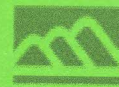**UCSI**
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In collaboration with
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The Derbyshire Business School

INDEPENDENT STUDIES
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**A project completed as part of the
requirements for the**

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entitled

"A Study on Gaming in Game Consoles, Personal Computer and Mobile Devices"

by

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in the years < 2005 – 2006 >**

Abstract

In this research, the focus is on electronic gaming. The areas covered were on three different electronic gaming devices -video game consoles, personal computers, and mobile devices- and the games that can be played on them. The similarities and differences of these devices were reviewed. A brief history of these devices was also looked at. Besides that, a survey was done to see gamers' gaming behavior and preferences. Gamers were ask to complete questionnaire regarding the gaming devices and also on the games. These were important because I wanted to make a prediction of how the gaming market looks like in the future.

Data needed for the project were collected through literature reviews and the survey. There were also some observation done and my own personal experiences were taken into account too. Reviews of books, Internet articles, Journals, and newspaper articles were read and reviewed. All these were done in Chapter 2. A summary were written for the reviews too. For my survey, data were collected through a questionnaire. The questionnaire were sent to my contacts through e-mail and also posted in forums on the Internet.

I have found out quite a few things through this research. The findings can be found in Chapter 4. Among the things I have found out are that most gamers were male and video game consoles were the preferred electronic gaming device. I have also found that most of the upcoming gaming devices can support multiple players and also access the Internet. This proves that electronic gaming now is not limited to 1 or 2 person but can support millions of people around the world at one time.

In the end, I was able to see what each device can do. Some not only can be used to play games but can be used to perform many other tasks such as communicating, take

pictures and videos, and record information. I also predict in my opinion that Sony PlayStation 3 will be the best gaming console in the future. Personal computers will have a greater impact on the gaming scene too with its ability to connect users from around the world through the Internet. Meanwhile, mobile devices such as smartphones and mobile phones are beginning to resemble a mini computer based on its advancements. So I could say that this research proves that the gaming market will be very different in the future.