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FESTIVAL

Gaming in lockdown

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Gaming has increased in lockdown by an incredible amount and is growing as we speak. It has been the main thing teenagers are doing since they haven't been going outside with friends so there is nothing to do.

They have been communicating in co-op games so they most likely do not know the real faces of their friends. The amount of time online has rocketed up. The amount of new game downloads has increased by 80% and subscription gamers increase play time by up to 40%.

91% of Xbox Game Pass subscribers say they have tried a game through Game Pass that they wouldn't have touched otherwise, which helps explain that average 30% jump in genre variety. There has been an average six times increase in usage across the Xbox Game Pass catalogue.

With evidence showing that cheaper entertainment tends to prosper during recessions, these low-cost, high-value offerings are a serious way for the gaming industry to expand. We should expect to see the gaming industry increase its partnerships with other entertainment sectors.

Some video games become so popular that they spill over into cultural discourse. The video game industry continues to see an impressive jump in both revenue and attentiveness to esports from major media companies as coronavirus-related restrictions roll into May, keeping millions of people at home and searching for new forms of entertainment. Since people are at home, they have nothing to do, they are not commuting, so they are playing video games when bored.

At least at a financial level, the giants of the video game industry — including Microsoft, Nintendo, Twitch and Activision — have thrived in the conditions created by the pandemic. It's the perfect way to rack up on users.

And some people in a game like pokemon might be able to get a special pokemon, but you need to be a higher tier and might be able to buy. Because of the pandemic some people can not be bothered to wait and just buy it so the people who own the company will get more money than usual. So overall, the game industry highly benefits from the corona lockdown (not on purpose).

Positives of lockdown

We have already seen a sharp drop in emissions due to factory closures around the world, decreased coal burning, and the collapse of air travel. But the powerful demonstration of the benefits of a clean environment could lead to some lasting changes in attitudes and industrial policies.

The disruption to travel has been devastating for hotels, airlines and support industries but the rise of video-conferencing and associated apps is a welcome check on the torrent of overhyped international events, and further reduces the environmental impact of travel.

China's recent comprehensive bans on wildlife trade and consumption underscored fears that the coronavirus originated from trafficked animals in the fresh food markets of Wuhan. Wildlife campaigners have hailed these actions as crucial in stopping the illegal smuggling of hundreds of species, from tigers to pangolins.

The coronavirus pandemic might eventually be seen as an unwanted but invaluable wake-up call and practice run to tackle more lethal pandemics in future. As the earth's permafrost melts, scientists have warned that long-dormant bacteria might inflict new and uncontrollable viruses. The pandemic is forcing radical changes in lifestyles for almost everybody.