

REDEFINING POWER IN GAMING: A CRITICAL LOOK AT DEVELOPER AND COMMUNITY AGENCY

THE GOLDEN ERA

1997-2006



FINAL FANTASY 7 - 1997



LEGEND OF ZELDA:
OCARINA OF TIME - 1998



HALO: COMBAT EVOLVED -
2001

BUYER BEWARE, INISIDIOUS TACTICS LAY AHEAD 2007–2018



ONLINE PASSES

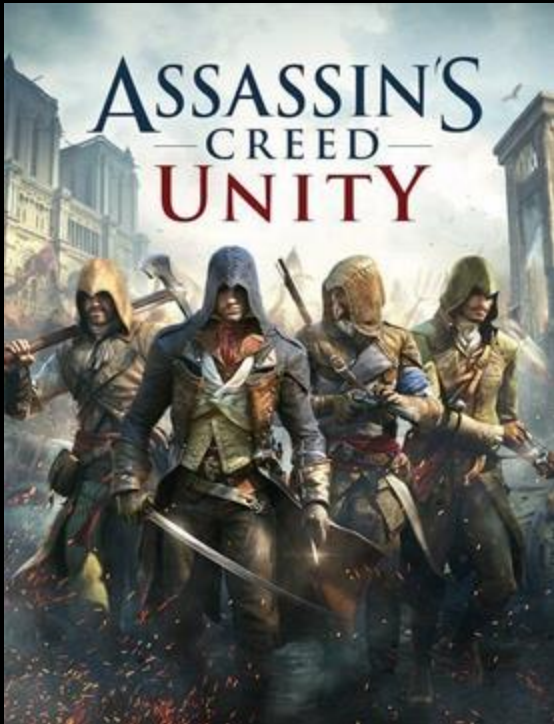


SEASON PASSES



LOOT BOXES

DECEPTIVE CAMPAIGNS: DROPPING BROKEN GAMES AT LAUNCH – 2014 – PRESENT



2014



2016

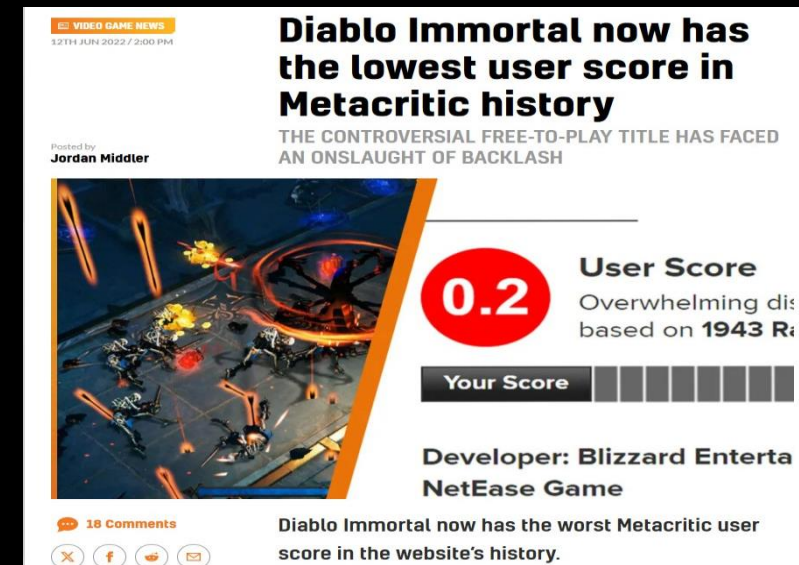
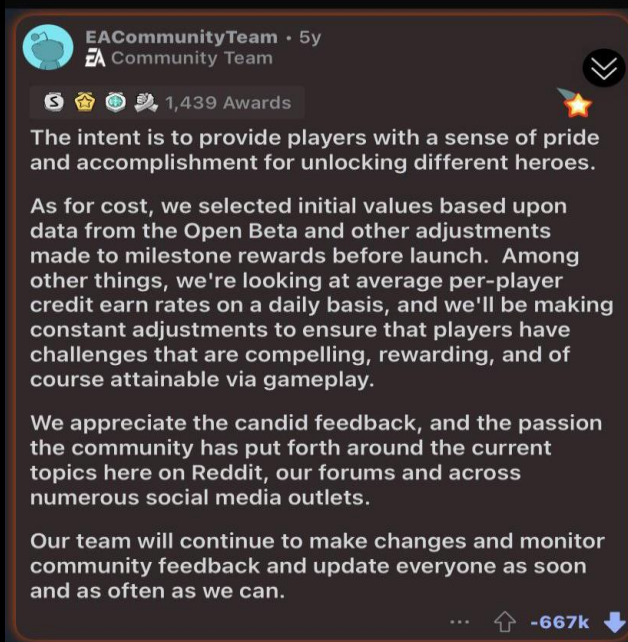
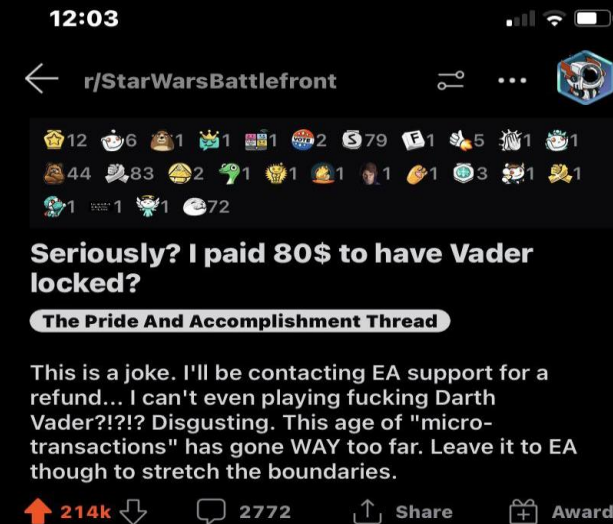


2018



2020

GAMERS STRIKE BACK



DEV REDEMPTION




HELLO GAMES





CD PROJEKT RED

THE RISE AND ENCOURAGEMENT OF INDIE GAMES AND DIVERSE NARRATIVES

 **UNREAL ENGINE**

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March 2, 2015

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News

By Tim Sweeney

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You can download the engine and use it for everything from game development, education, architecture, and visualization to VR, film and animation. When you ship a game or application, you pay a 5% royalty on gross revenue after the first \$3,000 per product, per quarter. It's a simple arrangement in which we succeed only when you succeed.

DISTINCT NARRATIVES, INCLUSION, AND INNOVATION THROUGH INDIE GAMES

