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Subject: Re: Modern vidya powerhouses

Posted by [GEORGE ZIMMER](#) on Thu, 22 Sep 2011 19:58:43 GMT

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R315r4z0r wrote on Wed, 21 September 2011 18:38: Ultimately the problem comes down to an issue of popular franchises eclipsing others. People aren't really interested in trying new things when they are perfectly happy with what they have.

Call of Duty does so well that people don't bother to look past it in search of other games to play.

It does happen occasionally, Assassin's Creed is an example, but in comparison, it's still dwarfed by the popularity of Call of Duty.

yeah, but that's like TV execs saying "why make anything other than gritty cop shows? people all like them". Sure, alot of people enjoy cowwa doody, but a production company could make even MORE money if they had a wider variety of games under them, because they'd have a wider audience buying their company's games (Even if they're not all necessarily buying the same games).

Granted, if a company is GOOD at what they make (IE: Valve), I don't mind them being a bit more limited. But when you're a big monopoly, you might as well broaden your spectrum a little bit.

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