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# Open Access Week: Licensing in Gaming

The Making, Distribution, and Licensing of  
a Game.

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# What Will We Cover?

- The Making of the Game:
    - Unreal Engine, Unity Engine, and Godot
  - The Distribution of the Game:
    - Steam, Epic Games Store, Itch.io, Kongregate, Newgrounds
  - Modding (With Isis Abe)
    - What is Modding
    - Mod Websites
    - Modding Tools
  - Licensing
    - Open Access Licenses
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# Making of the Game: What is a Game Engine?



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# Making of the Game: Unreal Engine

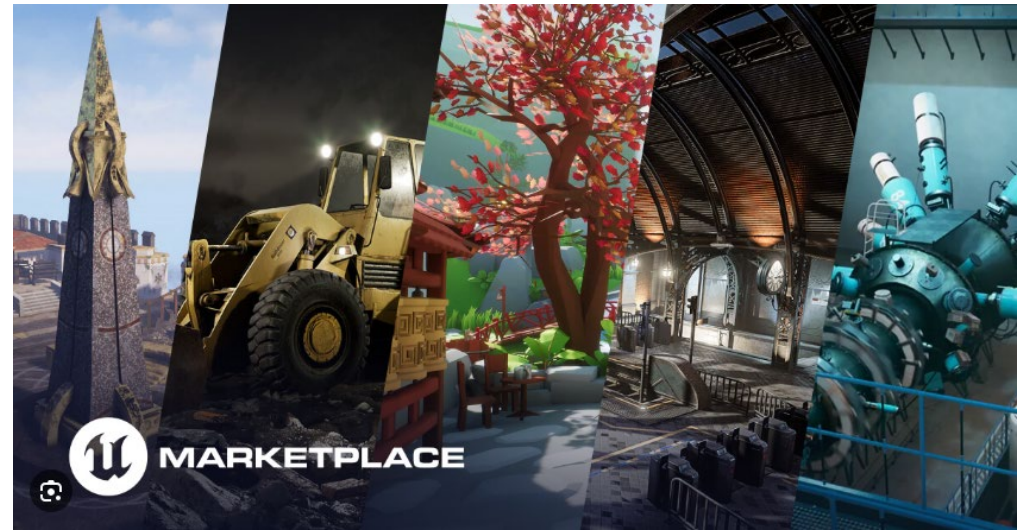
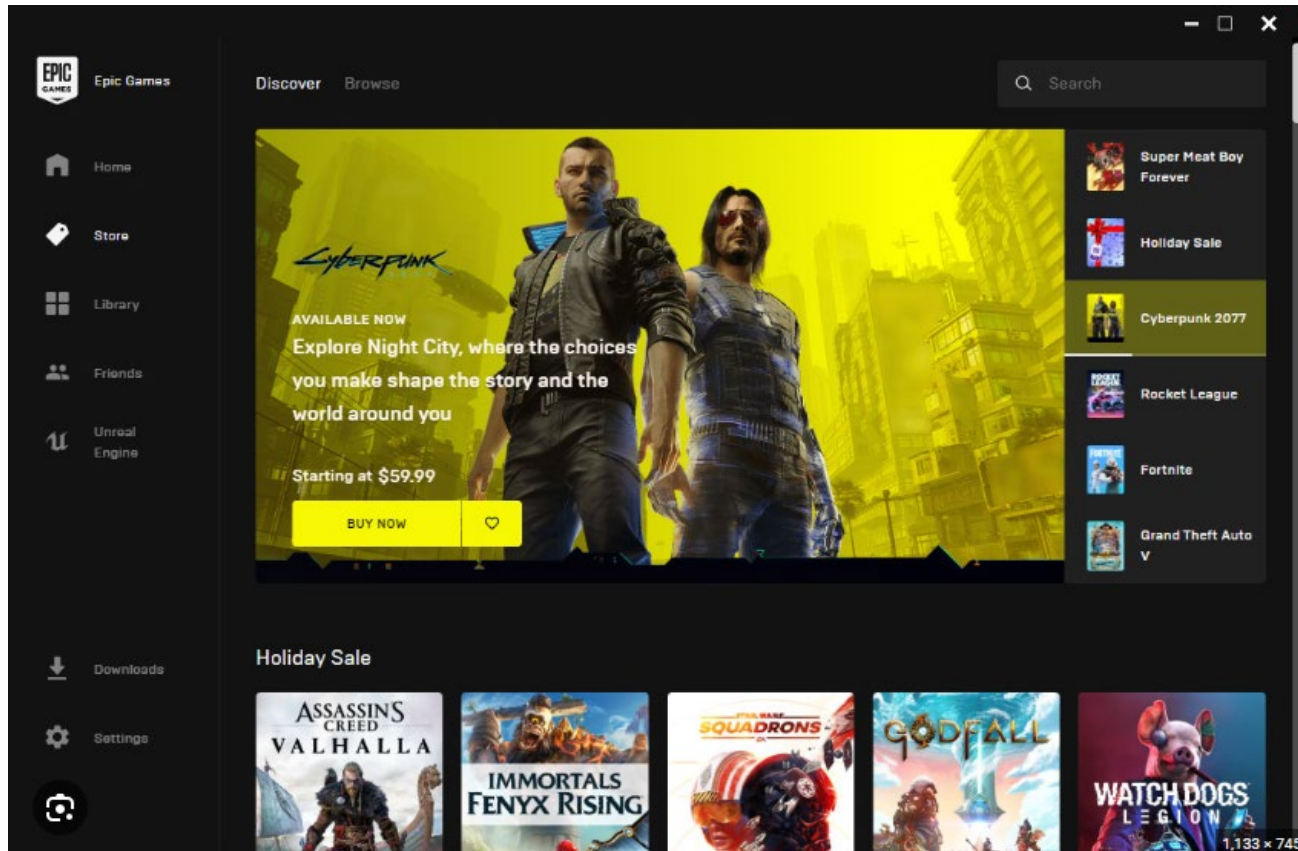


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# Making of the Game: Unreal Engine



# Making of the Game: Unreal Engine



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# Making of the Game: Unreal Engine

- 5% Royalty for Games
- If you sign their Release Form you will only owe royalties if the lifetime gross revenue exceeds \$1 million and your three-month revenue is higher than \$10 thousand.

