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Fortnite most influential video game of the decade – 31st December, 2019

Level 0

Wired.com said Fortnite is the most influential game of the decade. Minecraft was in second place on wired.com's list. It got millions of people to start gaming. Many people say Pokemon Go should be on the list. It was the first big game to use Augmented Reality. It got millions of gamers worldwide to search the streets for Pokemons.

Wired.com said there were many creative games in the 2010s that changed gaming. Its list only had games that changed culture. Fortnite was top "because it's one of the only games...to truly [enter] pop culture". Fortnite is more popular than many sports. There is even a Fortnite World Cup with \$30 million in prize money.

Level 1

Wired.com released a list of the most influential video games of the decade. The game Fortnite had the biggest impact on gaming. Minecraft is in second place. It got millions of gamers to start gaming. The Legend of Zelda was number five. Many people say games like Super Mario and Pokemon Go should be on the list. Pokemon Go was the first big game to use Augmented Reality. Millions of gamers ran around the streets looking for Pokemons.

Wired.com said there were many creative games in the 2010s that "reshaped" the gaming scene. Its list only included games that had the biggest impact on culture. Fortnite was top "because it's one of the only games...to truly [enter] pop culture". Fortnite is now more popular than many sports. The annual Fortnite World Cup in New York had a total of \$30 million in prize money in 2019. Wired said: "Its influence is just starting to show its true scope."

Level 2

The website wired.com released its list of the most influential video games of the decade. The game that had the biggest impact on the gaming industry in the 2010s is Fortnite. In second place is a game that got millions of gamers to start gaming - Minecraft. Other games in the top five include Gone Home and The Legend of Zelda. Many people argue games like Super Mario Galaxy 2 and Pokemon Go should be in the top five. Pokemon Go was the first major game to use Augmented Reality (AR). Millions of gamers ran around the world's streets in search of mythical, cute Pokemon creatures.

Wired.com said there were so many creative games in the 2010s. Many of them "reshaped the entire video game landscape". Wired.com included "just those [games] that made the most sizable, culture-shifting impact". Fortnite was top "because it's one of the only games of the decade to truly [enter] pop culture". Fortnite is now more popular than many sports. The annual Fortnite World Cup takes place in New York at the home of the US tennis Open. A total of \$30 million went to the winners in 2019. Wired said: "Its influence is just starting to show its true scope."

Level 3

The technology website wired.com has released its list of the most influential video games of the decade. Number one on the list of games that had the biggest impact on the gaming industry in the 2010s is Fortnite. In second place is another game that attracted millions of gamers to take up gaming - Minecraft. Other games in the top five are Dark Souls, Gone Home, and The Legend of Zelda. Many people might argue other games should have been on the list. Games on other top-five lists include Super Mario Galaxy 2 and Pokemon Go, which was the first major game to incorporate Augmented Reality (AR). Pokemon Go had millions of gamers running around the world's streets in search of mythical, cute creatures.

Wired.com said so many creative games were released in the 2010s and many of them "reshaped the entire video game landscape". It said: "This list can only contain a limited sample of games, just those that made the most sizable, culture-shifting impact." The reason Fortnite topped the list is, "because it's one of the only games of the decade to truly infiltrate broader pop culture". Fortnite is now more popular than many global sports. The annual Fortnite World Cup takes place at the Arthur Ashe Stadium in New York, home of the US tennis Open. A total of \$30 million went to the winners in 2019. Wired said there is more to come from Fortnite. It wrote: "Its influence is just starting to show its true scope."

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