile gaming became their own category as a result.

Another aspect of mobile gaming is the purpose of their games. In fast-paced city life, many people become addicted to their mobile devices. A majority of workers or college students

do not have the luxury of free time at home very much. As a result, consumers download and play video games on their phones or other more powerful handheld devices. Many people play mobile games as a means of passing their free time or satisfying their amusement with the little time they have. Other reasons also include the fact that mobile games are unique and many of those kinds of games are not provided on consoles or PC, further distinguishing mobile gamers from the two others.

Overall, mobile gaming in the gaming industry has definitely made an impact in the gaming industry. Although it's still not as mainstream, it is undeniable that mobile gaming stands out due to the types of device and the purposes of playing.

Orland, Kyle. "Mobile Gaming Cements Its Dominance, Takes Majority of Worldwide Sales."

Ars Technica, 2 May 2018,

arstechnica.com/gaming/2018/05/mobile-platforms-now-account-for-more-than-half-of-all-game
-spending/.