

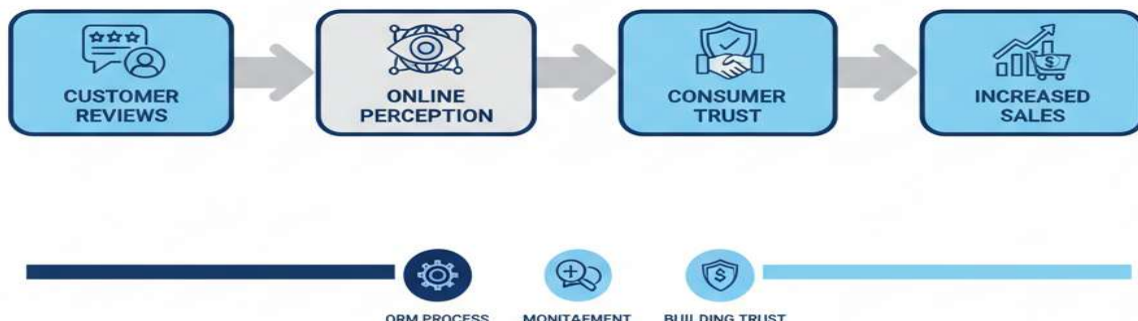
Online Reputation Report: Rockstar Games

1. Introduction

Definition of Online Reputation Management (ORM)

Online Reputation Management (ORM) is the modern art of digital warfare, a relentless battle for perception waged across the vast, chaotic landscape of the internet.¹ It is not merely marketing; it is a strategic campaign of surveillance, influence, and control over the narrative that defines a brand. It involves deploying a full arsenal of tactics—both proactive and reactive—to shape public opinion. This includes meticulously managing the torrent of online reviews, manipulating search engine results to bury negative content, dominating social media conversations, and executing surgical PR strikes to neutralize threats. In essence, ORM is the practice of forging an image of power, trustworthiness, and desirability in a digital world where perception is reality.

ONLINE REPUTATION MANAGEMENT (ORM)



The Importance of ORM in Digital Marketing

In the digital coliseum, a brand's reputation is its very lifeblood, the fragile shield that stands between market domination and digital oblivion. A positive online perception is a weapon that directly dictates consumer trust, purchasing decisions, and the unwavering loyalty of a fanbase. The statistics are stark and unforgiving: a staggering 93% of consumers admit their

choices are swayed by online reviews, and a single star's difference in a rating can trigger a cataclysmic 5-9% shift in revenue. In an age where negative sentiment can go viral in an instant, spreading like wildfire through social media and leaving a brand's credibility in ashes, a masterful ORM strategy is not just important—it is a matter of corporate survival.³ It is the critical factor in attracting elite talent, building unbreakable customer relationships, and ultimately, securing a legacy of success.

THE POWER OF ONLINE REVIEWS



Brand Selection: Rockstar Games

For this analysis, no brand presents a more compelling, complex, or dramatic case study than Rockstar Games. It is a titan of paradoxes, a cultural juggernaut whose gleaming armor of critical acclaim is deeply scarred by a history of damning controversy. As the crown jewel of Take-Two Interactive, it reigns as the undisputed king of video game quality, birthing cultural phenomena like *Grand Theft Auto* and *Red Dead Redemption* that have not only sold nearly half a billion and over 100 million units respectively, but have redefined the very fabric of entertainment. Yet, this empire was built on a foundation of conflict. Its hallowed halls are haunted by damning allegations of a soul-crushing "crunch" culture, its legacy forever stained by public scandals like "Hot Coffee" that reached the highest echelons of government, and its relationship with its own disciples is a tempest of adoration and betrayal.⁴ This makes Rockstar Games the ultimate subject for an unflinching reputational autopsy, a deep dive into a digital god with feet of clay.

2. Brand Profile



Company Overview

Rockstar Games is not merely a company; it is a global entertainment empire, a titan of industry headquartered in the concrete heart of New York City. Forged in 1998 as a prestige label of Take-Two Interactive by the visionary and enigmatic Houser brothers, Sam and Dan, alongside a small team of British expatriates, it has ascended to a position of almost mythical status. Its power is projected through a worldwide network of elite studios, from the legendary Rockstar North in Scotland—the masterminds behind the *Grand Theft Auto* saga, born from the ashes of DMA Design—to Rockstar San Diego, the architects of the epic *Red Dead* frontier. Rockstar does not make video games; it crafts sprawling, living worlds of action and adventure that have become the best-selling and most revered entertainment products in human history.⁷

ROCKSTAR GAMES - MILESTONES



Brand Presence

Rockstar Games commands a formidable and meticulously controlled digital fortress. Its online presence is not a simple marketing tool but a masterclass in curated mystique, designed to amplify hype and maintain an iron grip on its own narrative.

