

Investigation on video game modifications.

ABSTRACT

With the rapid growth of the video game industry follows the increasing trend of avid fans creating modifications for their favourite video games. Modding can be defined as the end user alteration of commercial hardware and software products (Kow & Nardi, 2010; Postigo, 2010) Many communities have been formed to collaborate, contribute and enhance the experience of video games through modifications. This research paper aims to investigate many aspects of these modifications and determine if they should be encouraged or restricted by the companies that have created and own the video games.

STUDENT NAME:

DANIEL JOOSTEN

WHAT IS YOUR RESEARCH PROBLEM STATEMENT?

The purpose of this research is to find out if there be a limitation on video game modifications and who should own the intellectual property of them?

WHY IS YOUR RESEARCH IMPORTANT?

This research is important because the modification area of video games does not follow an industry standard for guidelines or restrictions on modifications. Some companies outright completely ban the use of any modifications, others will limit their capabilities to not interfere with gameplay, or allow cosmetic changes to the game only. As many successful games have been created as modifications, it also begs the question for who should be the owner of the intellectual property of these ideas. Some modifications also offer an advantage for players in multiplayer games over those who do not have modifications, is this fair use? (Moody, 2014)

WHAT IS THE EXISTING RESEARCH LITERATURE IN THE AREA?

There are existing research papers that go into detail of exposing specific issues mentioned in this paper. This will have a heavy influence on writing this paper as there are many references and resources that will be used to combine and create a strong research foundation using these existing cases.

WHAT IS YOUR PROPOSED RESEARCH METHODOLOGY?

To investigate the question of if there should be a limitation on video game modifications and who should own the intellectual property of them. Existing and relevant video game companies will be used as examples and their stance on this issue will be brought forward as they are at the forefront of the industry. The idea of which company has the best practice in respect to modifications on their video game is subjective, so an approach to try and establish an industry standard will be created by following proven success and trending methods.

WHAT RESOURCES WILL YOU NEED TO CARRY OUT THE RESEARCH?

Research Articles, Journals, Books, Access to the steam community workshop, Commonly modded games.

WILL YOUR RESEARCH NEED APPROVAL FROM AN ETHICS COMMITTEE?

No

REFERENCES

1. Kow, Y., Nardi, B. (2010). Who owns the mods?. *First Monday*, 15(5). Retrieved from <http://firstmonday.org/article/view/2971/2529>
2. Moody, K. A. (2014). Modders : changing the game through user-generated content and online communities. Retrieved from <https://ir.uiowa.edu/cgi/viewcontent.cgi?article=5217&context=etd>
3. ...