

Darren Eng

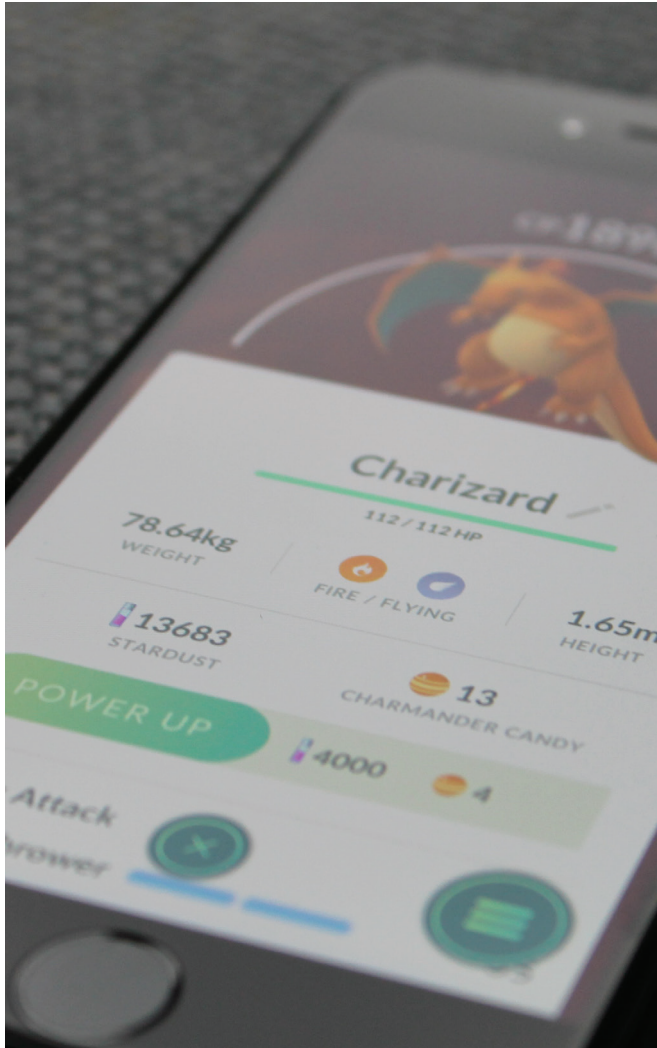
Apple Arcade

Getting the high score has become so much more accessible.



The Next Step in Mobile Gaming

Darren Eng



When the iPhone launched over 13 years ago, there were many limitations as to how applications worked and how much could be done, now as we reach the 12th generation of iPhone. We can look back and see how more advanced the software has become. From the simple physics of Angry Birds and the puzzles of Candy Crush to Apple's latest move in the mobile gaming medium, introduced on September 2019, Apple Arcade is a subscription service that brings hundreds of applications for you to play.

The service is priced at \$7.99 Australian Dollars per month with an ever-expanding library.

Many of the games are also compatible to play with controllers from modern consoles but most don't need it as the tap controls on iOS devices will suffice.

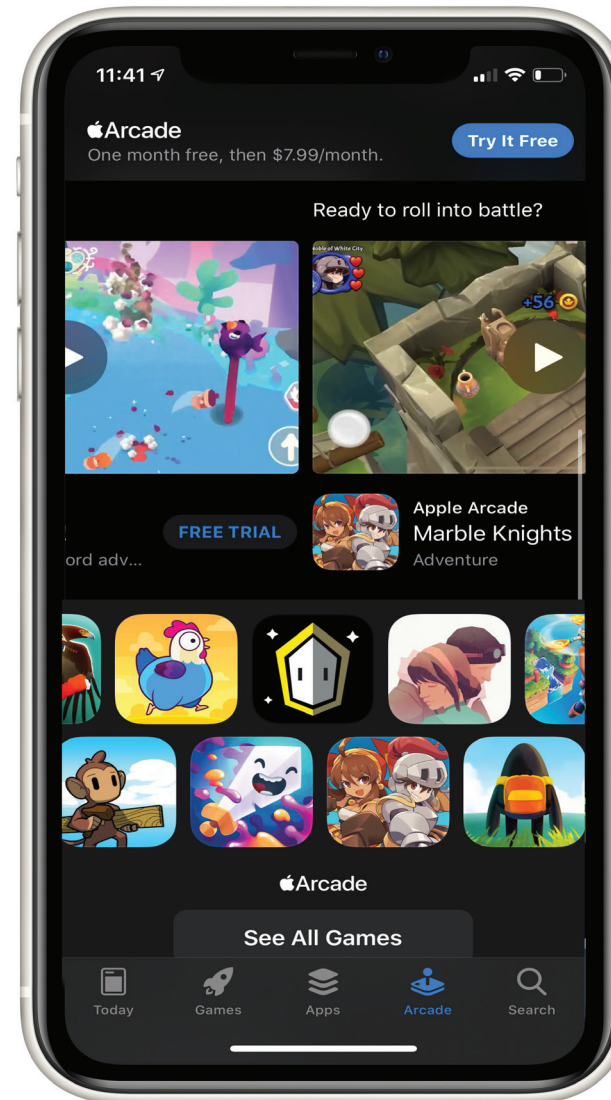
There is also one big benefit to the service. All the games here don't include

