

# We aimed to identify gaming industry professionals' impression on content creation and publishing using the MapleStory Worlds platform

1 Objectives Identify gaming industry professionals' impression – Appeal · Pain Points · Wants on content creation and publishing using the MapleStory Worlds platform

2 Method(s) Mixed Methods (Survey & In-depth Interview)

Participants Professionals from participating companies at Wings 2022

Dates 22.9.13 ~ 22.11.11

Platform Google Forms & Google Meet

