

Development Studios

Every game that is primarily based on software could be considered a computer game. In general a development studio or software development company produces software. In the gaming sector this means especially computer games, including console games or arcade machine games. There are different kind of developer situations. Sometimes single persons develop computer games, sometimes dedicated companies develop their own games and bring it to the market, but today for the most part, games are developed for [publishers](#). This means, a development studio is hired for creating a new computer game. This usually means, the publisher sets the goals of those project, how the game should be developed and what the details of the artwork should look like.

List of Development Studios

Here is an incomplete list of game development companies and some titles they are known for:

Developer	Popular Games
14_degrees_east	Star Trek: Klingon Academy
activision	star_trek_-_armada_1
bugbear_entertainment	flatout_2
epic_games	jazz_jackrabbit_2 , unreal_tournament , unreal_tournament_2004
gas_powered_games	supreme_commander , supreme_commander_-_forged_alliance
mad_doc_software	star_trek_-_armada_2
microprose	Star Trek: Birth of the Federation
pivotal_games	Conflict: Desert Storm
raven_software	Star Trek: Voyager Elite Force
reakktor_studios	toxikk
reakktor_media	neocron , neocron_2 , black_prophecy
team17	worms_world_party
totally_games	Star Trek: Bridge Commander
uds_interactive	ignition

See Also

- [publishers](#)

[[Back to the games database](#)]

From:

<https://www.mobile-infanterie.de/wiki/> - [mwohlauer.d-n-s.name](#) / www.mobile-infanterie.de

Permanent link:

https://www.mobile-infanterie.de/wiki/doku.php?id=en:development_studios&rev=1648852152

Last update: **2022-04-01-22-29**