any ads or microtransactions which is honestly more consumer friendly as it reduces some manipulative practices made to rake in extra revenue or having ads constantly pop up taking up a chunk of the screen. Which in this case makes Apple Arcade makes their greatest competition free apps. But with the month long free trial, it might just be able to convince people to pay for it and with the curated library, the things on offer are certainly going to appeal to somebody which helps as the inclusion of family sharing means that if a devices is connected to your account, up to 6 devices can be able to play without having to pay extra for access on other devices.

However, many of these apps are also available on other platforms with probably better performance or are planned to come to other platforms in future. Which makes the initiative to get it feel like it could be used on

other things including home console games and as previously mentioned, there are a handful of free games on the App Store that match the quality of the ones on Apple Arcade even if they include some ads, the price tag feels like a drawback to getting it.

With that though, with the service is continuously getting support with more games being added on a regular basis and despite the processing power being not as powerful as current generation hardware, the exclusives and timed exclusives make up for it.



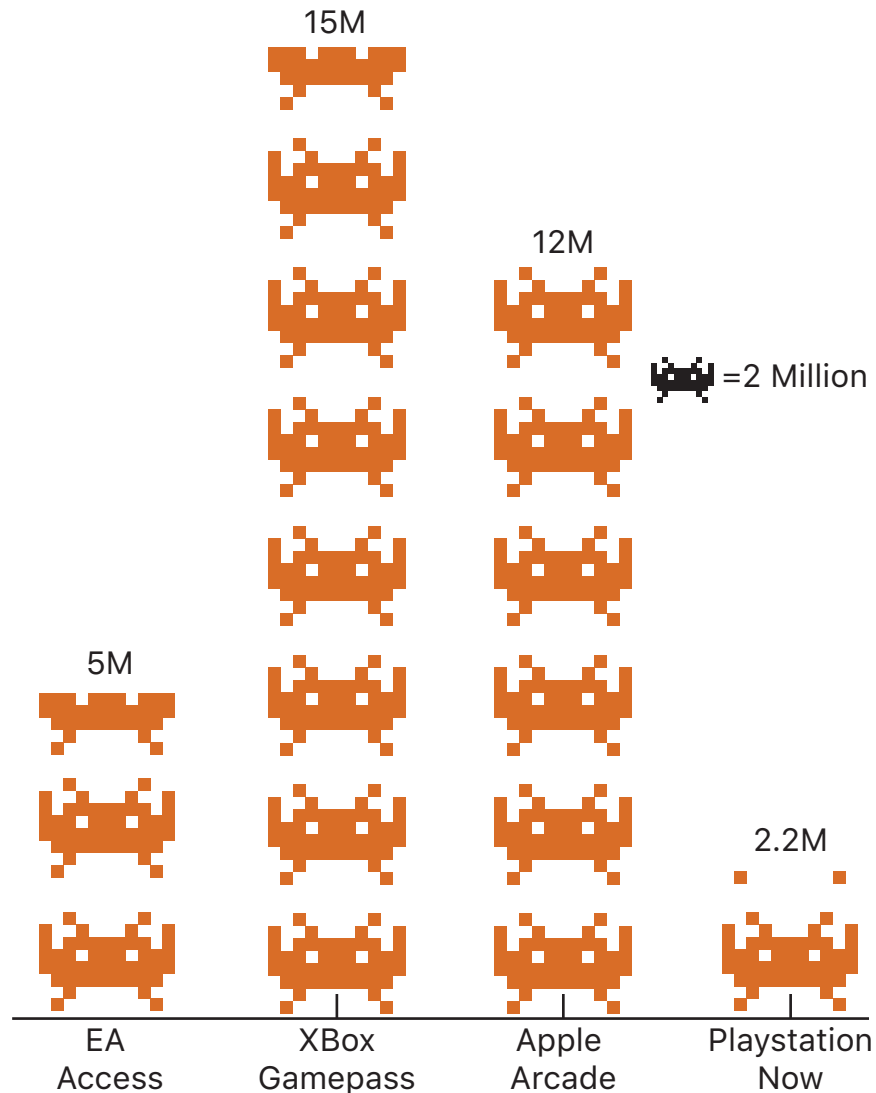
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Reception of Apple Arcade games from Critics & Users

