Game Development Companies

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**Abstract**

This research paper deepens the history of three game development companies, Nintendo, The Coalition and Bioware. The paper examines how each company has started, the size of the company and what made it successful. This research also focuses on the games each company has developed and provides a summary on each game, including its main features, important technologies it uses, its market and sales. Afterwards, the paper explores the job opening each company currently has by summarizing the skills each position requires, and how to qualify for the job.

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The computer and video game industry has grown rapidly as modern technologies developed. The most advanced technology so far has to be the virtual reality games where it generates realistic game experience and simulates a gamer’s physical presence in a virtual world. Games are part of the main source of entertainment, which are a multi million-dollar industry for game development companies. Nintendo, the Coalition and Bioware are very successful companies that developed well known games for gamers while these companies have created many job opportunities for game developers.

One of the all-time favourites video games is Mario Bros, developed by Nintendo. Nintendo Co., Ltd. is the world’s largest manufacturer and marketer of video games, headquartered in Kyoto, Japan. Nintendo was founded on September 23, 1889 by Fusaijiro Yamauchi, it originally produced handmade hanafuda playing cards. By 1970s, the company then developed into a video game company. In 1985, Nintendo developed a video game console, Nintendo Entertainment System (NES) which an instant hit. Due to this, Nintendo has become one of the most influential in the game industry and “Japan’s third most-valuable company with a market value of over $85 billion,” according to Takenaka. Nintendo is one of the world’s largest video game companies by market capitalization, creating some of the best-known and top-selling video game franchises, such as Super Mario, The Legend of Zelda, and Pokémon. The size of this company contains about 5000 to 7000 employees as of the end of March 2017. (<https://www.nintendo.co.jp/corporate/outline/index.html>)

Mario Bros are known to be simple, family friendly and captivating design, guarantee that it is everybody childhood game.

Nintendo Software Technology's mission is to design, develop and deliver the very best video games. We conduct research, use state-of-the-art equipment and review methods of operation so that we may continually improve the quality of the games that we produce.

Currently, Nintendo has Software Engineer – Game graphics as one of their job openings. The skills that are required for this job is 4 or more years of software engineering experience, knowledge of the relevant programming languages (C/C++ and/or Web Development (HTML, JavaScript, and CSS) and good understanding of interactive entertainment methodologies and production pipeline.

The Coalition is a Canadian video game company based in Vancouver, British Columbia and a subsidiary of Microsoft Studios. The company was formerly named Zipline Studios, then Microsoft Game Studios Vancouver and Black Tusk. The studio was formed in February 2010 as Zipline Studios, and went to develop Facebook game Relic Rescue. In 2014, the company had acquired the Gears of War franchise from Epic Games. Due to this the studio was renamed from Black Tusk to The Coalition, signifying its relation to the Gears of War franchise. The Coalition is best known for developing games in the Gears of War series.

Bioware is a Canadian video game developer located in Edmonton, Alberta. It was founded in February 1995 by newly graduated medical doctors Ray Muzyka, Greg Zeschuk and Augustine Yip, and is currently owned by American company Electronic Arts. The company specializes in role-playing video games, and achieved recognition for launching highly praised and successful licensed franchise: Baldur’s Gate, Neverwinter Nights, and Star Wars: Knights of the Old Republic. In 2011, BioWare launched their first massively multiplayer online role-playing game, Star Wars: The Old Republic.

References

**Relic Entertainment**

**Links:** <https://www.relic.com/>

Nintendo: https://www.nintendo.com/en\_CA/

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