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Organizational Research Assignment

 Carbine Studios was founded in 2005, and is located one hour away from L.A. in Aliso Viejo, California. Their mission statement is "We're Carbine Studios - a developer formed by a bunch of gamers looking to make the Next Great MMO." MMO's or Massively Multiplayer Online games, are computer games in which large numbers of players simultaneously interact with each other in an online environment. Carbine Studios is a software development company that focus on developing, testing, and creating in game content for major MMO's. Some of the games that they have worked on include: World Of Warcraft, Everquest 1 and 2, Guild Wars, Warhammer Online, City of Heroes, Diablo II, Fallout, and StarCraft.

 Carbine Studios has spent a lot of time working with other major companies games, but now they are focused on creating the next great MMO. They have been developing their own game called, "WildStar". WildStar is an online adventure game where you can choose between two different factions, each containing four separate races. Next, you must pick you class from the six different options each with different skills and abilities. Once you choose your faction, race, and class you are free to begin adventuring online with friends and strangers in an online world.

 Carbine Studios has an extremely fun and relaxed corporate culture, and they express a motto of : play hard, work hard. When talking about their office culture they mention that they have free snacks and sodas, and encourage their staff to spend time getting to know each other over video games. They also have weekly social gatherings holiday parties, game days, baseball games, dodge ball teams, paint ball outings, and much more. This seems like a very fun and social work environment that is far from a normal office setting.

 The position of Content Designer would consist of working with a design team to create and develop quests and in-game content for the company's MMO, WildStar. Another responsibility includes creating ideas for game functionality, storylines, and game flow. Content Designer's also play through and test in-game elements and provide feedback on every aspect of the game. They then work to address any problems that are found and repair the issues. Finally, the Content Designer collaborates with system designers, engineers, and artists to realize design goals with the game.

 In conclusion, Carbine studios works developing software for various MMO's and are working hard on developing the next great MMO, WildStar. They have a very social work environment and office culture that puts an emphasis on having fun with their work. The position of Content Designer comes with many responsibilities, but is extremely rewarding for an avid gamer who can see their ideas and content in the game. Carbine Studios really lives up to their mission statement and motto in every way.