

Practical Considerations of Mobile Game Design

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This keynote addresses some of the practical considerations surrounding mobile gaming from the perspective of the game designer. Mobile games have a number of advantages and limitations not found in other forms of video gaming. In addition to the usual issues surrounding the small form factor of the device, and the features offered by networking, the designer must address such things as the personal safety and security of the user, the circumstances in which the game may be played (on foot, in a vehicle, etc.), and the most appropriate means of generating revenue from a small game. While seemingly mundane, these and other factors influence the designer's creative choices, and it is better to understand them in advance than to create an innovative game which proves to be unplayable or unsalable for practical reasons. The keynote ends with a discussion of the features we may expect to see in future mobile devices and some ways they could affect game design.