Article Side

Five trends of future online games by Zhang Lei

Article published on June 5th 2012 | Entertainment

Recently, foreign medias have predicted the five trends of future development of online games industry. It said the 2012 is undoubtedly the online game Year: TERA has just launched the upcoming Guild Wars 2 , Star Wars, singing all the way forward and will release the mystery of the Panda. Despite these game gaints do not say, Many small and medium-sized online games have updated information or released new works, let alone the game gaints.

This year is a lucky year for the development of online games or players. Thanks to the constant competition, the development of online games has been kept at a high level

From the competition between them, we can see five major trends of the future development of the gaming industry:

First: the charging mode

Almost all online games have props charging mode, such as World of Warcraft and RIFI pets and mounts, PLEX system of EVE and a free game named Lord of the Rings OL offer the rewards of online upgrade and experience. People concered Believe that the present charging mode does more harm to the development of the online gaming industry , for it destroys the balance of the game world. However, the considerable economic income is a necessary condition for the survival and development of game developers, so the innovation of charging model will become one of thefuture trend of development of the online gaming industry.

Second: the story

The players are now not satisfied with the crazy click on the mouse and simple and brutal murder Daguai game. They prefer World of Warcraft, with a grand view of the world and the story missions. These basic settings may still be the same, but the innovative and bold storyline and interesting task will definitely have more potential. Therefore, finding and creating an epic story structure will be a trend for the future online gaming industry.

Third, Abundant undates

RIFT setup a complete power in just one year. RIFT is not necessarily better than other similar games, but it is good in one aspect: a stable, frequent content updates. Since the release of "RIFT", we have seen eight major updates. The World of Warcraft version and the update rate of expansion is fast than ever before.

Fourth:brothers' game

One way to make online games more interesting is to play it with your friends. Online game developers are looking for ways to encourage players to bring their friend of real life friends into the game. The system of the recruitment for resurrection of World of Warcraft provide double experience rewards and exclusive horse. EVE offers bonus for faithful fans. The upcoming Guild Wars 2 and TERA of 2012 will propably adopt the similiar function, though there is no possibility of the release of such systems.

Fifth: free games

Developers are increasingly turning to the free game mode, especially when the game industry go into the downhill. This way can be adopted to attract new players. Free Games seems to make more money from the players , but its effect, as we have seen Sony's EverQuest, since March, sales have increased by 125%.

Article Source:
http://www.articleside.com/entertainment-articles/five-trends-of-future-online-games.htm - Article Side

Zhang Lei - About Author:
The article if from a gobuytera.com, which you can buy a Tera Gold, if you want to know more information about how to a buy tera gold, please enter www.www.gobuytera.com.

Article Keywords:
Tera Goldï¼Œ buy tera gold

You can find more free articles on Article Side. Sign up today and share your knowledge to the community! It is completely FREE!