Blockchain and mobile games, the perfect combination

The global game market will increase its benefits up to $128.5 billion by 2020 and mobile app game apps will reach up to 40% of the market share.

BARCELONA, SPAIN, SPAIN, January 29, 2018 /EINPresswire.com/ -- The money earned from videogames and in-app purchases has a problem for gamers. The main difficulty for users playing online video games is digital goods.

When any gamer buys any product on a game app, it stays there and does not transfer anywhere else. That works perfectly for both the user and the game industry when they are playing, but once the game starts losing popularity and it is not trendy anymore; app gamers tend to lose money.

For users, to stop playing a mobile game means to get rid of the digital goods that they have paid for, meaning that all the investment on hours of gaming and buying different premium options on the game disappear.

But recently, some new opportunities are rising to fight this problem that mobile gamers can experience while playing. The idea is to exchange these digital goods for cryptocurrencies using the blockchain method.

WHAT IS BLOCKCHAIN?

Blockchain is considered to be the new Web 3.0 and it is formed by nodes and without any centralized server. The most known chain is the blockchain supporting Bitcoin's cryptocurrency. But it is not the first and only one.

Etherum is the base of all blockchains. Instead of being focused on cryptocurrencies, it is a generic chain and it is open source.

But cryptocurrencies are not the only element working on blockchain. Since Nakamoto introduced the Bitcoin, users have found other options for using this technology because of the amount of opportunities it offers. The objective of using a blockchain is to allow the approval of anything.

The approval comes because blockchain technology is one of the most secure options for transactions over the internet, as it cannot be corrupted. In fact, if someone wants to alter any unit of information inside of a chain, the user will have to use a great amount of computer power just to override all the entire network.

But how is a blockchain formed? Every time a user does a transaction, information is saved into a block, grouping different amount of various transactions. Then, that same block includes a hash to the prior block, allowing their connection and linking them. Those links form the blockchain, an integrity among the previous blocks going straight towards the original block.

What is blockchain and how can we use it on mobile games?

Every time a block is created, it does not overwrite the previous ones, it just adds to the chain and is used as the last version. Each new history version has a higher value compared to the previous ones, so it can be selected over the other blocks that are already built.

It is just like Google Docs spreadsheet, as William Mougayar, Venture advisor and blockchain specialist pointed out: the blockchain gets updated with the latest version every time. In fact, some blockchains create a new block and add it to the chain every five seconds. This way, all users of that blockchain will have the latest version of the chain for faster, better and more secure transactions.

The main characteristic of a blockchain though is its decentralization and network of nodes. Each user works as an independent server, connected to the blockchain and creating a network of independent computers.

The blockchain technology allows to have greater security controls over the chain and it creates a new way of using the internet. The network is not centralized and all the information is located in various places.

The other benefit decentralization has on a blockchain is the data transparency. This data transparency is available to everyone who has a private key, a password to enter the chain, and shows all the different routes a transaction has previously done.

COMPANIES USING BLOCKCHAIN ON THE MOBILE GAMING INDUSTRY

Recently, some mobile app development companies specialized on game app development announced their interest on integrating the blockchain technology on the mobile gaming world.

The gaming company Dragonfly, united with the blockchain developer Decent, is willing to implement a new way for digital market using this technology. The objective is to allow users to trade their digital goods between them. The functionality will start solving one of the major problems gamers face when they decide to stop playing on any mobile game, either because they have finished all the available levels or because they are bored. The problem, as mentioned above, is the loss of those digital goods earned either playing or buying them.

THE FUTURE OF MOBILE GAMING USING BLOCKCHAIN, SOME CONCLUSIONS

Blockchain technology has been changing a lot of industries and how they use the new opportunities the internet can offer. But the mobile gaming industry still has not approached the huge change most of the mobile gamers are expecting.

It is true that we are seeing a new approach by industry manufacturers but it is quite slow and it does not allow integration among them, so each mobile game developer has its own different project.

But the most notorious thing on this technology is that once the mobile gaming development platforms start to implement blockchain on their games, the benefit will go towards the user as well as the mobile game distributor.

Giving the opportunity to users to buy and sell digital goods easily using the blockchain technology is also a benefit to the mobile game developer. The reason is the lack of integration of third-party apps and the possibility to forget about censorship created by this kind of apps.

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