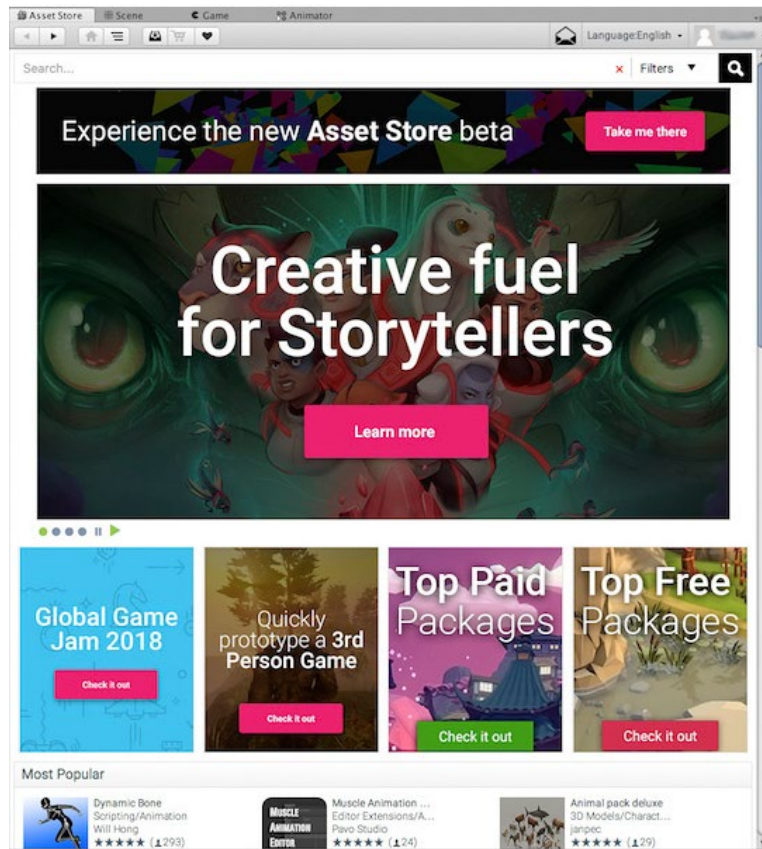
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# Making of the Game: Unity Engine



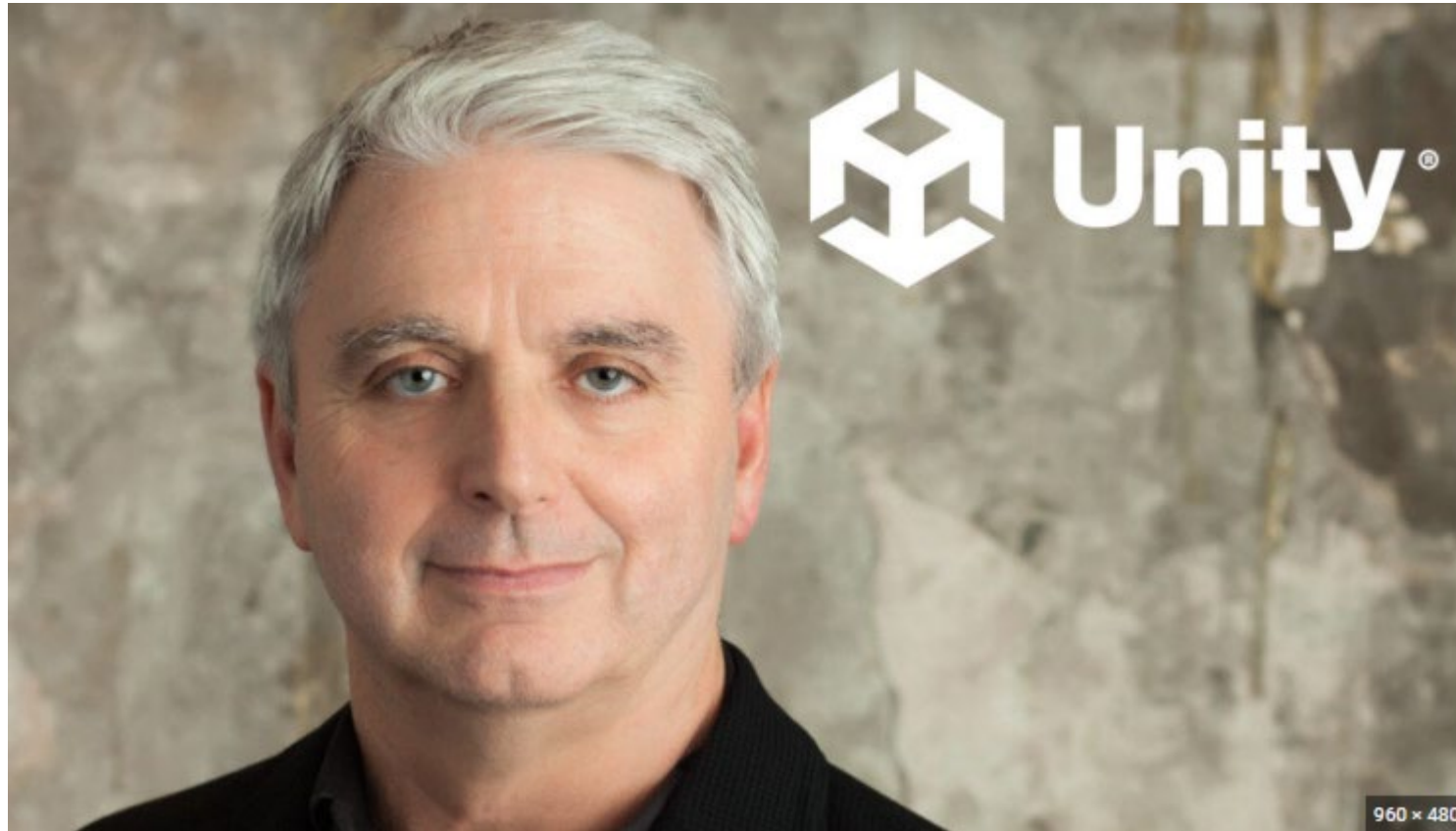


# Making of the Game: Unity Engine



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# Making of the Game: Unity Engine



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# Making of the Game: Unity Engine

- If your yearly gross income is over \$1 million and 1 million initial downloads, then you can choose to pay either .05 per install or 2.5% of the game's monthly gross revenue. Whichever is lesser.
    - Fee applies to games made after 2024.
    - You will have to have an internet connection to use Unity.
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# Making of the Game: Godot Engine