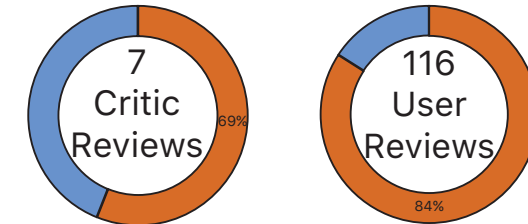
Active Users on Gaming Subscription Services



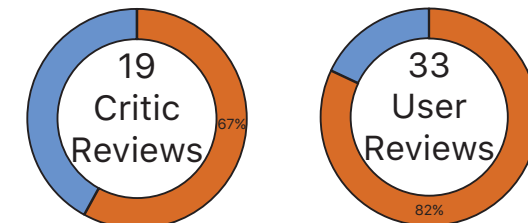
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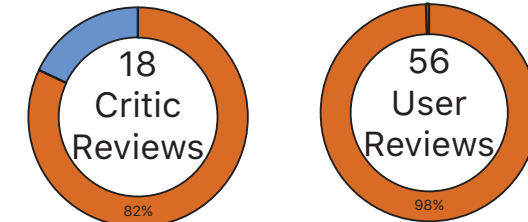
Oceanhorn 2



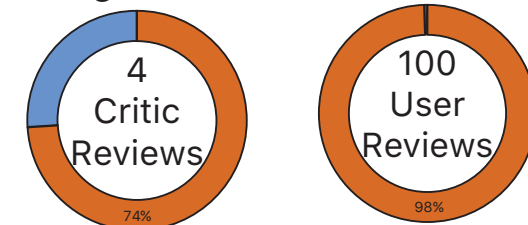
Samurai Jack



Creaks



Tangle Tower



