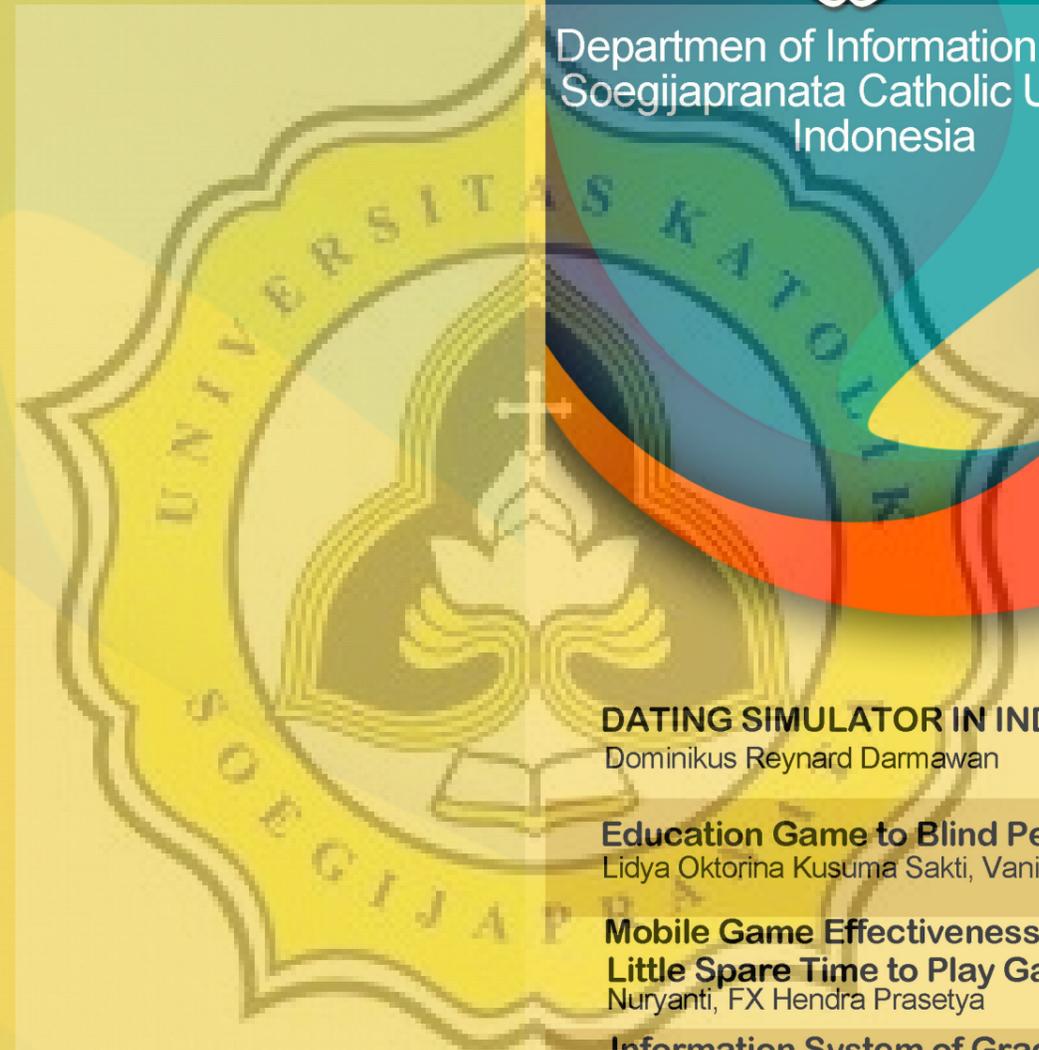




Department of Information Systems  
Soegijapranata Catholic University  
Indonesia



**DATING SIMULATOR IN INDONESIA**

Dominikus Reynard Darmawan

1-4

**Education Game to Blind People**

Lidya Oktorina Kusuma Sakti, Vania Wahyu Febriani

5-9

**Mobile Game Effectiveness for Game Enthusiasts Who Have Little Spare Time to Play Games**

Nuryanti, FX Hendra Prasetya

10-12

**Information System of Graduation in Administration and Academic Bureau Soegijapranata Catholic University**

Albertus Dwiyoaga Widianoro

13-18

**The Difference Between Using Proxy Server and VPN**

David Dwiputra Kurniadi

19-22

**Platform Comparison Between Games Console, Mobile Games And PC Games**

Geraldus Galehantomo P.S

23-26

SECRETARIAT :  
Department of Information Systems,  
Computer Science Faculty  
8th Floor Henricus Constant Building  
Jl. Pawiyatan Luhur IV/1, Bendan Dhuwur  
Semarang, Indonesia