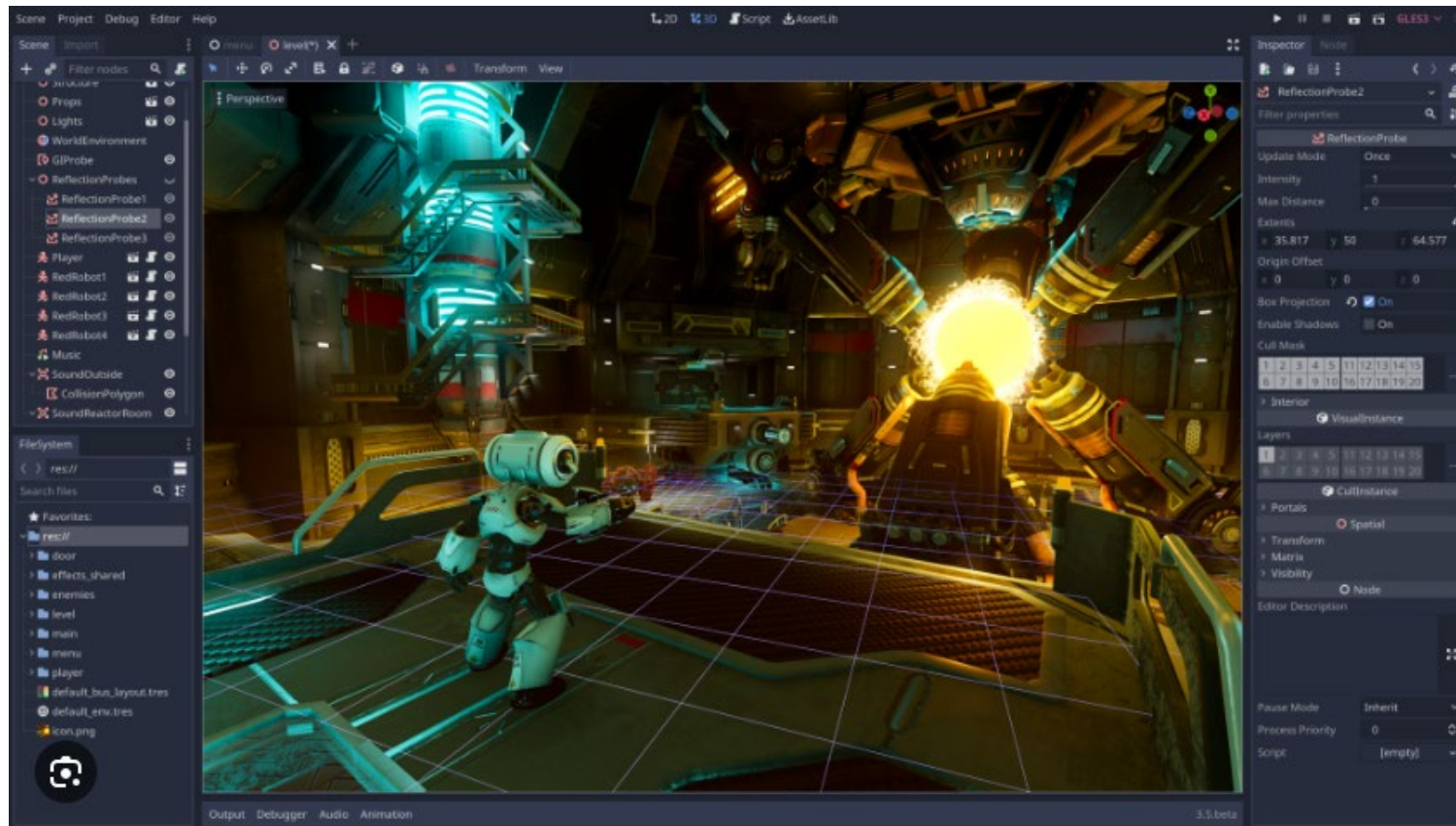


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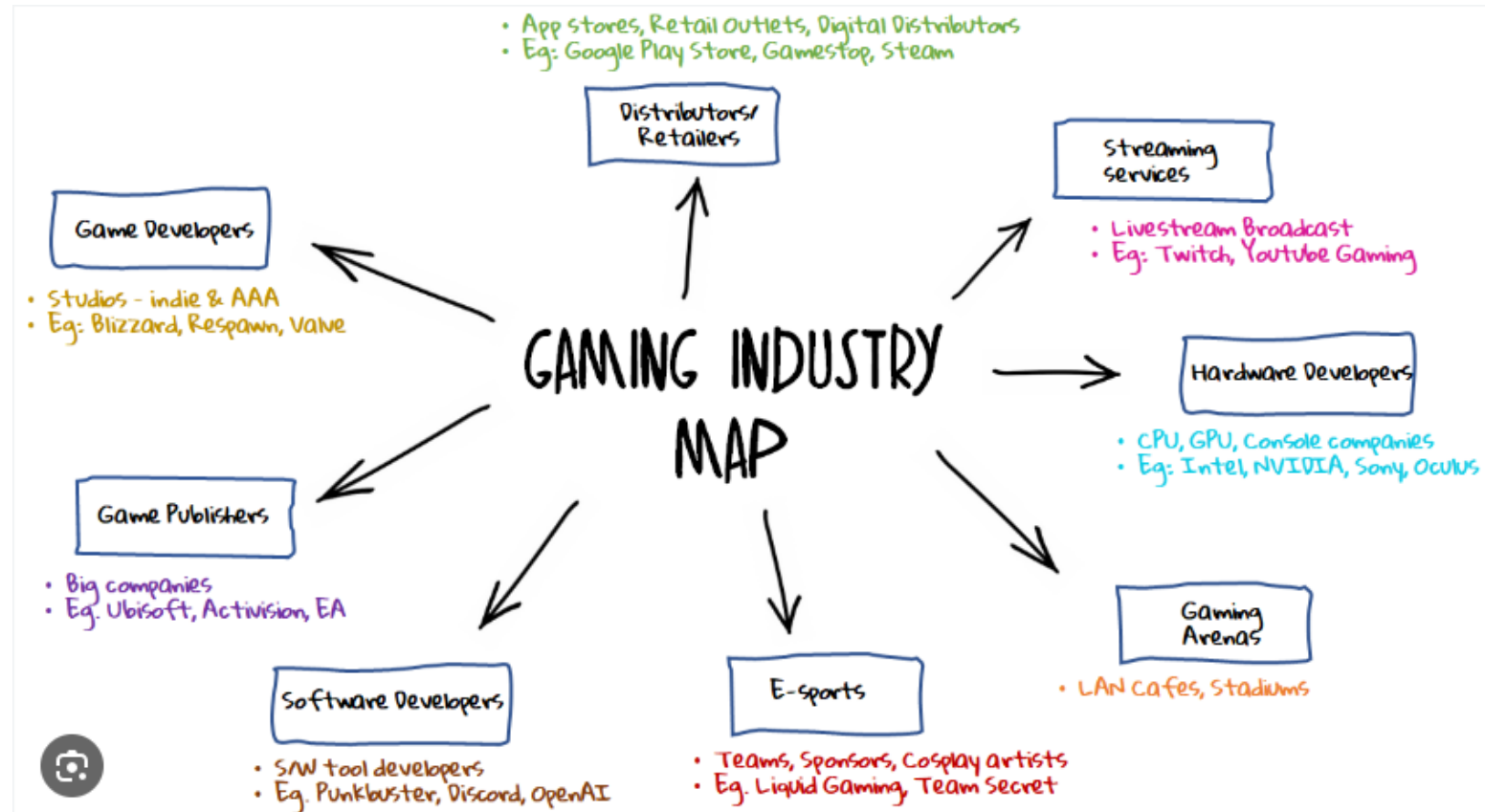
# Making of the Game: Godot Engine