- **Website:** The nerve center of the empire is rockstargames.com, a sleek, imposing portal that serves as the singular source of official decrees, trailers, and propaganda via its "Newswire." This is augmented by the Rockstar Games Social Club, a sprawling digital ecosystem that binds millions of players directly to the brand, alongside specialized portals for support and recruitment into its legions.⁹
- **Social Media:**
 - **YouTube:** A grand stage for its cinematic revelations, commanding an audience of over 12.5 million subscribers. The debut trailer for *Grand Theft Auto VI* did not just get

views; it shattered global records, a testament to their god-like ability to command attention.¹³

- **Instagram:** A gallery of digital art and propaganda for over 22 million followers. The @rockstargames account is infamous for its brutalist minimalism, frequently archiving or purging its entire history to ensure that each new post lands with the force of a meteor strike, a strategy that fuels endless fan speculation.
- **Twitter (X):** The @RockstarGames account is a digital pulpit from which rare, momentous proclamations are made. It is used sparingly, reserved for addressing universe-shaking events like catastrophic leaks or quelling community uprisings, with its announcement of the *GTA VI* trailer becoming the most-liked gaming tweet of all time.¹⁵
- **Facebook:** A vast echo chamber where official communiqués are broadcast to the masses, reinforcing the brand's monolithic presence and occasionally hosting exclusive live stream events.
- **LinkedIn:** A recruitment ground for the next generation of digital artisans and engineers, listing openings across its global network of studios.¹¹
- **E-commerce Platforms:** Rockstar's creations are omnipresent across every major digital marketplace, from the PlayStation and Microsoft Stores to Steam. The company further solidifies its dominance with its own proprietary storefront, the Rockstar Games Launcher, and the Rockstar Warehouse for physical merchandise.¹⁹

ROCKSTAR GAMES - GLOBAL STUDIOS

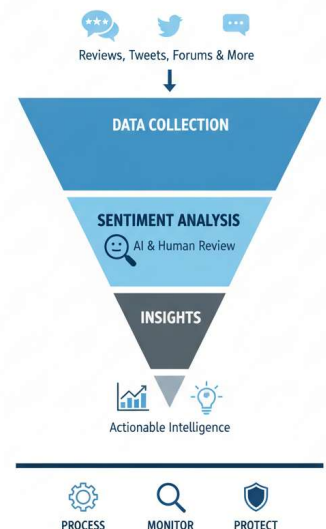


3. Tools Used for Analysis

To dissect the complex, multi-layered reputation of this digital behemoth, a full-spectrum digital reconnaissance toolkit was deployed. These instruments allowed for a deep excavation of public sentiment, peeling back the layers of curated PR to reveal the raw, unfiltered voice of the global audience.

- **Google Alerts:** A global surveillance network configured to monitor real-time chatter for "Rockstar Games," "GTA," and "Red Dead Redemption," ensuring no tremor in the public discourse went unnoticed.
- **Social Mention & Sentiment Analysis:** Advanced sentiment analysis platforms were used to process the digital storm of social media, providing a strategic overview of the emotional climate—positive, negative, or neutral—and identifying the key battlegrounds of public opinion.
- **Platform-Specific Reviews (Steam, Metacritic):** The digital archives of Steam and Metacritic were plundered for user reviews of flagship titles. This involved scraping and analyzing thousands of reviews to identify recurring hymns of praise and cries of outrage from the player base for titles like *Grand Theft Auto V* and *Red Dead Redemption 2*.
- **Twitter Search:** The chaotic, real-time arena of Twitter was scoured using advanced queries and date filtering to analyze the immediate, visceral reactions to Rockstar's every move, capturing the raw sentiment of the masses during key events like trailer releases and controversy flare-ups.
- **YouTube & Facebook Comments:** The comment sections beneath official communiqués were treated as archeological sites, excavating layers of fanatical devotion, feverish anticipation, and bitter frustration. This qualitative analysis provided direct insight into the unfiltered voice of the community.
- **Community Forums (Reddit, Quora):** The inner sanctums of fan devotion and dissent—subreddits such as r/RockstarGames, r/GTA6, r/reddeadredemption, and r/GTAV—were infiltrated to gather deep, qualitative intelligence on the core beliefs, grievances, and psychoses of the most dedicated followers.²¹

