

# Fanboy Wars: The Fight For The Future Of Video Games

*Paul Tassi*

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## FANBOY WARS




**THE FIGHT FOR THE  
FUTURE OF VIDEO GAMES**

**Paul Tassi**

**Forbes Signature Series**

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**Paul Tassi : Fanboy Wars: The Fight For The Future Of Video Games** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Fanboy Wars: The Fight For The Future Of Video Games:

1 of 1 people found the following review helpful. Good Overview of a Complicated Relationship, but Needs More Detail By Jason Waldman "Fanboy Wars" is a pretty solid overview of the state of the video game industry and how gamers are influencing not only their fellow fans, but the companies that are producing the games and systems. In particular, the stories about the "Mass Effect" ending fiasco and a look at why EA is so hated really highlight the power that gamers have in the industry. It's a unique issue that most industries don't really have to face, and Tassi does a nice job providing examples of the challenges facing developers today. In addition, the look at "fanboy" culture as it

relates to women in the industry really demonstrate how a small number of people can ruin things for everyone else (and is particularly disturbing in light of 4Chan and Gamergate). I didn't give this five stars because I think the book at times felt rushed. I know that e-books are supposed to be short, but Tassi could have really delved deeper into every issue he brought up. There were many occasions when I felt like he was just starting to scratch the surface of a topic, only for the chapter to end. I would love it if he did a longer book at some point that really got into the meat of the stories.

0 of 0 people found the following review helpful. Very interesting analysis of some video game industry "beefs" and missteps. By Jason W. Plenty of recent and classic examples of companies not listening to their customers. I am a huge video game player and fan, and have strong opinions on many of the topics the author goes through. For example, I sat on the sidelines while EA tried to shove their "online only" latest Sims City game down our throats. When they finally capitulated, admitted (more or less) that they lied about the "online is a requirement for the game to function", they released a minor patch and viola you can run single player. Microsoft narrowly missed a similar land mine with their Xbox One platform, real-time to crippling used games and requiring online check-in every 24 hours. Definitely recommend this short but interesting book for anyone interested in the latest games, lots of good behind-the-scenes dirt, and the author describes in detail many age-old truths that hold true no matter the industry, product or service.

0 of 0 people found the following review helpful. Could have been more. By Eduard Stanciu. It is a great book that explains some of the quirks of the gaming industry with fanboys. But I remained with the feeling that the book was too short and the in-depth analysis was not enough. Also there are some other great examples that could have been discussed.

Video games aren't just for teenage boys anymore. The average gamer is 30 years old, and 45% of gamers are women—a far cry from the pubescent-boy stereotype the industry has traditionally been saddled with. This confederation of fans has propelled the video game industry to \$70 billion in revenue in 2013, dwarfing Hollywood in the process. But this success has come with growing pains. Gaming's swelling fanbase has become increasingly vocal in expressing its approval of and outrage at game developers' decision-making processes at a time when social media has broken down the walls between creators and consumers. Paul Tassi looks at fanboy culture from its most toxic corners to its most celebrated collaborations to see how these fans become so emotionally invested in the development of video games, how this fervor affects the companies profiting from this fan connection and what it bodes for the future of gaming industry.