

# **Is crowdfunding having a negative effect on the games industry? If so is there a way for this be avoided?**

**COMP230 - Ethics and Professionalism**

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Crowdfunding has become increasingly popular as a way to fund game development in recent years, this paper reviews if this method of financing effects the game project negatively, furthermore is crowdfunding a viable alternative to traditional publishers?

## **1 Introduction**

Are kickstarted projects

How successful are the kickstarted games compared to games funded by publishers?

Publishers put pressure on developers to get the game done by a set date, where as kickstarter does not put pressure on developers, this means that games these days are spending more time in the “early access” stage rather than being finished.

**2**

**3 Conclusion**

**References**