ONLINE REPUTATION MANAGEMENT - ANALYTICS PROCESS



4. Data Collection & Analysis

a) Customer Reviews & Ratings: A Tale of Two Rockstars

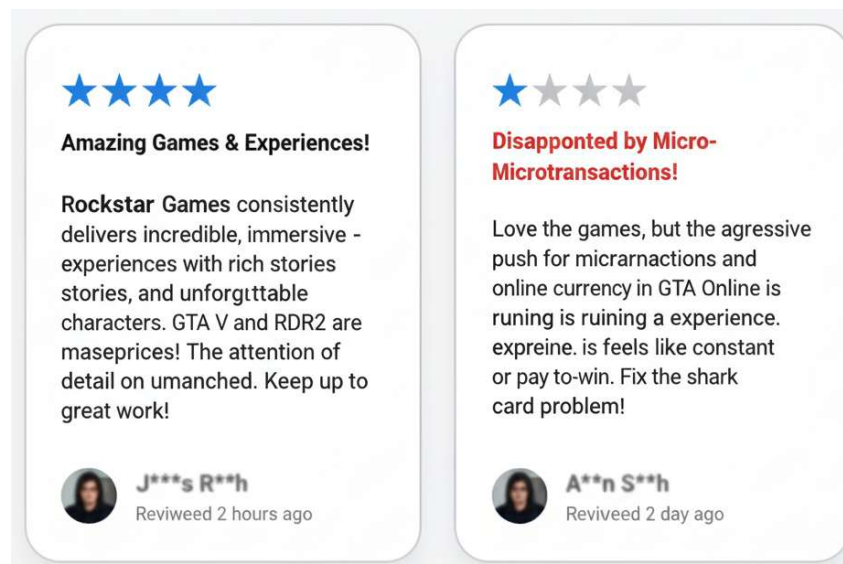
The digital record of customer reviews is a testament to Rockstar's profound duality: a landscape of divine praise marred by valleys of bitter resentment. The brand simultaneously occupies the highest peaks of critical adoration and the deepest trenches of consumer backlash.

- **The God-Tier Masterpieces: Universal Acclaim**

- **Unrivaled Quality:** The praise is not just positive; it is worshipful. Players and critics alike universally declare Rockstar's mainline creations as untouchable masterpieces. *Red Dead Redemption 2* holds a staggering 97 Metascore, making it the highest-rated game on the PlayStation 4, with users hailing it as a "breathtaking" work of art with "unmatched" storytelling.⁸ Similarly, *Grand Theft Auto V* received "universal acclaim," also scoring a 97 on Metacritic, with reviewers calling it "one of the very best video games ever made" and a "colossal feat of technical engineering."²⁸
- **Narrative Supremacy:** The stories are not merely compelling; they are legendary sagas. Characters like Arthur Morgan from *RDR2* are lionized as some of the most complex and emotionally resonant figures in the history of any medium, with performances that have left players "in tears."⁸
- **Technological Miracles:** The games are seen as "generation-defining" marvels of engineering. The worlds of *GTA V* and *RDR2* are described not as games, but as living, breathing realities, praised for their incredible detail, graphics, and physics.³⁴ A sentiment analysis of over 100,000 Steam reviews for *GTA V* confirmed this adoration, with a staggering 88.8% being positive, citing graphics, story, and gameplay as key strengths.³⁶

- **The Corrupted Empire: Greed and Neglect**

- **Predatory Monetization:** The negative sentiment is a roar of betrayal. The endless re-releases of *Grand Theft Auto V* across three console generations and the relentless push of *GTA Online*'s "Shark Card" microtransactions are seen as a cynical cash grab of epic proportions. The user score for the PS5 version of *GTA V* is a



bloodbath, with 62% of ratings being negative—a digital protest from a fanbase that feels exploited and ignored.³⁷

