

Written by skie

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In what has become a disturbing trend in 2024's gaming industry, a large amount of layoffs happened at Microsoft this week, largely impacting Activision/Blizzard as the result of their merger. While some redundancy is expected, the cancelation of a project that Blizzard had been working on for six years compounded the situation. How do we remain enthusiastic about the games industry when this news never seems to end? Why does it keep happening? We discuss all this and much more on another episode the longest running weekly podcast about video games, Orange Lounge Radio!

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