Video Games- Industry

The brands on this sheet are all logos from Video Game publishers.

Choose one of the publishers and research it

You may consider the following:

- the history of the organisation

- what games the organisation produces

- how global the organisation is

- the significant patterns of ownership and control: is the organisation affiliated with other companies or industries?

- how the company markets the games it produces

- how games are distributed by the company and on which digital platforms

- how successful/profitable the company is