# SISFORMA

JOURNAL OF INFORMATION SYSTEMS

---

**Chief Editor :**

F.X. Hendra Prasetya, MT

**Editorial Board :**

Dr. Ridwan Sanjaya

Yulianto Tejo P., MT

B. Harnadi, MT

T. Brenda Ch., MT

Erdhi Widyarto, MT

B. Retang Wonghangara, SS, M.Hum

Dr. Antonius Suratno

**Reviewer :**

Dr. Chanintorn J. Nukoon (Assumption University, Thailand)

Trianggoro Wiradinata, Ph.D (Ciputra University Surabaya)

**SECRETARIAT :**

Department of Information Systems, Computer Science Faculty

8th Floor Henricus Constant Building

Jl. Pawiyatan Luhur IV/1, Bendan Dhuwur

Semarang, Indonesia

# Mobile Game Effectiveness for Game Enthusiasts Who Have Little Spare Time to Play Games

Nuryanti, FX Hendra Prasetya

Department of Information System, Faculty of Computer Science  
Soegijapranata Catholic University, Semarang, Indonesia, 50234  
yanti7566@gmail.com

*Abstract - The development of technology continues to increase. As well as the development of game that pamper the player. But on the other hand, with the increasing development of technology, gamer's demand will also be higher as well. As example, technological devices to play games should be more practical, light, and easy to carry anywhere. This paper will discuss about the effectiveness of mobile game for game enthusiasts.*

*Keyword: effective, game, mobile*

## I. Introduction

### 1.1 Background

Games have clung to daily activity and society, ranging from children to adults. The development of the games increasingly demonstrates their existence. At first, games are only played as entertainment, but now games have been able to switch their functions. For example, games can be used as educational tools or as media of regional or national competition.

The development of the game itself rapidly increases. Long time ago, game was only played on computer, but now it can be played as a mobile game. The mobile game itself is designed to be played on mobile device such as PDA, smartphone, PCs tablet or portable media player. Mobile game is made based on Operating System (OS) such as Symbian, Apple iOS, Android, and Windows phone. The rising number of OS users will persuade others to use mobile game.

Because of the mobile game development nowadays, the users will be addicted to play it more, but it will be difficult for those who are busy and do not have much time to play their favorite games.

This thing can cause the users stop playing the game. Therefore, practical media are needed to be played whenever and wherever by people who do not have spare time.

### 1.2 Purpose

The purpose of this paper is to introduce to the public about the advantages and benefits of using a mobile game. The reason of this paper is just because the people sometimes do not even have time to have some entertainment or maybe educational media in their daily activities. This paper hopefully gives knowledge and entertainment through mobile game that can be played anywhere and anytime effectively.

## II. Literature Review

### 2.1 Mobile Game Definitions

According to Lam (2003, p9), mobile game is a game that not only can be played via mobile phone and smartphone, but it can be developed in a wide variety mobile handsets such as PDAs, Symbian OS, Android OS, and Microsoft.

### 2.2 Mobile Game History

The mobile game history began in 1997 when Nokia released a new type of game which called "Snake" that could be played by using mobile phones. In 1999, there was a new trend of mobile game which based on WAP, and there was also an SMS game. In 2001, with the development of the mobile phone specifications, the games could be played on the colored screen with a better graphic support and had been able to be downloaded. In 2003, Nokia introduced N-Gage and online game with the same platform. Until now this platform has supported 3D platform with the better quality

and resolution that supports the programming platform.

### 2.3 Mobile Game Advantage

According to Anonymous (2003, p4), some the advantages of mobile game are:

#### 1. Huge Potential of Consumers

At this time, the number of the populations in developed countries who have mobile phone is bigger rather than those who have computers at home. The potential of mobile phone enthusiasts is greater than the other platform potential market such as PlayStation and GameBoy. Nowadays, the number of mobile phones which are used is more than one billion, and it will increase as predicted.

#### 2. Portability

GameBoy has sold more console game compared to the other because in the current era people prefer to play games that can be played any time. Portability is an important thing for people. A mobile phone is probably not a good tool for a game rather than modern console or computer, but people can bring it all the time

#### 3. Network

Mobile phone is a network device which supports multiplayer game although there are still some deficiencies on it.

### 2.4 Mobile Game Examples

Actually, there are a lot of mobile game examples. There are simple, complicated, and good games such as:

#### 1. Angry Birds

It is developed by Rovio and became popular since 2009. There are several editions of Angry Bird include Angry Bird Season, Angry Bird Rio, Angry Bird Magic, Angry Bird Space, Angry Bird Heikki, Angry Bird Star Wars, Angry Bird Star Wars 2 and Angry Bird GO!

#### 2. Subway Surf

This game is developed by Kiloo Games and Sybo Games. The latest release is Subway Surfer World Tour which has been released in February 2015.

#### 3. Pou

It is developed and published by Paul Salameh. Pou has a brown character like an alien. It looks funny because it resembles a triangle potato. (basic colour of Pou).