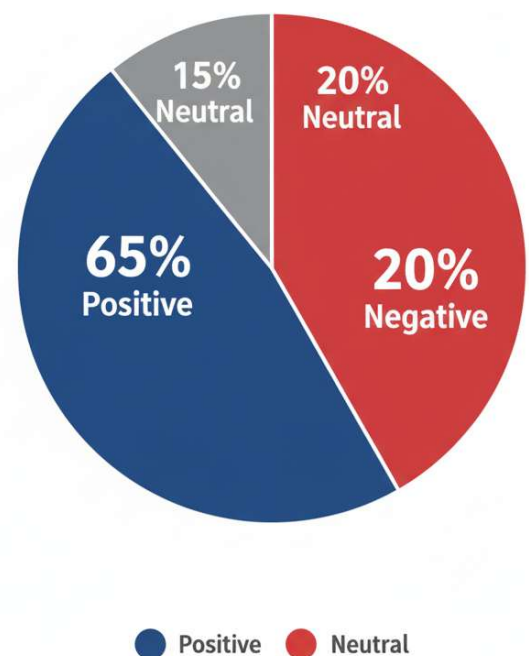
- **Catastrophic Failures & Legacy Desecration:** The launch of *Grand Theft Auto: The Trilogy – The Definitive Edition* was not a misstep; it was a public execution of a beloved legacy. The release was a buggy, soulless, and technically broken mess that spat on the memory of classics, forcing Rockstar to issue a rare and humiliating public apology. This was followed by an overpriced, low-effort port of the original *Red Dead Redemption*, further cementing the narrative of a company that no longer respects its own history or its fans.³⁸

b) Social Media Sentiment: A Warzone of Hype and Hate

The social media landscape is a volatile warzone of extreme emotions, where millions of followers oscillate between fanatical devotion and seething rage.

- **Positive Sentiment: Masters of Hype**
An announcement from Rockstar does not generate hype; it triggers a global shockwave. The first trailer for *Grand Theft Auto VI* obliterated YouTube records, and the tweet announcing it became the most-liked gaming tweet in history—a display of raw power that no other brand can command.¹⁵ Their strategy of prolonged silence makes every utterance an event, turning their social media channels into digital temples where disciples wait for the next prophecy.
- **Negative Sentiment: The Fury of the Faithful**
The decade-long silence between games breeds a toxic impatience. Any social media post not pertaining to *GTA VI* is met with a digital firestorm, a torrent of vitriol from fans demanding their next fix, with comments like "Don't tweet again unless it's *GTA 6* news."⁴¹ Furthermore, the company's legal crusade against its own modding community has ignited a full-blown rebellion, with legions of fans decrying that their former heroes have "become the villain" by crushing creativity with an iron fist.²¹ This is compounded by the "unhinged" harassment of individuals merely rumored to be involved with the games, showcasing a fanbase whose passion often boils over into toxicity

ONLINE REPUTATION - SENTIMENT ANALYSIS



.c) Complaints and Issues: The Skeletons in the Closet

Beneath the surface of game reviews lies a dark underbelly of damning complaints that strike at the very heart of the company's moral standing. These are not mere bugs or gameplay gripes; they are foundational indictments of the company's culture and ethics.

- Case Study I: The Human Cost of Perfection - A Culture of Fear

The most grievous wound on Rockstar's reputation is the persistent, horrifying allegation of its "crunch" culture. This is not merely overtime; this is a soul-crushing crucible. The controversy exploded in 2018 when co-founder Dan Houser boasted of "100-hour weeks" during the development of *Red Dead Redemption 2*.⁷ While he later clarified this only applied to a small senior team for a few weeks, the damage was done.⁷ The comment opened the floodgates, and the industry erupted in condemnation, labeling it a "complete failure in planning" and a form of abuse.⁴⁴

Countless reports from traumatized former employees painted a hellish picture of 80 to 100-hour work weeks, a "culture of fear," and relentless psychological pressure.⁴⁵ The accounts are chilling: one ex-employee described it as "like working with a gun to your head 7 days a week," while another labeled the studio a "sweatshop" where human beings are treated as "expendable."⁴⁹ Glassdoor reviews from long-term employees speak of "aggressive emails demanding you to work 6 days a week," threats of termination, and a "horrible, horrible atmosphere" where managers, under pressure from the top, scream at those below them.⁴⁶ While reports after 2018 suggested the company had made significant reforms, its recent mandate forcing employees back to the office for the final push on

GTA VI has sent a shockwave of terror through its workforce, who fear a return to the "toxic 'crunch' practices" of the past.

