As the lovely Steve McNeil correctly observes on page 26, it’s almost impossible to look back over a decade of games and come up with any kind of ranked list of great titles. But what we’ve tried to do, in our epic feature on page 16, is look back at ten years of industry events, new systems, studio closures, indie games, mobile games, triple-A games and oddities that defy classification, and provide a snapshot of just how diverse and vibrant the industry became between 2010 and 2019. It was a decade where a solo developer could change the entire gaming landscape with a single game (that’d be PUBG); where a mobile game like Candy Crush could rake in as much cash as a triple-A title; and where Minecraft, a lo-fi game fundamentally about making things, could win the hearts and minds of a generation of loyal players.

There’s little value in arguing whether a tiny mobile game like Monument Valley is better or worse than, say, SIE Santa Monica’s God of War, or whether a three-person indie title like Celeste is artistically comparable to something like Red Dead Redemption 2, which took the population of a small town to produce. Maybe it’s better to hold all these games up – and countless others like them – and champion them as the products of an ever-growing, ever-evolving, and ever-maturing industry.

We can’t wait to see what the new decade brings.

Ryan Lambie
Editor