

Virtual Space

Assignment 2

Contextual Analysis

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Ever since Doom was released in 1993 by id Software, modding has played an important part in the video game industry. Doom was the first game which captured the mod community's imagination, which resulted in hundreds of new mods being made, and a re release, titled Doom Final by id Software which included community produced missions packs.

This potential for modding wasn't really harnessed again until the late 90's, with games like Quake, Unreal and Half life providing dedicated modding tools, which provided an outlet for the creative potential of the game community. Successful game mods like Team Fortress, Counter Strike, Defence of the Ancients and Threewave CTF all introduced new core game concepts which have gone on to create incredibly successful new products in their own right.

Introducing new game modes isn't the only thing the mod community engages in. Small cosmetic and code changes are frequent, as are total graphical overhauls like the Morrowind Graphic Extender mod, which completely revamps Morrowind's old graphics and brings them firmly into the modern age.

Morrowind without any graphical modifications applied.



Morrowind with graphical mods.



All these types of game modification are not to be ignored by developers, as they can drive software sales long after anyone would have initially thought, and, as previously mentioned, spawn entirely new, extremely successful games genres in their own right. For example, Team Fortress, spawned multiple other mods for various games like Quake, Quake 2 and Half-Life, and a full game in it's own right, Team Fortress 2.

The original Team Fortress game modification.



Team Fortress 2, released by Valve Software

