

Issues with multiplayer online mobile phone games



Introduction

The purpose of our research was to improve the HCI design issues on mobile phone games. All multiplayer games involve communication but it is lacking on mobile phone. Games on phones have developed visually but they need the communication aspect. We have developed a prototype to allow the users to talk with each other while simultaneously playing.



Acknowledgements
We would like to thank our mentor Jeen and the students in our class that took our surveys



Methods

- Conducted literature research
- Analyzed current games and their features
- Created and distributed surveys
- Researched current apps on phones
- Researched technical aspects of phone and apps
- Assigned roles in group and allocated work to allow for the most efficiency



Future Work
Developing a game that reacts to players voice on mobile phones where the voice is the controller.



Data Taken from surveys:

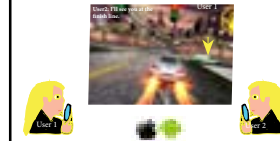
- 1.Do you play games on mobile phones? 93.3% Yes
- 2.What type of games do you play 63.3% Arcade
- 3.How do you communicate with other players? 78% I do not communicate with others or I text
- 4.What type of phone do you have? 55% Android 43% iPhone 2% BlackBerry or Other
- 5.Would real time communication better your experience? 55% Yes
- 6.What type of game would you like to see implement this system? Shooting games, Racing Games, Arcade Games



- References**
- <http://www.cactusmansoftware.com/>
 - <http://samingersoll.com/category/success-skills/success-principles/>
 - <http://www.tech-faq.com/data-warehouse.html>
 - <http://thetechnologicalcitizen.com/?p=2197>



Prototype



Our prototype that we have named in-game allows a user to talk to another user in real-time while enjoying online mobile gaming. The system allows a user to talk to the phone and have a text output or voice output depending on what setting is selected.

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