#### 4. Avatar Fortress Fight 2

It is developed by TopGames, and its rating is 37.386 for approximately. Additionally, it has already been downloaded over 1 million times.

#### 5. Collapse

It is a matching game that requires player to match a few same colored blocks. It is developed by GameHouse.

There are still many more games which can be played on a mobile game.

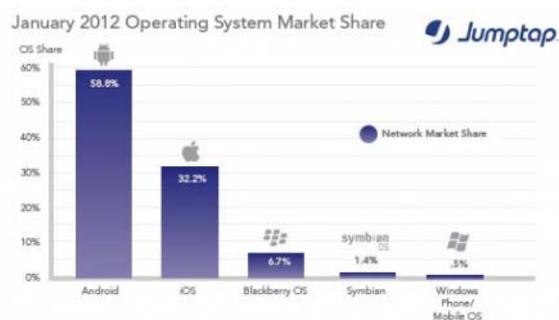
### III. Observational Methodology

The methodology used in this paper is by analyzing the data. The technique that is used is library research which requires the writer to collect some information from e-book that related to the discussion in this paper, ranging from some definitions and images for this discussion.

Figure 1 shows that actually the appearance of mobile phone game is as good as game on PC or other devices.



Figure 1 Game Display Example on Mobile Game



**Figure 2 OS Comparison Table Example Used In Mobile Game**

Figure 2 shows that the most used operating system for mobile game is Android with the percentage of 60%.

**IV. Research and Discussion Results**

The comparison of mobile game by console game can be seen in the table 4.1.

**Table 4.1 Comparison Table of Mobile Game and Console Game**

Mobile Game	Console Game
Platform is small and not heavy.	Platform has great shape and it is also quite heavy.
Can be taken anywhere.	Cannot be moved and cannot be taken anywhere.
Can be played whenever and wherever.	Can only be played with console and television.

The result of the analysis is that mobile game can be taken anywhere because of the small platform, and it does not require too much space. In addition, anyone can play games anywhere and anytime they want. Mobile game development is very rapid, and its feature and appearance are getting better. Mobile game also becomes one of the alternative options of entertainment media, especially for game enthusiasts when they want to play game in their daily activities, due to great support such as Android operating system.

**V. Conclusions and Suggestions**

Here are the conclusions of the writing and the data analysis that has done:

1. The shape and appearance of mobile game platform are practical and effective to be carried around without requiring a lot of space.
2. Mobile game can be played anytime and anywhere without having any problem as playing in PC, and the shape, size or

- usage are easier and more practical rather than the console.
3. The support of a great operating system also adds more value from mobile game.

For suggestions:

The effectiveness of the mobile game should be improvised, especially in its durability. For example, the battery should be able to deal with heat that caused by long-time use, especially for game enthusiasts.

**ACKNOWLEDGEMENT**

Nuryanti is a student who receives a scholarship from the Ministry of National Education of the Republic of Indonesia (Beasiswa Unggulan Kemendikbud Republik Indonesia).

**References**

- [1] [thesis.binus.ac.id/doc/Bab2/2009-1-00055-IF%20bab%202.pdf](http://thesis.binus.ac.id/doc/Bab2/2009-1-00055-IF%20bab%202.pdf)
- [2] [thesis.binus.ac.id/Doc/Bab1/2011-2-01152-IF%20Bab1001.pdf](http://thesis.binus.ac.id/Doc/Bab1/2011-2-01152-IF%20Bab1001.pdf)
- [3] [eprints.uny.ac.id/8370/4/bab%205%20-%2008303241026.pdf](http://eprints.uny.ac.id/8370/4/bab%205%20-%2008303241026.pdf)
- [4] <http://agatestudio.com/blog/tag/platform/>
- [5] [http://repository.amikom.ac.id/index.php/add\\_downloader/publikasi\\_08.11.2178.pdf/2588](http://repository.amikom.ac.id/index.php/add_downloader/publikasi_08.11.2178.pdf/2588)
- [6] [eprints.uny.ac.id/9213/2/bab%201%20-%2008303241027.pdf](http://eprints.uny.ac.id/9213/2/bab%201%20-%2008303241027.pdf)
- [7] [www.theesa.com/games-improving-what-matters/mobile-games.asp](http://www.theesa.com/games-improving-what-matters/mobile-games.asp)
- [8] [billychrisnada16.blogspot.com/2012/](http://billychrisnada16.blogspot.com/2012/)
- [9] [reza-febrianto.blogspot.com/2014/](http://reza-febrianto.blogspot.com/2014/)
- [10] [fitriafrilinda.wordpress.com/2012/](http://fitriafrilinda.wordpress.com/2012/)
- [11] [id.wikipedia.com/wiki/Angry\\_Birds](http://id.wikipedia.com/wiki/Angry_Birds)