# Making of the Game: Godot Engine

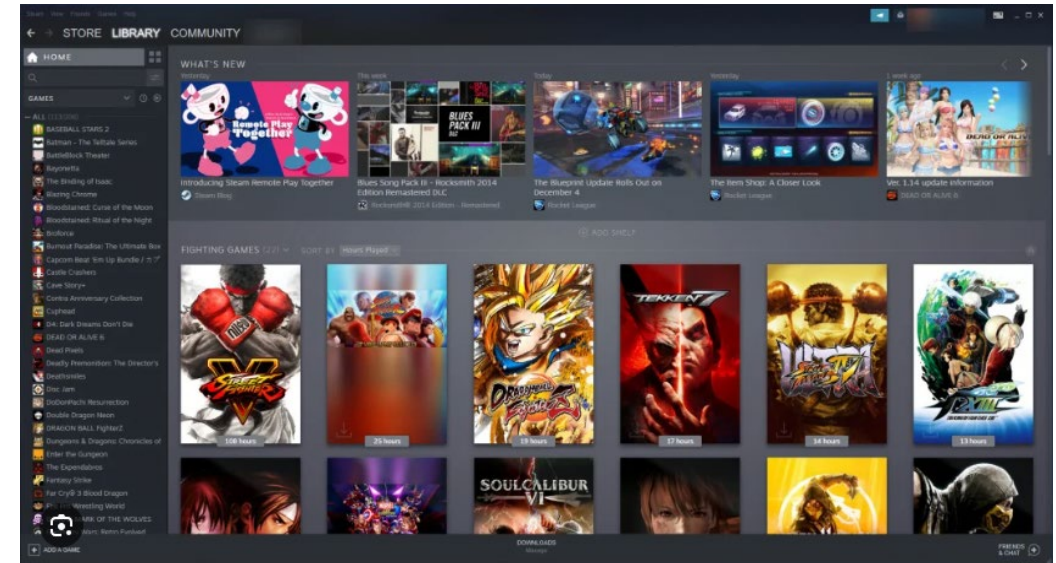


# Distribution of the Game:



# Distribution of the Game: Steam

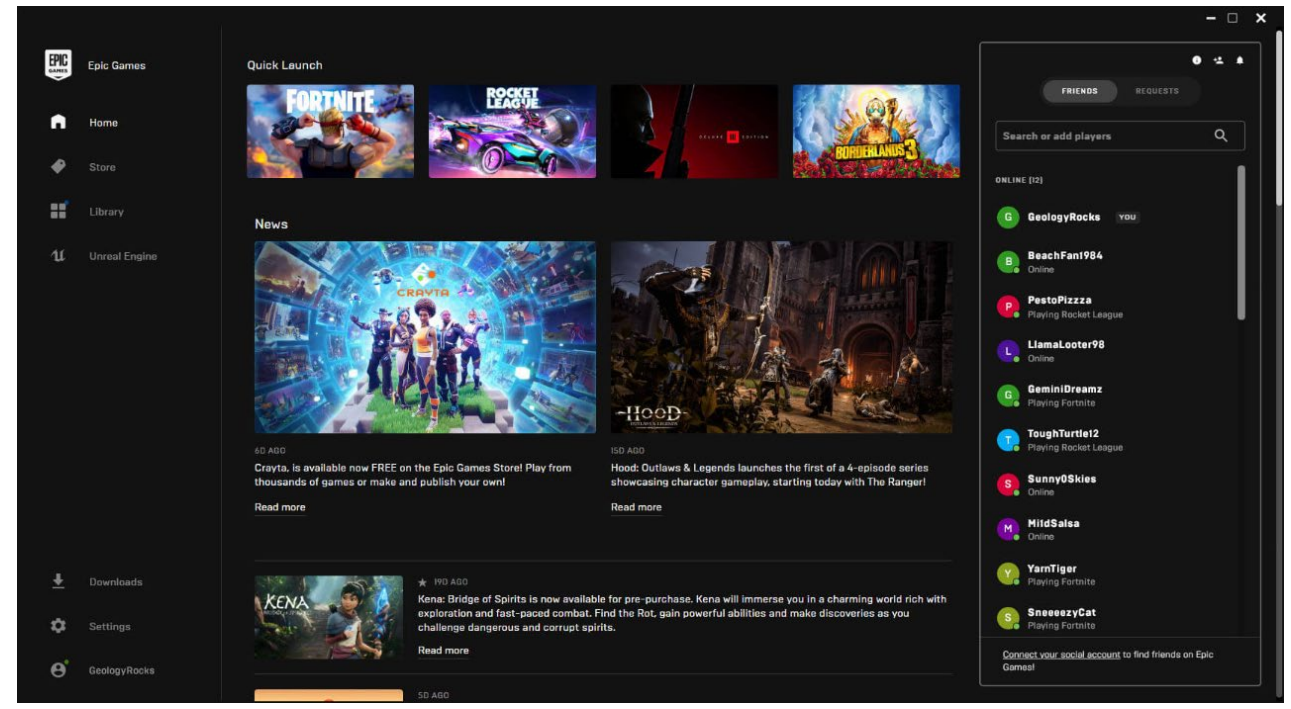
- \$100 flat fee, which is reimbursed when your game makes \$1000 in gross revenue.
- 70/30 Revenue Split, with 70% to you.
  - Once you hit \$10-50 million in sales, the split is 75/25
  - Over \$50 million is 80/20