- Case Study II: The "Hot Coffee" Scandal - A Legacy of Deceit

Perhaps no event defines Rockstar's controversial history more than the 2005 "Hot Coffee" scandal. Developers had created a sexually explicit minigame for *Grand Theft Auto: San Andreas* but, fearing an "Adults Only" (AO) rating that would kill retail sales, they "wrapped" the code, making it inaccessible but leaving it on the game disc.⁵⁰ When a modder unlocked it, a political and media firestorm erupted.⁴

Rockstar's initial response was a blatant lie, blaming "hackers" for creating the content.⁶ This deception quickly unraveled. The ESRB re-rated the game to AO, forcing a massive recall that cost parent company Take-Two over \$24.5 million.⁵³ The scandal reached the U.S. Senate, with Hillary Clinton introducing legislation in response, and culminated in a shareholder lawsuit settled for over \$20 million.⁴ The event established a lasting narrative of corporate deceit and antagonism, a reputation that still lingers. In a final act of defiance, Rockstar immortalized the scandal by giving the Statue of Liberty in *GTA IV* the face of Hillary Clinton holding a coffee cup.⁵⁵

- **Case Study III: A War on Fan Creativity**

Rockstar's parent company, Take-Two Interactive, has become infamous for its scorched-earth legal policy against fan mods. This is a declaration of war on their most passionate and creative followers. High-profile projects, like a mod that imported GTA IV's Liberty City into GTA V and another that recreated the GTA VI map based on leaks, have been systematically shut down with cease-and-desist orders.⁵⁶ This has bred deep resentment, with fans lamenting that the company they once revered has become a corporate tyrant, stifling the very creativity that helped build its community.²¹

d) Brand Engagement: The Strategy of Imperial Silence

Rockstar's engagement strategy is one of imperial silence, a calculated and arrogant detachment from the community it rules over.

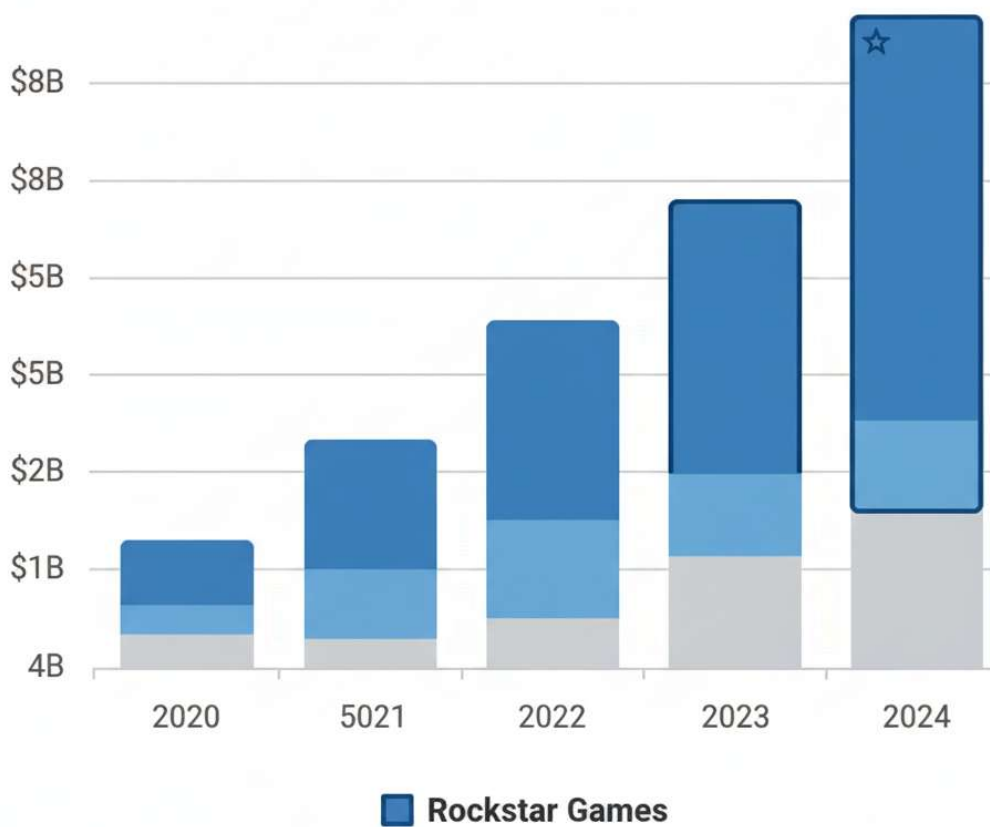
- **Response Time and Tone:** The brand does not engage; it decrees. It operates from an ivory tower, letting years of silence build a mythical aura of mystique and power. It only deigns to speak when a controversy reaches a deafening crescendo, forcing a reluctant response. After the *GTA Trilogy* catastrophe, a formal, sterile apology was issued. Following the historic *GTA VI* leak, a cold, corporate statement was released to calm the markets and reassert control.⁵⁷
- **Complaint Resolution:** Resolution is not offered; it is conceded under duress. When public outrage becomes an existential threat, Rockstar acts. After the *GTA Trilogy* revolt, they were forced to not only promise fixes but to resurrect the classic versions they had tried to erase. Following the 2018 crunch exposé, investigations confirmed that the company was shamed into making significant internal reforms, including firing abusive managers.⁵⁸ This reveals a damning pattern: change only comes when the mob is at the gates.
- **A Glimmer of Change?:** Recently, a subtle shift has been observed. The company's Twitter account has engaged in more "humane" and informal interactions, using emojis to respond to celebrities like LeBron James and engaging in playful banter with actors from its games.⁶¹ While minor, this could signal a slow, cautious evolution away from its monolithic, unapproachable persona.



