

Layoffs Hit Frontier Developments

January 26, 2015 - GamePolitics Staff



Frontier Developments, the makers of Elite: Dangerous, have laid off a number of employees this week, according to [this VG247 report](#). At least 15 employees have been laid off at developer's Halifax, Canada studio, according to a new Investors update. In a section labeled "Operations Update," the company said that 15 content creation roles have been made redundant in Cambridge:

"With its business emphasis now on two major self-published franchises, Elite: Dangerous and Coaster Park Tycoon,

Frontier is re-focusing its development activities in Cambridge where the expertise in these franchises lies. Development roles are being moved from Halifax, Nova Scotia to Cambridge, and the overall staffing mix will be changed to match the needs of these two projects. 15 content creation roles have been made redundant in Cambridge (from 281 total headcount), while Frontier continues to recruit in areas such as game and technology programming, server and web front end development."

You can read the entire investors update [here](#).

Gamasutra is also reporting that the [Halifax studio](#) may very well be on its way to being shut down entirely. Frontier has not publicly commented on the Halifax studio's future.

Source: [VG247](#)

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[Re: Layoffs Hit Frontier Developments](#)

Submitted by Elan Ruskin on Wed, 01/28/2015 - 02:14.

Halifax is in Canada, not England.

[Re: Layoffs Hit Frontier Developments](#)

Submitted by Andrew Eisen on Wed, 01/28/2015 - 02:44.

Fixed. Thanks!

Andrew Eisen

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[Re: Layoffs Hit Frontier Developments](#)

Submitted by Goth_Skunk on Mon, 01/26/2015 - 20:59.

"Thanks for all your hard work developing the greatest chapter in the ELITE saga. Your services are no longer required."

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Poll

Which Feminist Frequency video are you looking forward to most?:

- ☐ The next Tropes vs Women episode, "Women as Reward."
- ☐ The first in the new series examining the representations of men and masculinity in video games.
- ☐ The first in the new miniseries presenting examples of positive female characters in video games.
- ☐ None of the above.

Shout box

You're not permitted to post shouts.

Wonderkarp: yep. but they werent bebop and rocksteady yet. so technically i'm right
:P 01/28/2015 - 5:00pm

E. Zachary Knight: Bebop and Rocksteady have already been introduced in the human forms. They were the duo after Shredder's helmet. 01/28/2015 - 4:55pm

Wonderkarp: my only complaint is no bluray boxed season sets yet. WTF
Nickelodian! 01/28/2015 - 4:42pm

Wonderkarp: the voice acting and story telling quality are awesome. Its like they took everything that was great about the original show, and Batman Animated Series'd it but kept it funny too 01/28/2015 - 4:41pm

Wonderkarp: Its Awesome. Bebop and Rocksteady are going to debut this weekend. The new take is Bebop is a thief while Rocksteady is an arms dealer. took 3 seasons to get them on the show. 01/28/2015 - 4:41pm

Goth_Skunk: Ahh! I see. I'm afraid I'm too invested in Game of Thrones, The Newsroom, The Walking Dead, and Hemlock Grove to notice the new TMNT on TV. :(01/28/2015 - 4:40pm

E. Zachary Knight: My kids love watching the 90's TMNT movies. They love the new TMNT

Sheesh...

cartoon on Nick. Yet, none of them really enjoyed the the new one. 01/28/2015 - 4:39pm

Wonderkarp: execution and if there is a real wanting for something new on the big screen. There is somewhat of a wanting for new Ghostbusters on the big screen, but most people seem to agree that the new film shares little with ghostbusters beyond its original premis 01/28/2015 - 4:38pm

Wonderkarp: adding homages to classic via good storytelling. The new TMNT movie was just a crappy Bayformers affair that did nothing to develop character, with a mishmash of a story. Nerd Culture can accept new takes on older franchises. It just depends on the 01/28/2015 - 4:37pm

Wonderkarp: actually, Goth_Skunk, TMNT is a thriving TV show on Nickelodian which has enough old and new storytelling to create a thriving new product. its in its 3rd season and it just gets better as a show. The CGI Show is universally praised for being new yet 01/28/2015 - 4:36pm

Goth_Skunk: I propose that the new TMNT movie was not about making nostalgic adult nerds smile, but introducing the franchise to a new generation of younger fans. And some of those fans may even be kids of the nerds that grew up with the original TMNT. 01/28/2015 - 3:55pm

Goth_Skunk: ...disservice to the franchise. But when I look at it, I see a franchise fanbase that, the last time anything major happened in the franchise, all its fans were kids. Those kids have now all grown up and are adults. 01/28/2015 - 3:54pm

Goth_Skunk: Remember how Escapists new EIC was talking about nerd culture being "curmudgeonly?" This ties right into that as well. These people I talked with complained about how the new TMNT wasn't being true to its roots and because of that it was doing a great... 01/28/2015 - 3:53pm

Goth_Skunk: Take TMNT for example: I recently watched the new movie, and I thought it was decent. But a lot of people I've talked with who grew up in the 80's and 90's on the TV show, the video games, and the collectible toys all unanimously seem to think it's trash. 01/28/2015 - 3:52pm

Goth_Skunk: Re: Ghostbusters, I don't care if it's a reboot or a sequel, I'm just happy to see another Ghostbusters movie. But it's fascinating to hear people in our age demographic talk nostalgically about the things we grew up watching or reading. 01/28/2015 - 3:51pm

Wonderkarp: I have a GBA. I don't need to buy virtual console gba games. 01/28/2015 - 3:11pm

Monte: I wouldn't care about running emulators on the 3DS if Nintendo would just release more virtual console games. There are so many titles they could have up but don't. Seriously, it's ridiculous that after 3 years they STILL haven't released GBA titles. 01/28/2015 - 3:06pm

Wonderkarp: <http://www.gamerevolution.com/news/game-boy-color-games-3ds-browser-exploit-30905> Play Gameboy Color Games on the 3ds using a browser exploit 01/28/2015 - 2:39pm

prh99: <http://io9.com/one-of-our-most-popular-special-effects-originally-came-1682151657> Looks like the 1988 anime, Akira and anime in general has effecting popular culture, at least when it comes to special effects. 01/28/2015 - 12:26pm

Wonderkarp: yeah. some people are salty over it. but that wiki article was filled with vitriol 01/28/2015 - 12:06pm

[All shouts](#)

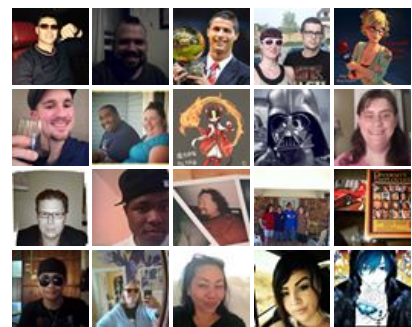
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