Oceanhorn 2: Knights of the Lost Realm for iOS Reviews

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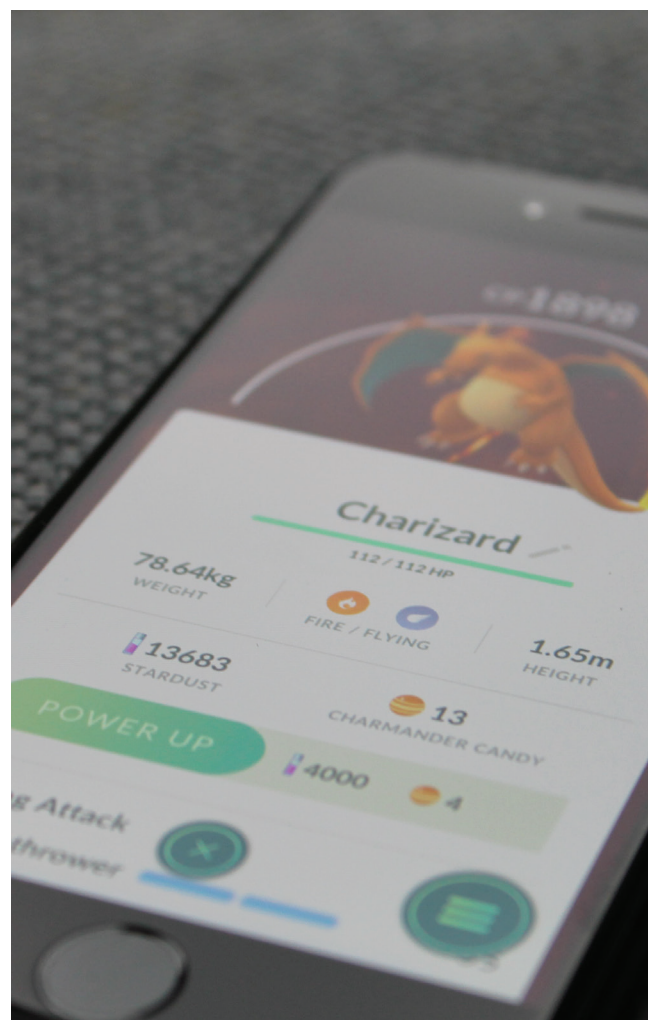
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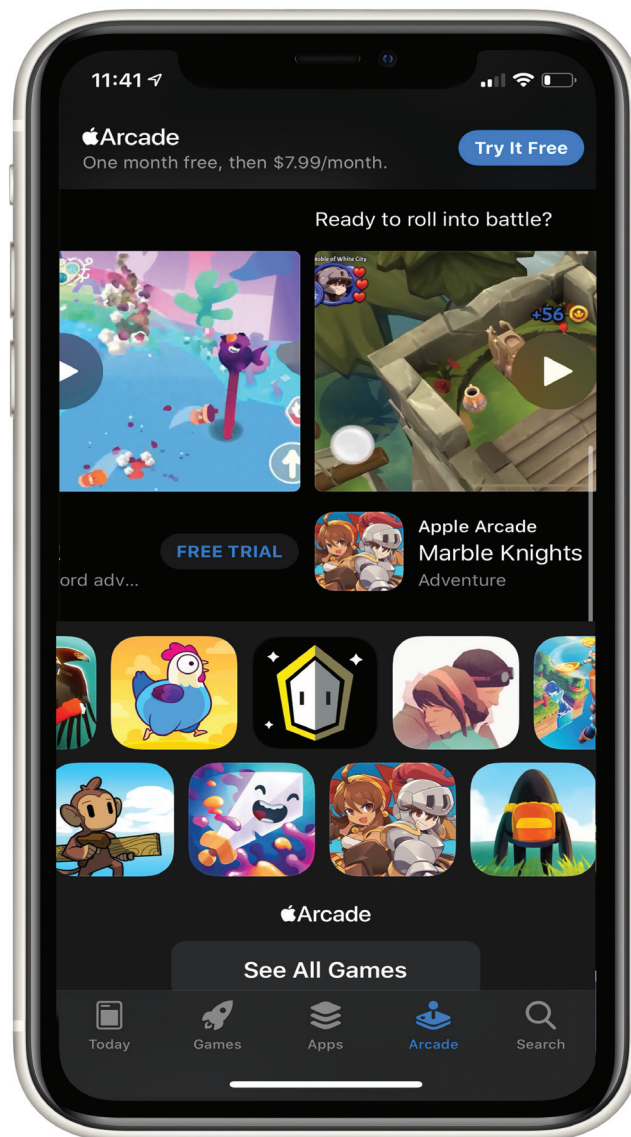
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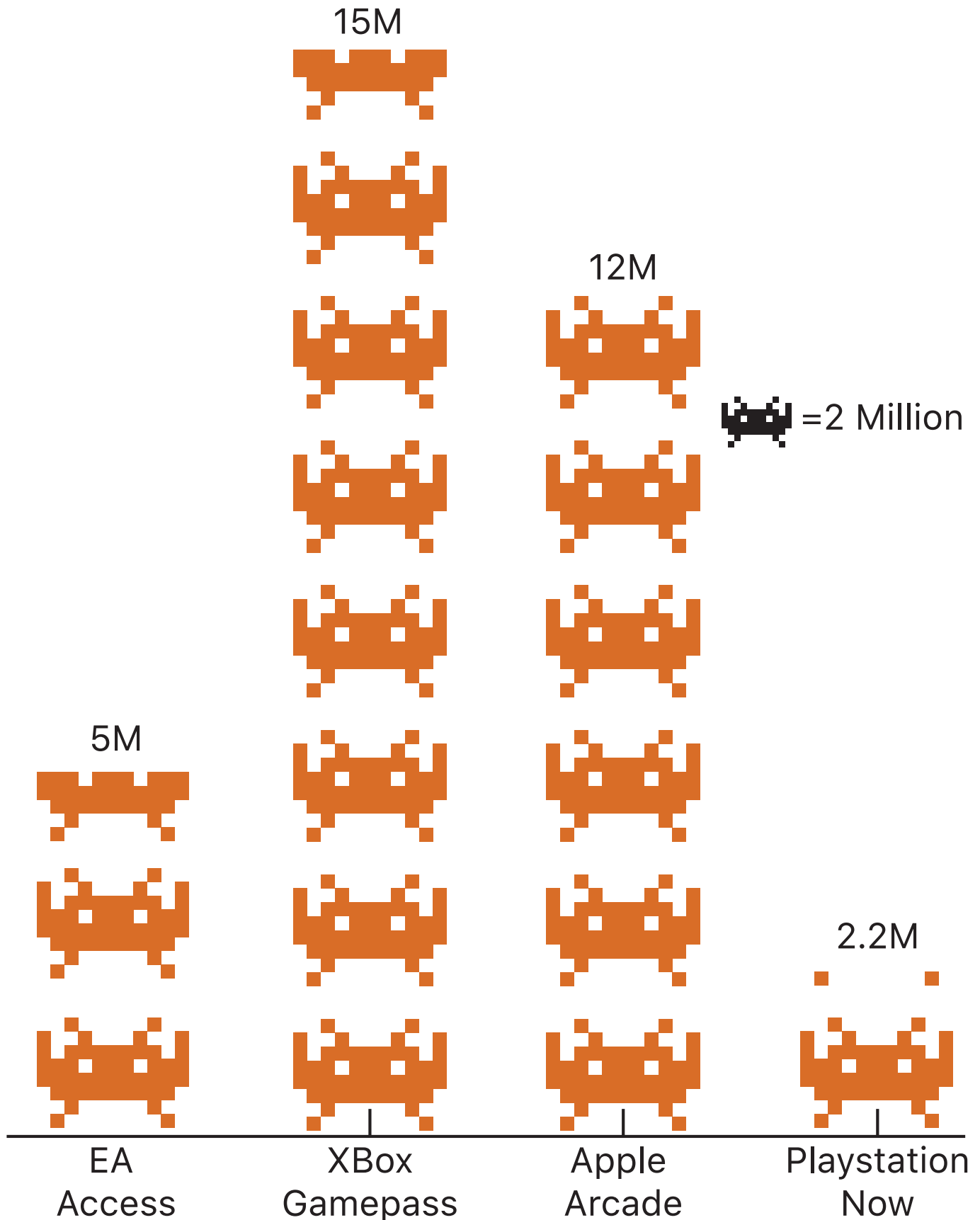