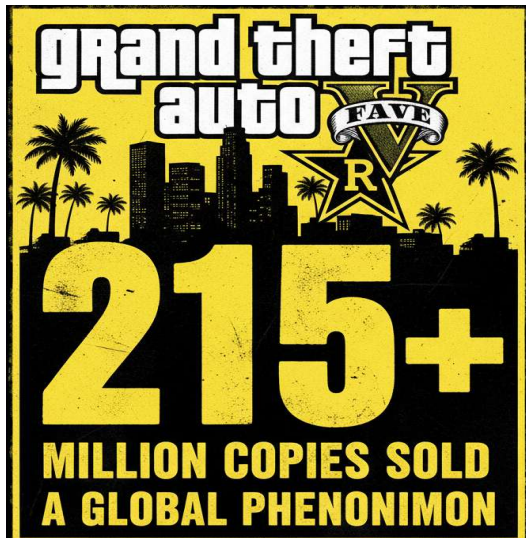
5. Affiliate Marketing and Trust Building

Rockstar Games scorns the pedestrian world of affiliate marketing. It has no need for such conventional tactics. A search for an affiliate program leads only to an unrelated, low-rent fashion brand that shares its name. Rockstar does not build trust through a network of paid shills; it commands loyalty through sheer force of will and a carefully constructed mythos.

- **Brand Prestige as a Weapon of Trust:** The company's primary tool for building trust is its own legend. The Rockstar logo is not a brand; it is a seal of god-tier quality, a promise of a transcendent experience that inspires a cult-like devotion and drives billions in pre-orders without a single affiliate link. This is reinforced by an internal philosophy of being their own best customer—making games they themselves want to play—and an obsessive focus on detail.



- **Alliances with Cultural Royalty:** Rockstar does not partner with influencers; it forms alliances with cultural titans. Its collaborations are reserved for icons like music legend Dr. Dre, who are seamlessly and artfully integrated into its worlds, further cementing the brand's untouchable "cool" factor and its perceived authenticity.⁶² This is a form of high-level business development, not grassroots marketing.



- **The Golden Handcuffs of Subscription:** The company has now embraced the lucrative subscription model with GTA+, a premium membership that forges a direct, recurring financial link with its most devoted players, ensuring a steady flow of tribute to the empire.

PUBLISHER REPUTATION COMPARRISON

↑ ↓ REPUTATION STRENGTHS

| PUBLISHER | KEY CONTROVERSIES (Last 5 Years) | REPUTATION STRENGTHS |
|--|---|---|
|  Crunch Culture Allegations | Loot Box Controvesios • | Strong Brand Loyalty Narrative & World-Building |
| High-Quality Games (GTA, Grand Loyalt) GTA Trilloy Remasters Quality | Popular Sports Franchices (FIFA, Madden) • | Live e Service Expertises • • |
|  Electronic Arts (EA) | Game Closures • | NFT Integratient to Push Live Ops |
|  Ubisoft | Workplace Minduscet/ (FIFA, Harrasment) • Diverse Global Studios | Workplace Discrimination Employeee Laswsits • Layoffs Presence Esports Post/Accuistion |
|  Activision Blizziard | Open-World Games (AC, FC) • (CoD-t WOW, Diablos) | Layoffs Post-Accuistion) Successful Mobile Expansion |

