



A Suggestion for Classification of Mobile Games

Merve Yıldız¹, Ekrem Bahçekapılı², Hasan Karal³

1 Karadeniz Technical University Department of Distance Education Application and Research Center

2 Karadeniz Technical University Faculty of Economics and Administrative Sciences
Department of Management Information System

3 Karadeniz Technical University Fatih Faculty of Education Department of Computer Education and Instructional Technology

Abstract

Developments in science and technology have changed the concept of play, which has a cultural structure. In the process of this change, people have played face to face and usually on the street, left the place of software played in online platforms called digital games. Particularly progress in computer technology digital games designed for entertainment has been made a market. This has turned into an exciting adventure for digital gaming enthusiasts. The increase in computer ownership, the ability to store data, the speed of internet connection, the diversity of portable devices and social media have helped the digital game industry to grow. The widespread use of mobile devices has made it possible to reach digital games anytime, anywhere. It is stated that during the last 30 years, children have increased significantly in their time spent on computer games, while the primary and secondary school students have changed their weekly 4 to 13 hours of spending on digital games [1]. In a study had been stated that university students used smartphones, a mobile device commonly used today, for playing games the most [2]. In another study, % 72.5 of middle school students said that they played digital games for free-time activities. Same group emphasized that supporting both free and in-app purchases, offering online playing options and being able to play both on the mobile platform and on the computer are important features of digital games [3]. These findings show that mobile games are popular among today's children and young people, who are called digital natives.

From here in this research aimed to present a structural framework for the classification of games played on mobile platforms. For this purpose, the digital game taxonomies in the literature are analyzed descriptively. According to initial findings, there was no study on the classification of mobile games. In the studies, it has been seen that various approaches such as psychology and rehabilitation are comprehensive taxonomies as well as different types of games such as gambling games, business games, and serious games. The themes highlighted in these classifications are the graphical interface of the game, the progress of the game, the number of players, the duration of the game, the time the story passes, the prizes, the game type and the option to save the game. However, it is necessary to take into consideration for a mobile game that the online and offline playing status of the game, the physical interaction



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(touch, drag and drop, etc.) of the game, and the ability to reload and replay the game when the device is changed. Because these features are determinants of both the characteristics that should be games for game designers and the reasons for the players to prefer that game. In addition, age restriction (PEGI, ESRB, etc.), which allows the evaluation of inappropriate content, is considered to be an important component in the classification of mobile games in terms of protection of children and young people who do not drop the phone by hand. For this reason, it is considered necessary to create a taxonomy specific to mobile games, and such a study is thought to contribute to the literature. It is expected, however, that the classification that will emerge at the end of the study will lead to mobile game developers, provide a framework for game evaluators and allow for different researches.

Keywords: mobile games, classification, taxonomy

References

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