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&lt;p&gt;is&lt;/p&gt;  
&lt;p&gt;&lt;/p&gt;&lt;p&gt;Although most modern games incorporate a single-play  
er element either as the core or as one of several game modes, single-player &#1  
27989; gaming is currently viewed by the video game industry as peripheral to t  
he future of gaming, with Electronic Arts vice &#127989; president Frank Gibeau  
stating in 2012 that he had not approved one game to be developed as a single-p  
layer experience.[5]&lt;/p&gt;  
&lt;p&gt;The &#127989; question of the financial viability of single-player AAA  
games was raised following the closure of Visceral Games by Electronic Arts &#1  
27989; (EA) in October 2024. Visceral had been a studio that established itself  
on a strong narrative single-player focus with Dead &#127989; Space, and had b  
een working on a single-player, linear narrative Star Wars game at the time of t  
he closure; EA &#127989; announced following this that they would be taking the  
game in a different direction, specifically &quot;a broader experience that all  
ows &#127989; for more variety and player agency&quot;.[6] Many commentators fe  
lt that EA made the change as they did not have confidence &#127989; that a stu  
dio with an AAA-scale budget could produce a viable single-player game based on  
the popular Star Wars franchise. &#127989; Alongside this, as well as relativel  
y poor sales of games in the year prior that were principally AAA single-player  
games &#127989; (Resident Evil 7, Prey, Dishonored 2, and Deus Ex: Mankind Divi) Tj T\* BT

; games-as-a-service model (Overwatch, Destiny 2, and Star Wars Battlefront 2),  
were indicators to many that the single-player model for AAA &#127989; was wan  
ing.[7][8][9][10] Manveer Heir, who had left EA after finishing his gameplay des  
ign work for Mass Effect Andromeda, acknowledged that &#127989; the culture wit  
hin EA was against the development of single-player games. and with Visceral&#39