6. Findings Summary (SWOT Analysis)

| Strengths | Weaknesses |
|---|---|
| <p>A God-Like Reputation for Unrivaled Excellence: A brand synonymous with perfection, consistently delivering generation-defining masterpieces that command universal critical worship.⁶⁴</p> | <p>A Reputation Fatally Stained by Human Exploitation: A dark history of a brutal "crunch" culture, with horrifying allegations of employee abuse and a toxic work environment that haunts its public image.⁴⁵</p> |
| <p>Unbreakable Fan Loyalty & Financial Supremacy: Its flagship franchises are global phenomena that have generated obscene profits and cultivated a massive, fanatically devoted fanbase.⁸</p> | <p>A Toxic Relationship with Its Own Community: A notoriously antagonistic and litigious war against its modding community has bred deep resentment and alienated its most creative and dedicated fans.²¹</p> |
| <p>Alchemical Ability to Generate Hype: A masterful and mysterious marketing doctrine that transforms years of silence into earth-shattering cultural events with a single trailer.</p> | <p>A Corroding Perception of Corporate Avarice: The relentless milking of <i>GTA Online</i> and a string of cynical, low-effort releases have forged a powerful narrative of insatiable greed that betrays its creative legacy.³⁷</p> |
| <p>A Razor-Sharp, Counter-Cultural Identity: A powerful brand voice built on biting satire and fearless cultural commentary that resonates with millions who see it as an authentic outlaw in a sanitized industry.⁵⁰</p> | <p>A Fortress of Arrogant Silence: A crippling lack of transparency and communication that allows negative narratives to fester and explode into full-blown reputational crises.</p> |
| Opportunities | Threats |
| <p>The Ultimate Shot at Redemption with <i>GTA VI</i>: The most anticipated entertainment product in history offers a monumental opportunity to silence all</p> | <p>The Crushing Weight of Apocalyptic Expectations: The hype for <i>GTA VI</i> is so impossibly immense that anything less than a flawless, revolutionary masterpiece</p> |

| | |
|---|---|
| critics, showcase a reformed culture, and reset its corporate narrative. | could trigger a catastrophic backlash. ²¹ |
| Forging Peace with the Fan Rebellion: A strategic shift from litigation to collaboration with its creator community could transform its most vocal enemies into its most powerful evangelists. | A Rising Tide of Industry Revolution: The global push for unionization and ethical labor practices in gaming puts Rockstar's entire history of brutal development cycles under an unforgiving microscope. ⁵¹ |
| Conquering New Worlds of Media: The sheer cultural dominance of its IP presents limitless opportunities for blockbuster adaptations in film and television, expanding the empire. | Key Founder Departures: The exit of creative visionary Dan Houser and producer Leslie Benzies creates a perception of instability and raises questions about the future creative direction of the company. |
| Embracing the Light of Transparency: A radical shift towards open communication about its culture and development could be a revolutionary act of trust-building, healing deep wounds with its audience. | Franchise Fatigue & Over-Reliance: A decade of focus on <i>GTA V</i> has dangerously thinned the patience of its fanbase and made the company's financial health terrifyingly dependent on the success of a single upcoming title. |

Rockstar Games - SWOT Analysis

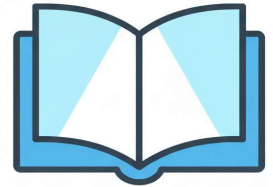


7. Recommendations

To navigate the treacherous path forward and secure its legacy, Rockstar Games must not merely adjust its strategy; it must undergo a fundamental reformation. These are not suggestions; they are imperatives for reputational survival.

1. Dismantle the Fortress of Silence - Establish a Public-Facing

Community Team: The age of imperial detachment is over. Rockstar must establish a dedicated, public-facing community management team. This team should be empowered to engage in genuine, two-way dialogue on platforms like Reddit and Twitter, provide regular (even if high-level) development insights, and act as a humanizing buffer between the monolithic corporation and its passionate fanbase.



TRANSPARENCY



HEALTHY WORK CULTURE

2. Public Atonement and Radical Transparency on Work Culture:

The shadow of its labor practices will loom until it is confronted with the light. Rockstar must publicly and unequivocally atone for its past. It should commission and publish an annual, independently audited workplace culture report. This would be a revolutionary act of transparency that would silence critics, rebuild trust, and position Rockstar as a leader in industry reform.

