Essay ideas

How Gaming monetization changed 2000-2023

Live service games compared to finished products

Is this better for the consumer now or was it better in the past?

How the production of games has changed over the years: talking about how gaming shifted from completed products that couldn’t be changed after launch, to switching to games as a live service and are mostly unfinished products that push aggressive monetization on its players to try and soak up as much money as possible while promising to fix the game in the future.

Why I want to do this: because I am personally very invested in video games and have personally felt the effects of the changes in the gaming industry and how gaming quality has massively decreased in the past decade, and how it seems that a lot of developers have lost their passion for creating unique and fun games.

List of sources for later

<https://www.wepc.com/statistics/video-gaming-monetization/>

https://screenrant.com/oblivion-horse-armor-dlc-controversy-explained/

Key points

Horse Armour

Impact of Fortnite

Fifa ultimate team impact