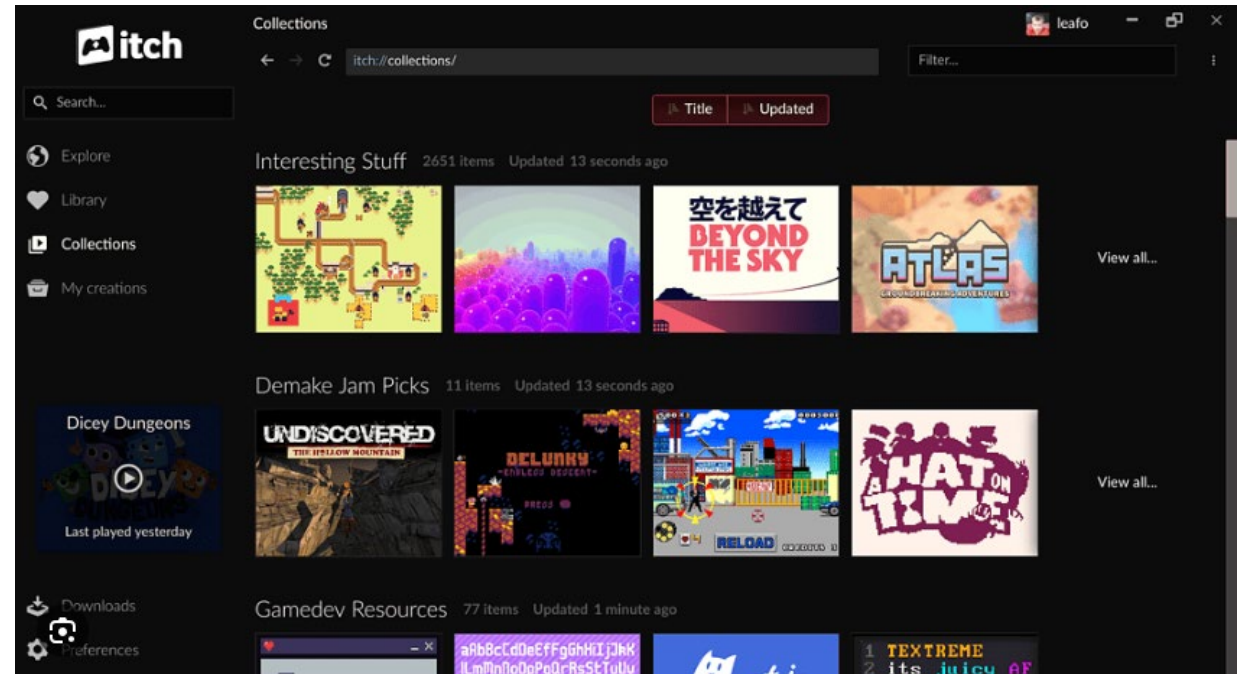
# Distribution of the Game: Epic Games Store

- \$100 flat fee
- 88/12 Revenue Split
- Exempt from the 5% Unreal Royalty if the game was made in the Unreal Engine.



# Distribution of the Game: Itch.io

- Allows you to put a minimum price on the game.
- Allows you to give a portion of your revenue to Itch.io.
- No advertisements.



# Distribution of the Game: Kongregate

- Purchases users make with "Kreds" are split 70/30.
- 50% of Ad Revenue is split, as well.
- Larger bonuses for better performing games.
- Browser Only
- However:
  - The games MUST have Microtransactions.
  - The games MUST function in both Internet Explorer and Safari



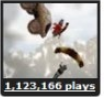












**Browse Action Games**

CATEGORIES

- All games
- Action
- Shooter
- Adventure & RPG
- Sports & Racing
- Multiplayer
- Strategy & Defense
- Puzzle
- Music & More
- Tutorials
- More:
- My Favorites
- Top Rated
- Zombie
- Fantasy
- Greg's Picks

SORT: Highest rating

- Highest rating
- Most played
- Newest
- Oldest

 3,105,301 plays	<b>Toss the Turtle</b> by <a href="#">Foreverkul</a>  Sep. 09, 2009   Use cannons, jet packs and bombs to launch the turtle as far as possible! Earn money and buy bett... <a href="#">play now &gt;</a>	 1,123,166 plays	<b>Indestructo</b> by <a href="#">ArmorGames</a>  Jun. 19, 2008   The Anniversary Edition of IndestructoTank finally crash lands on Kongregate. New Graphics and g... <a href="#">play now &gt;</a>
 1,385,023 plays	<b>Music Catch</b> by <a href="#">Reflexive</a>  May. 22, 2008   Music Catch. Catch the colorful shapes that appear when the music plays! The more shapes you coll... <a href="#">play now &gt;</a>	 2,223,893 plays	<b>Pillage the Village</b> by <a href="#">XGenStudios</a>  Feb. 14, 2008   Update Feb 25th, 2008: Ads removed, coin duration based on frames, invisible line bug fixed, hut/... <a href="#">play now &gt;</a>
 2,727,435 plays	<b>The Last Stand 2</b> by <a href="#">ConArtists</a>  Jul. 14, 2008   It was meant to be over. Turns out it was far from it. The mainland is being evacuated through a ... <a href="#">play now &gt;</a>	 692,174 plays	<b>Interactive Buddy</b> by <a href="#">shockvalue</a>  Nov. 28, 2008   Play with and/or torment your cute little buddy. NOTE: I am the original creator of this gameR... <a href="#">play now &gt;</a>
 3,014,392 plays	<b>DarkOrbit</b> by <a href="#">Blaspit</a> Become an elite space pilot in this real-time multiplayer shooter! <a href="#">play now &gt;</a>	 3,014,392 plays	<b>Starfighter: Disputed ...</b> by <a href="#">DJStatika</a>  Oct. 02, 2007   Free roaming, action packed, top down, space RPG. Either playing for Humans or Aliens, battle you... <a href="#">play now &gt;</a>

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## Distribution of the Game: Newgrounds



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# Modding: What is it?



