NOTES:

# Possible titles:

**Should developers refund players for not delivering on promises?**

**Do game developers deliver on their promises for crowd funded games?**

**Should developers refund players for not delivering on promises?**

The ethics of advertising too much and delivering too little

investment vs paying for the game.

if the game goes downhill

kickstarter all or nothing approach.

(The creator

receives the entirety of pledges if the funding goal is met at the end of the campaign,

and receives nothing otherwise)

Should crowdfunded titles be treated less like investment and more like a pre-purchase/ purchase?

%Do game developers tend to over-scope crowd funded project to try and get more funding?

%What do game companies deliver compared to what they advertise their going to deliver? Do crowd-funded games projects over-scope too much?

%Advertising

% What do crowdfunding developers actually deliver when they release the game

%I.e. Hello Games

% overscope to gain money

%Other Titles:

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

%Does Indie game development

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.

% This is partly due to the internet and being able to update players games remotely, rather than putting it on a disk.

% This paper will reflect on several of the most popular crowdfunded games projects and

%Subtopics:

%Does having a crowdfunded game project decrease productivity of developers compared to a company financed by a publisher?

%(not delivering on promises to backers.)

%(Should there be a mechanism in place to let players know if the studio is in trouble, and if development is likely to continue?)

%(how successful is the early access model?)

%(Is early access ruining the quality of games?)

%Being open about development can change the design of the game based on players feedback

References:

# How Are Modern Video Games Marketed?

<http://link.springer.com/article/10.1007/s40869-016-0023-2>