

Title: **Pelaaminen Matkapuhelimella Nyt ja Tulevaisuudessa**

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Abstract:

In this article we discuss the special characteristics of mobile phones and the question of how these characteristics could be taken into consideration when developing mobile games. Traditionally mobile games have been designed from the point of the lowest nominator, trying to figure out how to implement good game design into a platform that is not primarily a gaming device. Awkward controls and limited audiovisual capabilities have been in the main focus when developers have redesigned traditional computer and console games into a mobile platform. However, mobile phones have many special characteristics that could be utilized in game design. They feature advanced networking capabilities, a vast array of sensor technologies and a unique culture of use compared to stationary systems such as computers or gaming consoles. By focusing on these qualities in game design, mobile games could acquire an identity of their own instead of being mere toned down versions of computer and console games. Aiming at the strengths of the device could open up new possibilities for game design, create new gaming experiences and possibly spawn a new mobile gaming culture.