Genre Analysis Report:

Dota 2 is a MOBA which was published by Valve in 2012. (https://blog.dota2.com/ https://www.valvesoftware.com/en/) It focuses on a well-known and understood map where two teams of five players(strangers) compete against each other to collectively work as a team while defending their own "Ancient". It is an extremely challenging real-time strategy game presented on a single map with an isometric player perspective. There are 119 heroes(plus 2 heroes added almost every 1 to 2 years) to choose from with extremely varied skills and strengths, power spikes, and bouts of weaknesses putting forward the fact that this game rewards cautious innovation but it also punishes not understanding the game itself.

Dota 2 itself was formed out one of the community’s finest innovations as it was derived from a modification pack from the World of Warcraft. (https://worldofwarcraft.com/en-us/) Valve quickly understood the potential of this combination and brought forward, what we know as Defense of the Ancients.

Since it is a digital game and many players work together to solve perplexing questions thrown by the ever-changing game meta, the community as its own is very active in solving these problems and figuring out what are the best choices to emerge victorious. By playing the game being a part of this community ranges from actively contributing various setups and ideas/combinations on how particular heroes synergize to just being a passive watcher(yes that's me). The platforms the community basically operates on mostly the game platform itself, Steam and Dota 2 and players have their own discussion forums on many other platforms like Discord and Reddit (www.reddit.com/r/Dota2). The community caters to many different types of interests and elements, ranging from casual discussions about the game to professional players which invest more than ten thousand hours in the game.

Each year the company valve hosts "The International" where 16 teams compete for a prize pool of >25 million dollars, which happens to be more than 10 times the prize pool of Wimbledon. (Fingas) "Valve" is extremely successful in knitting this whole community together by changing different things every year making the game literally a whole new experience by simply changing some heroes. The amount of innovation that the company progresses is insane. The community consists of people who are extremely invested into the game due to the amount of hard work and patience it requires to learn the sport. From my personal opinion, it would require upwards of at least 200 hours to learn the basic mechanics. I feel it implicitly makes the content less attractive to a large group of people who would rather enjoy their time in a different fashion. However, those who choose to invest that time in this game(the community member) realize the work that the developers have put together to make the player experience unique every time one plays this game.

Valve, the company which regulates this community invests the least in advertising, after all there were the pioneers of the gaming-entertainment industry. The structure of the community is divided by the amount of experience the following community member has and almost everyone seems eager to learn to share the knowledge and the strategies in a chase to break down the game. However, as I said the complexity of the game is baffling which makes it all the more exciting. However, the community on account on being to well-knit remains unwelcoming to new-comers.

I certainly admire this game and its nuances however I would suggest that no one should play this game as it sucks away a massive amount of time(more than I care to admit). As a part of this community, I feel that the community should transition to becoming more welcoming to the new-comers and Valve should pivot to making the newer members of this community have a better experience.