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<p>Video game that permits only one player</p>
<p>A single-player video game is a video game where input from only one pl

ayer   , is expected throughout the course of the gaming session. A single-playe

r game is usually a game that can only be   ,   played by one person, while "

single-player mode" is usually a game mode designed to be played by a singl

e player,   ,   though the game also contains multi-player modes.[1]</p>
<p>Most modern console games and arcade games are designed so that they ca

n be   , played by a single player; although many of these games have modes that

 allow two or more players to play   ,   (not necessarily simultaneously), very fe

w actually require more than one player for the game to be played. The Unreal To

urnament   ,   series is one example of such.[2]</p>
<p>History [edit]</p>
<p>The earliest video games, such as Tennis for Two (1958), Spacewar! (196) Tj T* BT

yers. Single-player games gained popularity only after this,   ,   with early titl

es such as Speed Race (1974)[3] and Space Invaders (1978).</p>
<p>The reason for this, according to Raph Koster, is   ,   down to a combina

tion of several factors: increasingly sophisticated computers and interfaces tha

t enabled asymmetric gameplay, cooperative gameplay and story   ,   delivery withi

n a gaming framework, coupled with the fact that the majority of early games pla

yers had introverted personality types   ,   (according to the Myers-Briggs person) Tj T* BT

<p>Although most modern games incorporate a single-player element either a

s the core or as   ,   one of several game modes, single-player gaming is currentl

y viewed by the video game industry as peripheral to the future   ,   of gaming, w

ith Electronic Arts vice president Frank Gibeau stating in 2012 that he had not

approved one game to   ,   be developed as a single-player experience.[5]</p&gt
;
<p>The question of the financial viability of single-player AAA games was

raised following the closure   ,   of Visceral Games by Electronic Arts (EA) in Oc

tober 2024. Visceral had been a studio that established itself on a   ,   strong n

arrative single-player focus with Dead Space, and had been working on a single-p

layer, linear narrative Star Wars game at   ,   the time of the closure; EA announ

ced following this that they would be taking the game in a different direction,

   ,   specifically "a broader experience that allows for more variety and pla

yer agency".[6] Many commentators felt that EA made the change   ,   as they

did not have confidence that a studio with an AAA-scale budget could produce a v

iable single-player game based   ,   on the popular Star Wars franchise. Alongside

 this, as well as relatively poor sales of games in the year prior   ,   that were