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<p></p><p>History [edit]</p>
<p>Although most modern games incorporate a single-player element either a
s the core or as one of several game modes, single-player gaming is currently vi
ewed by the video game industry as peripheral to the future of gaming, with Elec
tronic Arts vice president Frank Gibeau stating in 2012 that he had not approved
one game to be developed as a single-player experience.[5]</p>
<p>The question of the financial viability of single-player AAA games was
raised following the closure of Visceral Games by Electronic Arts (EA) in Octobe
r 2024. Visceral had been a studio that established itself on a strong narrative
single-player focus with Dead Space, and had been working on a single-player, l
inear narrative Star Wars game at the time of the closure; EA announced followin
g this that they would be taking the game in a different direction, specifically
"a broader experience that allows for more variety and player agency"
.[6] Many commentators felt that EA made the change as they did not have confide
nce that a studio with an AAA-scale budget could produce a viable single-player
game based on the popular Star Wars franchise. Alongside this, as well as relati
vely poor sales of games in the year prior that were principally AAA single-play
er games (Resident Evil 7, Prey, Dishonored 2, and Deus Ex: Mankind Divided) aga
inst financially successful multiplayer games and those offer a games-as-a-servi
ce model (Overwatch, Destiny 2, and Star Wars Battlefront 2), were indicators to
many that the single-player model for AAA was waning.[7][8][9][10] Manveer Heir
, who had left EA after finishing his gameplay design work for Mass Effect Andro
meda, acknowledged that the culture within EA was against the development of sin