IDC sees '06 as big year for online gaming

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The current year will see some big advances in gaming technology, a telecom consulting firm predicted Wednesday.

IDC's Top 10 predictions for the Asia-Pacific telecom sector included expectations that multiplayer, portable gaming technology would surge as developers and service providers focus their energies on a market of dedicated players who want to indulge in their hobby outside the home.

"However, for this to flourish, a ubiquitous platform such as the PC is needed and finding such a platform will be the key challenge ahead," IDC said in a statement.

The rest of the prediction list included a re-evaluation of the Voice over Internet Protocol strategies as non-traditional providers enter the market; increased use of virtual private LAN services by business customers; regulatory changes; and increased demand for wireless security solutions.

It could be a lackluster year for online music providers, IDC warned, as the novelty of downloading wears off and subscription prices tick higher.

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