Personal Profile:

One of the leading pioneers and innovators, Gabe Newell was the co-founder to Valve. He left for Microsoft in somewhere around 1997 to create his own company which would later be known as Valve. (https://en.wikipedia.org/wiki/Valve\_Corporation) As a software engineer with a vision of the future, he knew that the gaming industry was going to be a massive and vast one. Today the gaming industry has a revenues and profits more than whole of Hollywood combined. However, starting off initially Valve and Dota 2 weren’t inherent successes.

In the ‘90s the Internet as we know of right now was not available to the masses. Even with exciting new ideas, the driving force/infrastructure was lacking hence the newest or the first version of Steam; Valve own gaming platform which now hosts a multitude of video games including Valve’s hit titles Dota 2 etc, had nothing on it to make it a popular platform.

Then came along Half-Life 2(2009), Valve’s own masterpieces; which drove along playerbase numbers. However there was a catch. The game could only be downloaded/played from the platform Valve wanted to pitch to the customers for years. Hence it easily made itself a early starter in the Internet Revolution.

All of this was centered around the community which valve had gathered over the years. Most of Valve’s successes which were Dota 2, Counter Strike or Half-Life were user modifications of already exisiting games. Valve saw the potential of community created content and how the market caters to itself, if Valve continued to nurture and invest in it.

Dota 2 and the community which was the discussion of my Genre Analysis was created by “Euls” and “Ice Frog”(developer names) initially, in which Gabe Newell saw potential and quickly brought it into the company. He basically nurtured the community and the game around which the community revolved and while he might be a billionaire, he still is very casual and holds several meetings including doing the annual greeting at The International, something which every Dota 2 fan awaits for. As a whole what I understood and conclude about him is that to nurture a such community requires time and great commitment.