



# The Influence of Mods / Romhacks on Videogame Development

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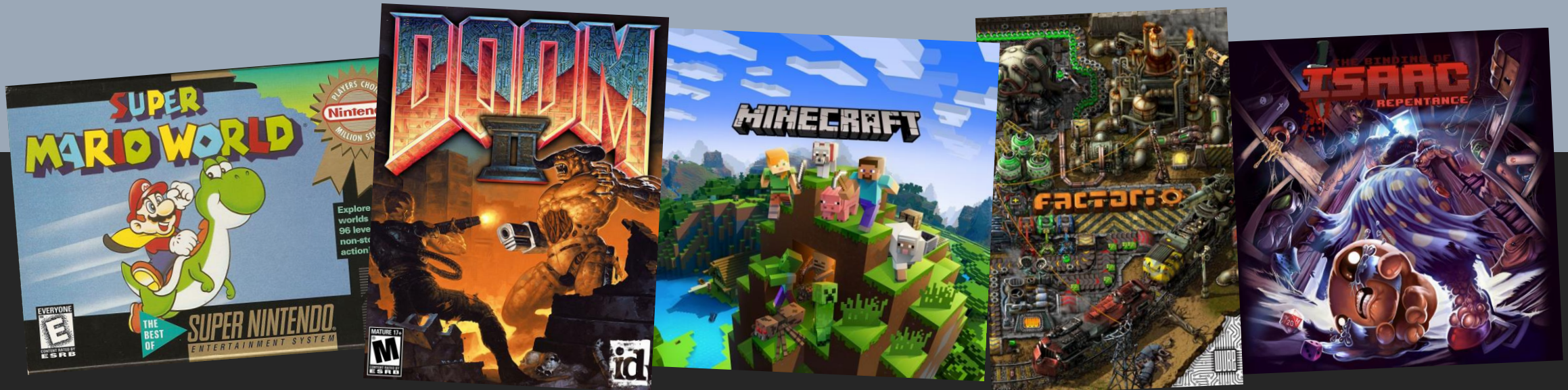
## Main Question:

*How do game studios react to community-made content for their game(s) and in what way does it influence further development?*



# Games to Focus on:

- *Super Mario (Nintendo)*
- *Doom (id Software)*
- *Minecraft (Mojang)*
- *Factorio (Wube)*
- *The Binding of Isaac (Nicalis)*







## Literature:

- *The ethical dilemma of modding digital games: A literature review of the creation and distribution of mods (Reisinho et al., 2023)*
- *Game Modding: Die soziokulturelle Aneignung digitaler Spielräume (Knorr, 2012)*
- *Placing Value on Community Co-creations: A Study of a Video Game 'Modding' Community (Poretzki, Arazy, 2017)*
- *The Effects of Co-Creation and Word-of-Mouth on Content Consumption – Findings from the Video Game Industry (Poretzki et al., 2019)*
- *... and others*

```

remote.call("PickerDollies", "add_blacklist_name", "vessel-to-ground", true)
remote.call("PickerDollies", "add_blacklist_name", "gobachov", true)
remote.call("PickerDollies", "add_blacklist_name", "huzu", true)
remote.call("PickerDollies", "add_blacklist_name", "chorkok", true)
remote.call("PickerDollies", "add_blacklist_name", "tailings-pond", true)

    for i = 1, 5 do
        for j = 1, 5 do
            remote.call("PickerDollies", "add_blacklist_name", "beacon-AM" .. i
            remote.call("PickerDollies", "add_blacklist_name", "diet-beacon-AM"
        end
    end
end

py.on_event(py.events.on_init(), function()
    discoscience()
    pickerdollies()
    if remote.interfaces["freeplay"] then
        local created_items = remote.call("freeplay", "get_created_items")
        created_items["firearm-magazine"] = 500
        remote.call("freeplay", "set_created_items", created_items)

        local ship_items = remote.call("freeplay", "get_ship_items")
        ship_items["iron-chest"] = 5
        remote.call("freeplay", "set_ship_items", ship_items)
    end
end)

py.register_on_nth_tick(7, "update-guis", "pyal", function()
    for _, player in pairs(game.connected_players) do
        local gui = player.gui.relative.digosaurus_gui
        if gui then
            Digosaurus.update_gui(gui); goto continue
        end
        gui = Caravan.get_caravan_gui(player)
        if gui then
            Caravan.update_gui(gui, true); goto continue
        end
        gui = player.gui.relative.bioport_gui
        if gui then
            Biofluid.update_bioport_gui(player, gui); goto continue
        end
        ::continue::
    end
end)

remote.add_interface("pyal", {
    ---@param func string
    execute_on_nth_tick = function(func)
        py.mod_nth_tick_funcs[func]()
    end
})

py.finalize_events()

```

# Thanks for your attention!

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