

Review: Samsung Galaxy Mega 2 brings big screen, smaller price

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I guess we're just getting used to seeing really big phones.

Back in the old days (2013), seeing a phone with a large screen was rare.

Carrying a phone with a screen larger than 5.5 inches would be cause for people to stop and ask about it.

This week I've been using the Samsung Galaxy Mega 2, and its 6-inch screen doesn't even merit a second look.

Have we really become accustomed to phablets in such a short period of time?

Oh, yes.

THE COMPARISON

Samsung remains on top of the smartphone world when it comes to sheer numbers of handsets available, especially models with larger screens.

Its Galaxy S 5 and Galaxy Note 4 are nice phones on the high end. The Mega 2 is a step below in features - especially the screen.

The Note 4 has a 2,560 x 1,440 pixel, 5.7-inch Super AMOLED (active matrix of [organic light-emitting diodes](#)) screen that I think is one of the best. It has a screen density of 515 pixels per inch.

The Galaxy Mega 2's 6-inch screen is certainly big, but in order to make the phone more affordable, its screen resolution is 1,280 x 720 pixels with a pixel density of 245 pixels per inch.

The Mega 2's CPU is a quad-core Snapdragon running at 1.5 GHz (the Note 4 uses a 2.7-GHz Snapdragon).

The Mega's 16 gigabytes of storage and 1.5 gigabytes of RAM are half those of the Note 4. Both phones have an expansion slot for a microSD card.

The Mega's main camera has an 8-megapixel sensor vs. the Note 4's 16-megapixel version.

Sure, there's a faux-leather plastic cover on the back, but it's covering a replaceable 2,800-milliamp battery, which is getting rarer to find these days.

Are you sensing a pattern here?

The Mega 2 is really mega only in the size of the phone.

But that's not necessarily a bad thing.

Samsung's philosophy of building a full line of phones means there should be some models that are larger but not as expensive.

I believe the Mega 2 hits the mark.

The 6-inch screen with a relatively low resolution is perfect for users who want a cheaper phone with a big screen but don't want the pixels so close together that the text is too small to read.

Sure it's loaded with software from Samsung and AT&T (which provided the review unit), but most phones are preloaded these days.

Is it for you?

I went into this review thinking the Mega 2 was just going to be a cheap handset and wondered who the target market was.

Then I realized there are a lot of people who want a big phone but don't expect to play graphic-intensive games.

There are a lot of us who are getting older and would like to be able to take advantage of a bigger screen.

I know plenty of people who don't want to drop \$300 for a phone like the Galaxy Note 4 (with a two-year contract).

The Mega 2 looks much like the Note 4, but it will set you back only \$150 (contract price).

The Note 4's no-contract price is \$825; the Mega will set you back \$475.

You could look at it as if you're car shopping.

Not everyone needs the speed of a Porsche or the luxury of a Mercedes.

Plenty of us start out looking for a low- to midpriced car like a Chevy or Honda.

The Mega 2 is like that midpriced car that will carry you where you need to go for a lot less.

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Pros: Big screen, inexpensive.

Cons: Lower pixel density, less memory.

Bottom line: If you'd like to save some money and having the fastest [phone](#) isn't your priority, don't overlook the Mega 2.

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