- "Modding" is short for modification and is the cornerstone of open-source gaming as it involves altering or enhancing a video game user-generated content

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# Modding: How to get started

1. Choose a game
2. Research
3. Install mod tools
4. Understand file structures
5. Start small
6. Follow tutorials
7. Experiment
8. Engage in the community
9. Test, test, test
10. Share your mods
11. Respect Copyright and permission
12. Stay Updated

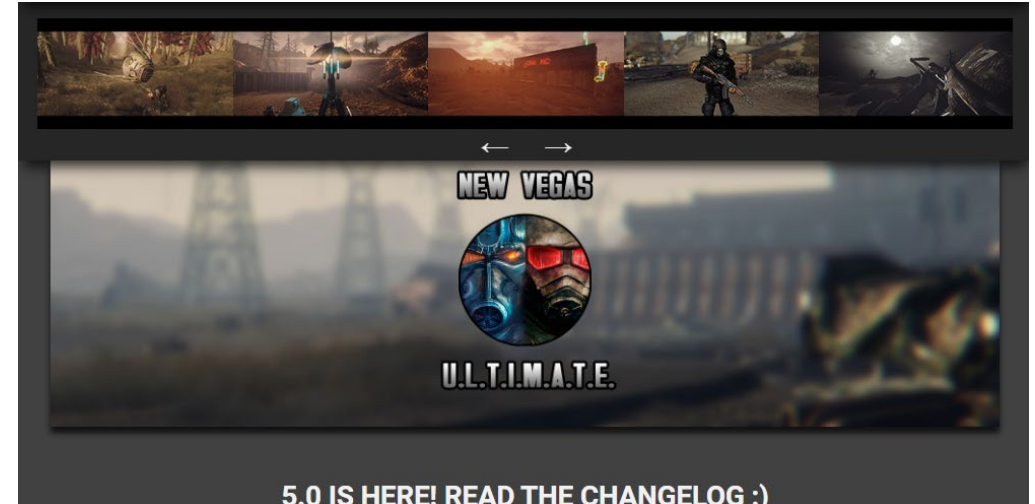


**GAME  
MODDING**

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# Modding: Tutorials & Guides

- Sinitar Gaming
- Space Engineer
- Gopher
- Nexus Forums
- YouTube Tutorials
- GitHub
- Subreddits
- Steam community
- Official game developer documentation



# Modding: Tutorials & Guides

## Welcome Creator!

Do you want to know more about modding Space Engineers and learn the details? Great, let's start.

- [Modding Basics](#)
- [How to use Workshop in Space Engineers](#)
- [Modding Guide: Ship Speed](#)
- [Modding Guide: Weather Effects](#)
- [Modding Guide: Automatic Weather System](#)
- [Advanced 3D Models Guide](#)
- [Moddable Collision Models](#)



iwanMods

A general purpose game modding tutorial. The game logic, code-m new item or skin" or plain "installing ...



## Beginner's Guide to Modding Skyrim



Gopher

Beginner's Guide to Modding Skyrim : Introduction • 8:16  
Nexus Mod Manager : Tutorial • 34:19

[VIEW FULL PLAYLIST](#)



## VORTEX - A Beginner's Guide



Gopher

VORTEX - Beginner's Guide : Introduction • 4:29  
VORTEX - Beginner's Guide #1 : Getting Started • 9:09

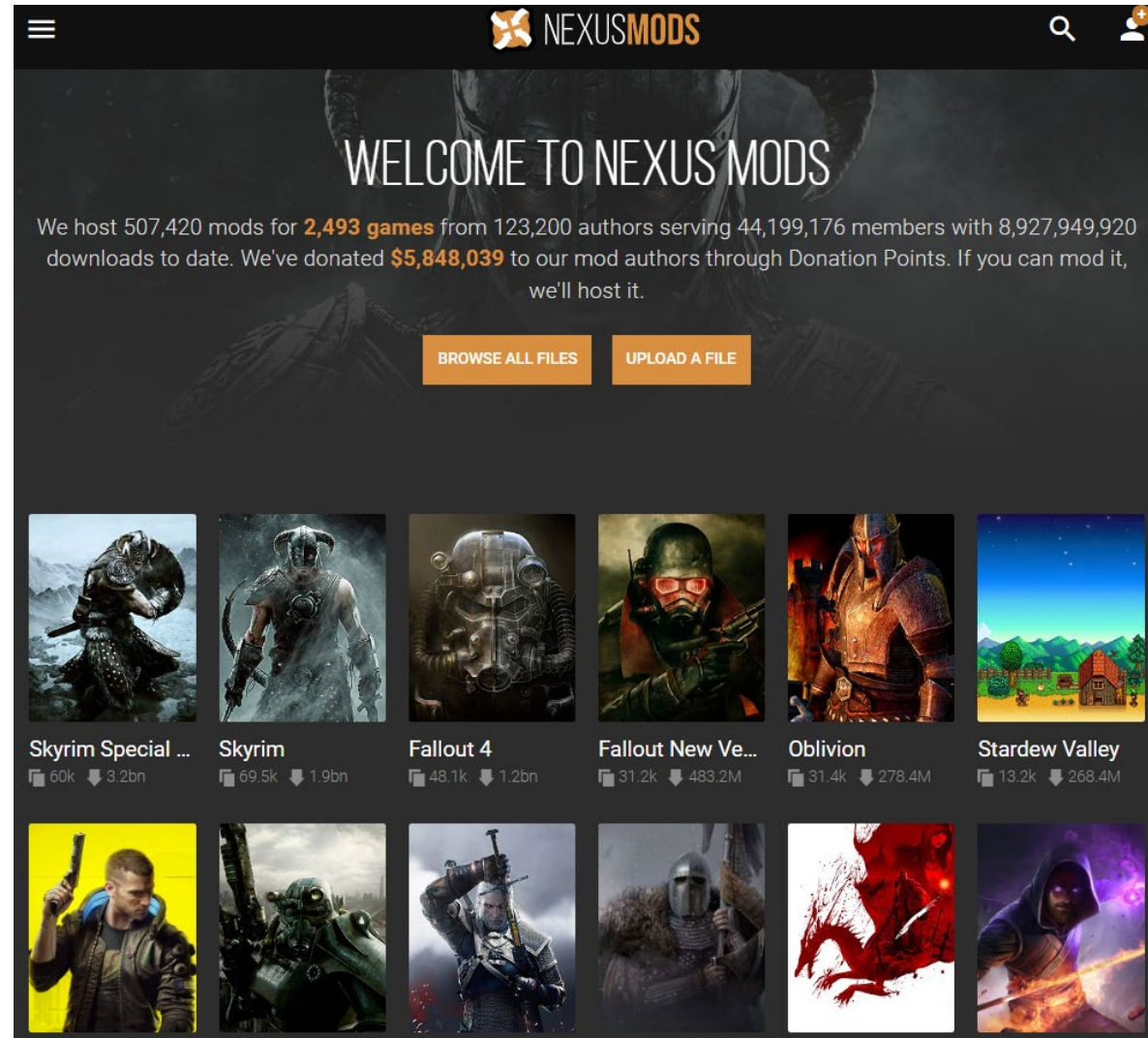


# Modding Websites: Nexus Mods

One of the most well-known and extensive modding websites.

