**Chapter 1: Brief History of Mobile Games**

NAME

Key Chapter Questions:

1. What is the definition of a *mobile game*?
2. What are some *issues* that the mobile industry has faced during its history?
3. What are some charateristics of *successful* games on early mobile platforms?
4. What part do *smartphones* play in the mobile industry?
5. How are the current generations of smartphones and handheld

devices related?