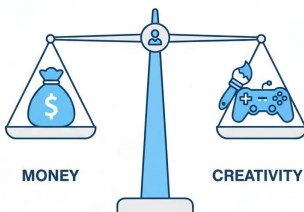
3. Cease the War on Creativity - Launch a "Rockstar Creators"

Program: The self-defeating crusade against its own fans must end. Rockstar should create a "Rockstar Creators" program that provides clear, permissive guidelines for non-commercial, single-player mods. It should sanction, and even promote, the best fan creations, transforming rebels into powerful brand ambassadors and harnessing their creativity instead of destroying it.



FAN COLLABORATION

THE BALANCE OF MONEY & CREATIVITY



4. Rebalance the Scales from Greed to Greatness:

The perception of avarice is a cancer on the brand. All future communications, especially for *GTA VI*, must carefully re-emphasize the company's sacred commitment to the epic, single-player sagas that made it a legend. The marketing must be a celebration of artistry and narrative, not just a prelude to the next online

cash cow.

5. **Strategic Succession and De-Mythologizing the Founders:** The departure of key founders has created a perception of instability. The company must begin to publicly elevate its next generation of creative leaders. By showcasing the incredible talent across its global studios, it can shift the narrative from a company dependent on a few "gurus" to a sustainable institution of creativity, mitigating key-person risk and building.



COMMUNITY ENGAGEMENT

8. Conclusion

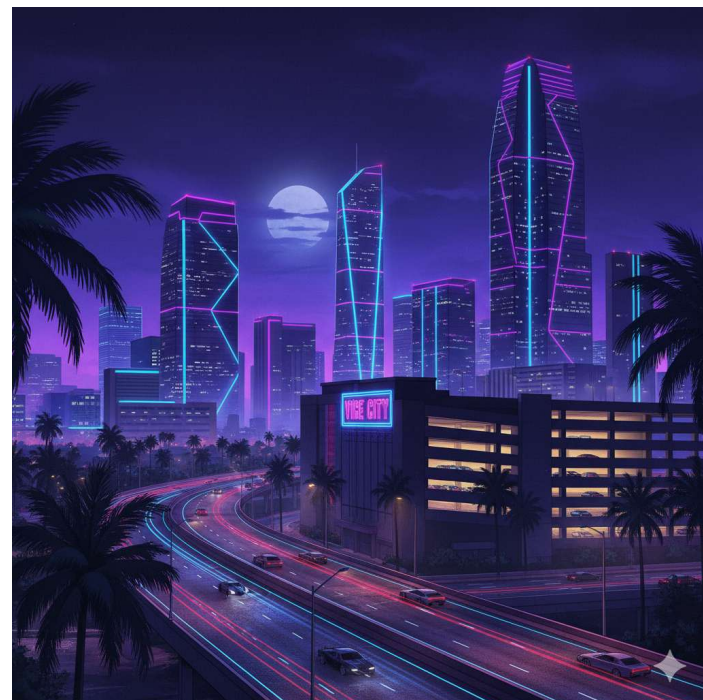


The online reputation of Rockstar Games is a grand, tragic paradox. It is an empire of unparalleled artistic achievement, a creator of digital worlds that have defined a generation, yet it is an empire built upon a deeply flawed and controversial foundation. For decades, the company has performed a death-defying high-wire act, balancing its god-like reputation for quality against a dark abyss of corporate misconduct and ethical failings. The sheer, blinding brilliance of its products has, until now, been its only safety net.

This exhaustive analysis makes one thing terrifyingly clear: a legendary product is no longer an impenetrable shield. The poison of its "crunch" culture, the open hostility towards its most loyal fans,

and the creeping rot of its monetization strategies have inflicted deep, perhaps mortal, wounds upon the brand. Trust has been shattered, and the outlaw mystique has been exposed as a hollow corporate facade.

The release of *Grand Theft Auto VI* will be the final verdict. It is not just a game; it is a referendum on the soul of Rockstar Games. A flawless launch, born from a demonstrably humane and transparent development process, could be an act of biblical redemption, securing its place in the pantheon of immortals. But any failure—be it technical, artistic, or ethical—will be catastrophic. It will be the moment the high-wire snaps, sending the company's carefully crafted image plummeting into the abyss. The launch of *GTA VI* will determine whether the Rockstar legend ascends to its final, glorious chapter, or crumbles into a cautionary tale of a titan undone by its own hubris.



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