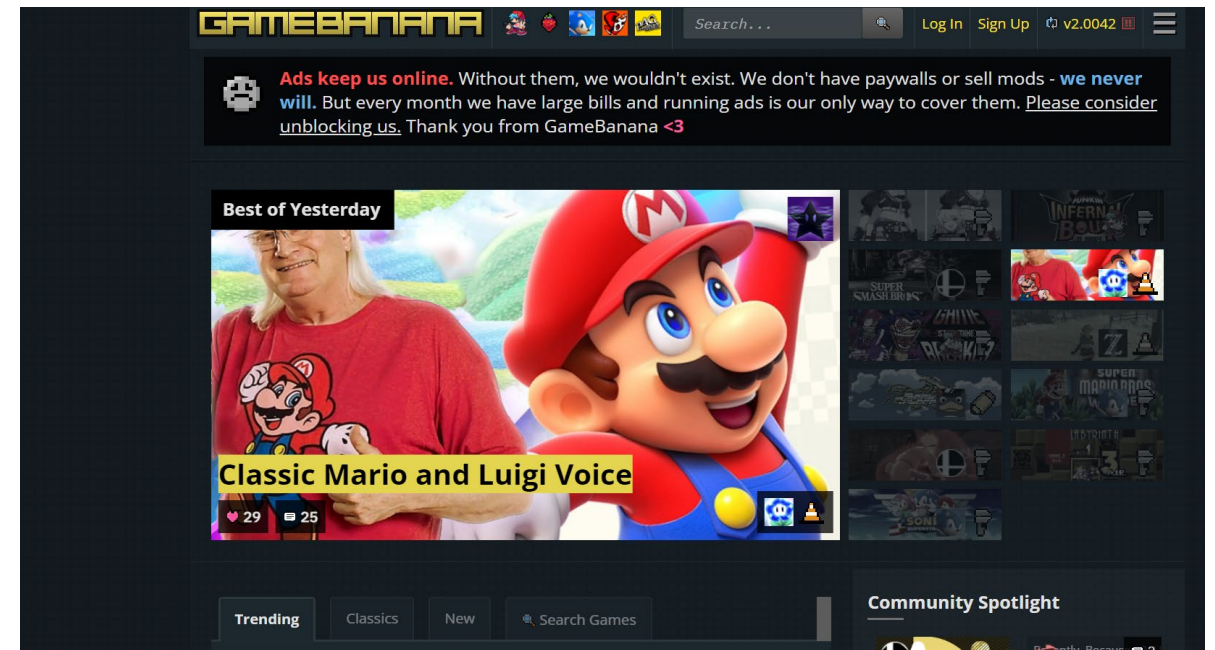
Hosts mods for a wide selection of games, including Skyrim, Fallout, The Witcher, and much more.

It offers a user-friendly interface and Mod manager (Vortex)



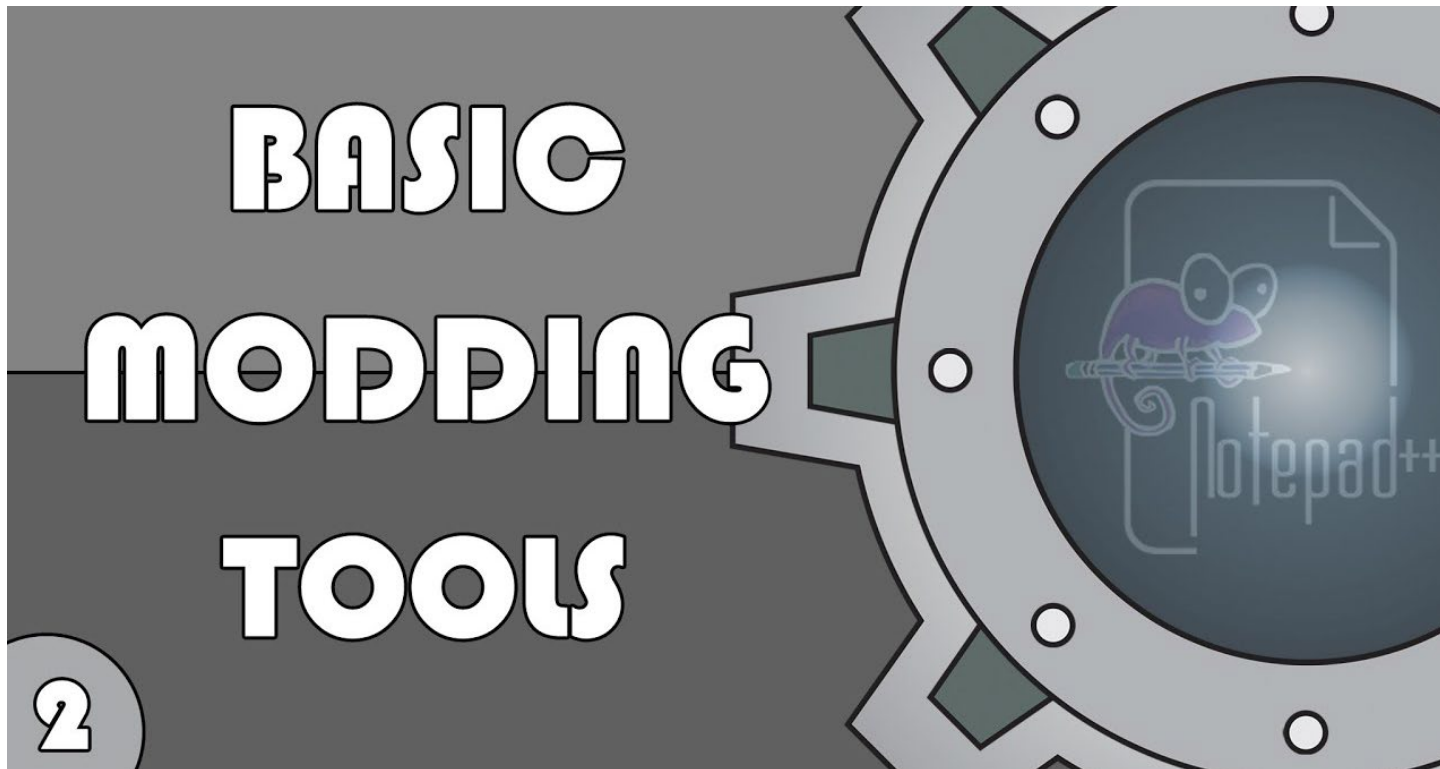
# Modding Websites: Others

- ModDB
- Steam Workshop
- LoversLab
- DoomWorld
- SpacePort
- GameBanana
- CivFanatics
- SimTropolis
- Kerbal SpacePort



