



Article published on June 15th 2012 | [Computer](#)

There is not big news at the E3 show this year, but we can conclude the trends of gaming development in the next few years. For example, the hardware is no longer the main factor driving the growth of the game business, the sequel of classic games will still play a leading role and the cloud gaming era is on the way.

(1) Hardware is no longer the main factor to promote the growth of the game business

The game players should be accustomed to the long wait for a new generation of video games. The PS3 and Xbox 360 have entered the market for 5 years, but there is still no sign of launch of new version online games. Although Nintendo has launched a new product named Wii U, but to a large extent, it is just an improvement of the old version not an evolutionary product. Wii U still uses the Wii controllers and accessories. Besides, the industrial design and user-interface design is also similar.

As for this situation, the game players and gaming industry analysts are not very surprised. In contrast, the performance of this new game is fairly satisfactory, though not as good as last year or the year before.

(2) Sequel of the classical online games still plays a leading role

Sequel of some classical online games still plays a leading role. Halo 4, Call of Duty: Black Ops 2, Tomb Raider, God of War Ascension, Super Mario Wii U, Forza Horizon occupied the catching position of the show and received huge attention from the media.

(3) The Advent of the Era of Cloud Game

Before E3 show, there are rumors that Sony will launch a takeover bid for OnLive. There are also rumors that Microsoft will probably acquire the OnLive service or the Gaikai service. Although Sony and Microsoft did not announce the M & A transactions, it doesn't mean that such occasion will not appear with the development of gaming industry.

With the help of the cloud gaming service, players can play the high-end PC games remotely to make the content of real time video transmit to the television, PC or tablet computer.

Although there is no acquisition announcement, but both Gaikai and OnLive gave a good performance during the E3 show. Gaikai has cooperated with Samsung to provide new cloud video service. The same is true for OnLive and LG. In fact, it is just a matter of time that Sony and Microsoft will provide cloud games.

(4) Great Potential of Original Online Games

In addition to the inevitable sequels of classic online games, a large number of original online games which includes the Two Souls, The Last of Us, Zombi U Watch Dog really amazed the players.

(5) Mobile and social games have a share

Some large game companies have not tried their best to develop the mobile and social online

games. Some social gaming companies such as Zynga and PopCap also showed their games. They just play a supporting role, even hiding in the small conference room, though the average monthly users of the social games has reached 50 million.

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