

Platform Comparison Between Games Console, Mobile Games And PC Games

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Abstract—In terms of platforms and game console, there are differences between, mobile games and pc games in the way it is used, the operator, the main event play, the game design and even the way the game work. We know that all the games on console platforms, PC and mobile, have their own characteristic which have advantages and drawbacks

All platforms compete to win the rating for the sake of their platform continuity. For rating, all games platforms develop games that are more qualified. Those games will determine the quality of the platforms, so that the game developers of each platform develop their games maximally to compete.

Keywords—Game Console, PC Games, Mobile Games, Platform, Product Rating Game

I. INTRODUCTION

Video Game is a game that uses the interaction with the user interface through the images produced by the video device. In the electronic system tool that is used to run a video game is a game commonly called platform. The examples of platform are PC (personal computer), mobile games, game consoles. Those platforms are circulated up to now. Game aims to entertain players it is, usually favored by children and adult. Many outstanding games come from a variety of platforms nowadays; among other console platforms, mobile and pc. Those platforms have their own games with specific characteristics that have advantages and disadvantages.

When it was first released, video game device also marks the console. After that the world game began to grow rapidly, several video games consoles produced by companies engaged video game came up to

the market. Computer became popular because games can be played in the PC. Despite its popularity, only in the beginning of 80s era, PC game really started to expand vastly.

In the 1980s people preferred PC than console game. The reason was due to the fact that computer was very functional as a tool to play game and as a productive workstation. As a result, PC game consoles became rampantly popular in the middle of Nintendo games NES's popularity. There were many PC games which have simpler display compared to nowadays PC.

In the 1990s, PC games developed. The presence of PC games was parallel to other popular game consoles. Various PC games with various quality were released every year. Its popularity continues until the beginning of this millennium and until now. PC games become increasingly popular today, especially as some games provide online features that make PC gaming attract more enthusiasts. PC games started in 1970 when PC was growing as initial generation of game console. Video Game was first launched by a company called Magnavox Odyssey and named Odyssey. Only after the beginning of the second generation, the term 'console' is starting to be used. When the company named Fairchild tried to revive the world of video games by creating VES (Video Entertainment System), it got minimum response from the market as PC games were more popular at that time.

Furthermore, the Third Generation Company from Japan initiated the manufacture of game consoles newly named Famicom and made NES (Nintendo

Entertainment System) game consoles. Starting then on, console was started to get the re-recognized and greeted warmly until finally an early game was developed Super Mario Brothers.

After the success of Famicom in initiating in the 4th generation-NES received a warm welcome from the entire world, then sega released Sega Genesis with Sonic The Hedgehog as its icon. Not to be outdone by Sega Genesis, Nintendo launched SNES (Super Nintendo Entertainment System). In the last four years, these two companies became the mortal enemy

The next generation, generation 5, was released. In this generation, a legendary game console appeared to compete Sega and Nintendo. After a fierce competition between Sega and Nintendo, a new competitor, Sony, came with the Playstation. Sony replaced cartridge with a CD and produced maximum results and success.

After Sony Play station became popular, the popularity of Sega and Nintendo were gradually down. Starting from generation 6, sony playstation was developed into Sony Playstation 2, which uses DVD instead of CD. Again, a serious competitor, Microsoft launches Xbox console which still less popular than Sony Playstation 2. Then came Generation 7 where Playstation's popularity decreased after it produced Playstation 3 that was less competitive than BOX360 and Nintendo with its newest output Nintendo Wii

In the Generation 8 until now. Sony Playstation, made a breakthrough made a breakthrough by upgrading PS3 and turned it into a PS4 so that the number of sales in this era increased and bigger than the two competitors. The story of Mobile Games began in early 1994 with the first game namely Tetris contained in Mobile MT-2000, but Mobile Games became a phenomenon when Nokia released 'Snake' games. In the 2000s-Nokia launched the latest release of HandPhone named N-Gage with symbian as its main base. However, there were not many games provided then. After that Mobile

games with Java as its base enlivened mobile gaming industry.

Then come the era of downloadable games initiated in 2008 that could be done in Apple Mobile which began to use Apple App Store that used to download. After that Android appeared along with the popularity of smartphone. Since then more games have been released and can be played on the phone.