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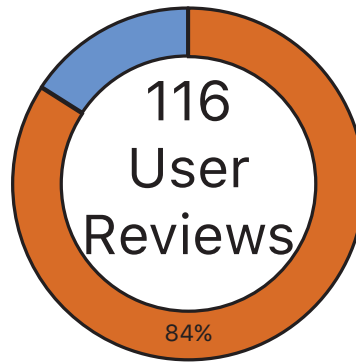
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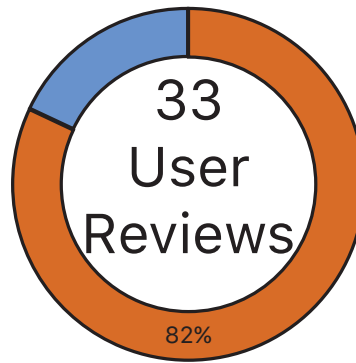
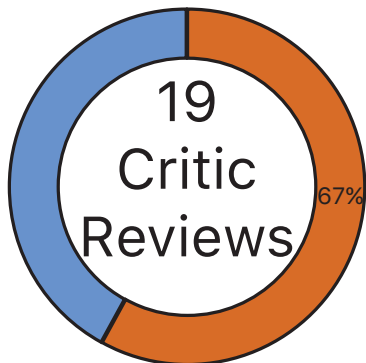
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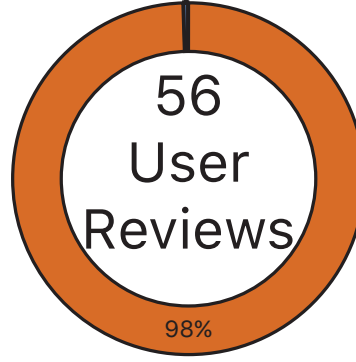
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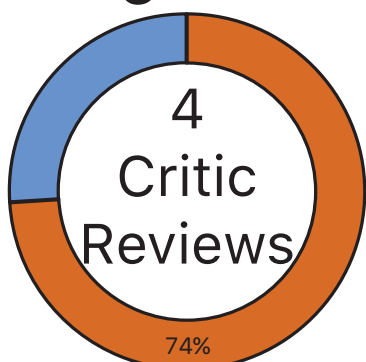
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