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# Modding: Modding Tools



- Creation Kit (Bethesda)
- Blender
- Mod Organizer
- NifSkope
- OpenIV (GTA)
- Tiled
- Unity Engine
- Unreal Engine
- Minecraft Forge
- The Sims studios
- Asset Forge

# Modding: Mod Friendly Game Devs

- Valve Corporation
- Bethesda Game Studios
- Paradox Interactive
- Klei Entertainment
- Larian Studios
- Mojang Studios
- CD Projekt Red
- Blizzard Entertainment

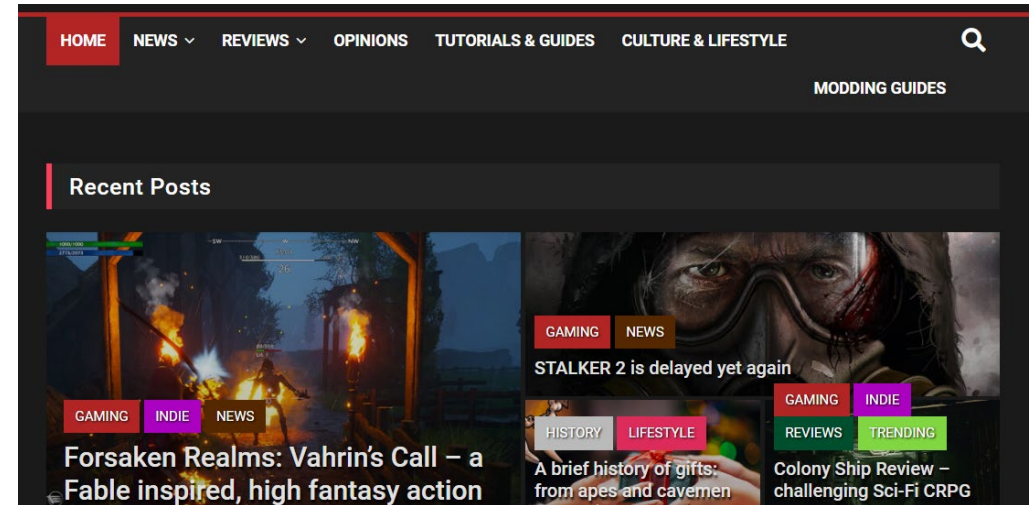


# Modding: Communities and Culture

Is a collective of passionate gamers to engage with a game on a deeper level.

Creative individuals that enjoy the process of designing and asset creation

A community that collaborates with each other for problem solving and support for their shared passion.



# Modding: Case studies and success

Ex. "Fallout New California" Large scale community wide mod for popular RPG, Fallout New Vegas

- Brand new Storyline
- Prequel experience



# Modding: Trends and Pop Culture

**Machine Learning and AI  
Mods:** Some modders were exploring the integration of machine learning and AI to create smarter and more challenging NPCs, improve graphics through upscaling, and enhance in-game behaviors and interactions.



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# Intellectual Property and Licensing: What is Video Game Licensing?

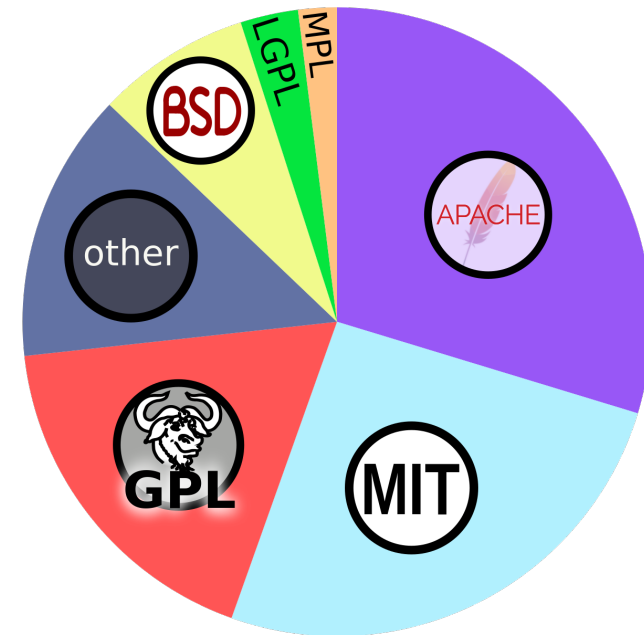
- Intellectual Property is your intrinsic right to creative property you produce.
- Licensing is when you give a third-party access to the content you create for commercial use or personal use.



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# Intellectual Property and Licensing: FOSS (Free and Open-Source Software)

- Users have the freedom to run, study, modify, and share the software for any purpose.
- Commonly used to foster customization, adaptability, as well as learning and skill development.
- All of these are free.



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# Intellectual Property and Licensing: GNU General Public License (GPL)

- Copyleft, which means any derivative work must be licensed under the same terms.
- Users have the right to access and modify the source code.
- Allows for commercial use.



***Free as in Freedom***

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# Intellectual Property and Licensing: MIT License

- Allows developers to do almost anything they want with the code.
- Can be used commercially without the obligation to open-source the code.
- Developers must include the original MIT License and Copyright Notice in their derivative works.



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# Intellectual Property and Licensing: Apache License

- It may be used in commercial or personal projects.
- You must include the original Apache License and Copyright Notice in your derivative works.
- Includes a patent grant from the contributors to the users.
  - Essentially, this ensures that the owner of the project is protected from any legal issues that may ensue from a third party contributing to the code.
  - If you have a project and I added something that got me in trouble legally, you would be protected.



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# Intellectual Property and Licensing: Creative Commons License for Artwork and Creative Works.

- Open Source, but protects creative assets such as art.
  - CC BY-ND (NoDerivs)
    - Others can download the works and share them with others, but they must acknowledge the author and not use it commercially.
  - CC BY-NC(NonCommercial)
    - Can remix, tweak, and build upon the work but acknowledge the author and be non-commercial.
  - CC BY-NC-SA (NonCommercial-ShareAlike)
    - Non-Commercial and they must credit the author and must license their property under similar terms.
  - CC BY-SA (ShareAlike)
    - Above, but commercial. Like GNU GPL.
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# Examples of Open-Source Games: Dungeon Crawl Stone Soup



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# Examples of Open-Source Games: The Battle for Wesnoth



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Questions?

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# References

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