II. LITERATUR REVIEW

2.1. Game Console

Game Console is a video game in which the users use a special console to play. For example, Nintendo Wii, Sony PlayStation, Xbox Console, etc. Game consoles have various advantages such as :

- Having special controller or joystick for playing games and every game console has a different joystick.
- Having a wireless / do not use cable controller.
- Having a system that can be used for internet surfing

However, it also has drawbacks :

- It is hard to take it in a trip because it requires continuous electrical energy and TV as the primary media to play
- the price of the platform is outrageously more expensive than other platforms.
- The Game price was also outrageously more expensive than other platforms.

2.2 Mobile Game

Mobile gaming is a video game in which users use smartphones or PDA media.

Mobile games have advantages, namely:

- Easy to carry because it has a battery that can be re-charged
- Easy to store anywhere
- Relatively free / the game is free

And its disadvantages are :

- The quality of its graph is less supportive than other platforms
- Many of its game is free so that the quality is not guaranteed

- c. The game is easier get error than other game platforms.

2.3.Game PC

PC game is a video game in which users use computer or laptop as a tool to play. PC games have the advantages of:

- a. Having Game Engine which can be changed if there is an error or bug
- b. Having the best PC graph from all platforms
- c. Having no restrictions to play it using a PC because all devices can be upgraded over time

The drawbacks, among others are :

- a. a.It can't be portable as it is using a computer
- b. The price of electricity the game used is expensive
- c. It is more complicated to fix it from damage.

III. RESEARCH METHODOLOGY

To collect data, these author use questionnaire. The questionnaires contain the comparison of three most popular platform nowadays, Game Console, PC Game and Game Mobile. The writers distributes it through Facebook, BBM and Line that are easily filled by the respondents.

IV. RESULTS AND DISCUSSION

For the questionnaire, the writers got 30 respondents. The game Platform most often used by the respondents were PC games with 35% as well. Mobile Game with 35%. The second most popular was Game Console with 30%.

Many people in their busy routine of work, school and other things are still able to play games on mobile game platform (50%), 33% PC Game (33%) and Game Console (17%).

Many of the respondents consider PC games superior in terms of graphics than others, so it gets 50% of vote for the best

detailed picture. The rest, Game Console has 33% and Mobile Games have 17%

In terms of flexibility, 75% of the respondents considered Mobile Games platform more flexible as it is easier to carry and its battery can be charged anywhere. Game Console got 25% of the vote and PC games got 0% of the vote

On price, the respondents argued that the Mobile Game Platform is cheaper than other platforms because Mobile Game got 50% of the vote while the Game Console and PC Games got 25% of the vote.

It ranked first in the compatibility of the sound with 50% of the respondents is choose PC gaming platform because it has a compatible response while browsing the internet and playing, the second game was Game Console and Mobile Games with 25% votes.

In terms of specifications, PC gaming platform remains in the first place with 75% of the votes because it can be used in a wide variety of games without being impaired. The second place was Game Console which can only be played using console by 25% of the votes. Mobile Games got 0% as its specifications less than two platforms above.

In the case of variation, PC game was still in the first rank with 50% as it can play almost all games. On the second place is Mobile Game (35% of the vote) because it resembles PC games platform Game Console gets 15% of the vote because it only can play Game in the console

In terms of privacy and comfort in playing a game, Mobile game platforms became the first by getting 50% of the vote, while the PC and Console games each got 25% of the vote.

In terms of satisfaction in playing the game, the respondents chose PC game platform 75% of the vote as a they can play any games they want Console games was ranked second with 35% of the vote and Mobile games got 15% of the vote

When the respondents were asked to choose which of the three platforms that attracted the respondents most, it was PC

games with 50%. The second rank went to Game Console with 25% of the vote and the latter is Mobile Game with 25% of the vote.

V. CONCLUSIONS

Based on the data the authors obtained from all the questionnaires and based on the premises that each gaming platform have positive and negative side, a new platform known as VR (Virtual Reality) technology. May emerge as a combination of all existing platforms. Meanwhile the existing platforms can still be developed further.

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