

# From Tabletop Gaming to Art: How Classic Forms of Entertainment Have Been Transformed By Mobile

It feels like a bit of an understatement to say that gaming is doing well right now. So many forms of the pastime are thriving, with one of most notable examples being mobile gaming.

According to recent figures, consumers spent \$1.7 billion a week on mobile games across the first half of this year. This is perhaps understandable considering the sheer range of experiences now available. After all, regular visitors to our site will know how we have covered off several notable genres, including the top puzzle games on phones and the best endless runner titles available too.

However, while new experiences are emerging all the time, arguably one of the more surprising developments has been how older forms of gaming have also found their way into the mobile domain.

Picture 1 of From Tabletop Gaming to Art: How Classic Forms of Entertainment Have Been Transformed By Mobile

## Modern classics

Such trends have been put in the spotlight by recent data released by Sensor Tower, which examined the popularity of mobile versions of tabletop games.

The organization's Store Intelligence estimates found that player spending on mobile tabletop games in the US increased by around 40 percent during the past year, hitting a figure of \$703.8 million. The research also revealed that the top mobile tabletop game by revenue across the period analyzed was Solitaire Grand Harvest, which generated more than \$115 million. The top three was completed by Solitaire TriPeaks and Yahtzee with Buddies Dice.

Sensor Tower also detailed how Happy Color was the biggest tabletop title in terms of downloads, with the mobile version of card game classic Uno coming in second. A version of chess from Chess.com was ranked third.

## Other examples

The findings from Sensor Tower have put a fascinating spotlight on the rise of tabletop gaming on mobile. However, it could be argued that such data should not be a huge surprise. After all, it links well with the fact that other more established forms of entertainment have also been doing well on mobile in recent times.

Sticking with gaming for a moment, Pokemon Go is an extremely relevant example of a mobile title that has breathed fresh life into a classic franchise. As Den of Geek details, the brand is actually celebrating its 25th anniversary this year and is regarded as the highest-grossing media franchise ever. It is thought to have generated around \$88 billion in revenue, while millions of searches for cards have been seen on eBay.

Of course, another more obvious example of a classic pastime transformed by mobile is the world of entertainment including TV and movies. Some huge strides have been taken in this area in just the past few years and now a huge range of content can be accessed on the move at the touch of a button. The online casino industry has also experienced its own revolution thanks to mobile technology and this is highlighted by brands such as Betway. For example, the online casino site's roulette section explains how the game was originally invented by a mathematician and physicist called Blaise Pascal. The site also outlines how it offers a range of takes on the game, such as live roulette played across a high-definition video stream and mobile roulette. It adds that the latter can be accessed via an app. The prioritization of convenience means that entertainment is an area that is going to continue evolving to make the process as easy as possible for the consumer.

## Art and AR

Mobile innovations like virtual and augmented reality have also created new possibilities for another classic form of entertainment – art.

The influence of mobile technology has emerged in a range of areas, including in the world of graphic novels. For example, back in 2018, Digital Arts reported on the launch of Neon Wasteland. The website outlined how the comic book came with an AR-infused app that helped to bring the various panels to life. It added that the project from artist Rob Shields had a Choose-Your-Own-Adventure feel, as readers could make decisions that affected the outcome of the tale.

Unlock the legacy of Sol LeWitt, the Father of Conceptual art, using Microsoft AI. #SolLeWitt  
#MicrosoftAI  
— Microsoft (@Microsoft) September 29, 2020

Many different art exhibitions and events have made use of this type of technology as well. This was highlighted by The Art Newspaper earlier this year, as it devoted an article to the best and worst 'extended reality' projects it had reviewed. The highest-rated exhibitions included a project linked to the estate of Sol LeWitt and Microsoft, as well as a collaboration between White Cube and Eazel.

## New experiences

Mobile technology has had a significant impact on many parts of our lives in recent years, but the world of entertainment seems to have been particularly affected.

Concepts like art, tabletop gaming and casino experiences have been popular for a very long time, but people now have new ways to experience them thanks to smartphones and tablets. As the information above highlights, fresh developments have transformed what is possible and ensured that they all remain a big part of popular culture in the 21st century. It will be interesting to see how such trends develop as technology evolves in the years ahead.

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