**Monetization Workshop**

Suggest a set of monetization measures for the following video game examples.

[CIVILIZATION VI](https://www.google.com/search?q=civilization+vi&sxsrf=ALiCzsZLUdDN4W0AC19Od9sqnVySjURo2A:1669631235523&source=lnms&tbm=vid&sa=X&ved=2ahUKEwjp18uF1dD7AhUfxgIHHcxVD5cQ_AUoAXoECAEQAw&biw=1851&bih=1916&dpr=1#fpstate=ive&vld=cid:54c694c8,vid:DbPozP1oj-8)

|  |  |
| --- | --- |
| Pay to play |  |
| In game advertising |  |
| Pay for avoid ads |  |
| Pay for avoid waitings |  |
| Virtual goods (cosmetics) |  |
| Virtual goods (advance, power ups) |  |
| Virtual goods (advantage competition) |  |
| Trial |  |
| DLC |  |
| Free to play |  |
| Season Pass |  |
| Freemium Games |  |
| Merchandising |  |
| Founder pack |  |
| Crowfunding |  |
| Pay por multiplayer |  |
| Pay subscription |  |
| Display advertising |  |
| NFT |  |
| Arcade machines |  |
| Others |  |

[MORTAL KOMBAT](https://youtu.be/__we_Hp9zEw)

|  |  |
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[FLIGHT SIMULATOR](https://www.youtube.com/watch?v=TwxzWsI-m7k)

|  |  |
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| Others |  |

[HEAVY RAIN](https://youtu.be/oEXSw6CH2zw)

|  |  |
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| Others |  |

**Monetization Design for GDD**

Design the monetization model of your game.

Think and describes how you can vinculate the mechanics or the game experience to be integrated into the development of the monetization system.

What are the reasons of interest could have interest the player to pay?

Describes in detail the system of monetization operation.

If you think other complementary of monetization pathways out of the game mechanics, explain it.