

Downloadable Content

Downloadable Content or DLC refers to content for a commercially distributed game, usually created by the original [development_studios](#) and published by the [publishers](#) for the purpose of extending the game. This can range from simple new skins or new maps to new modes or game types, but can also add new [single-player campaigns](#) or alter the game entirely. In contrast to [mods](#), the source is not the community but the original game owners. DLCs may or not may cost additional money, which also creates critic of the practice to provide plenty of DLCs, that actually only add minor new content but are charged money for in an unfair fashion. This can even lead to the situation, where DLCs create the majority of profit, not the original game itself. Some publishers are even having a reputation to practice this a lot, such as the publisher [electronic_arts](#).

See Also

- [Free to Play](#)

[[Back to the games database](#)] [[Back to the game related terms](#)]

From:

<https://mwohlauer.d-n-s.name/wiki/> - [mwohlauer.d-n-s.name](#) / [www.mobile-infanterie.de](#)

Permanent link:

https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:gaming_theory:downloadable_content&rev=1648849162

Last update: **2022-04-01-21-39**

