

RIP BioWare: EA shuts down storied RPG studio after over three decades

The legendary studio behind series like *Mass Effect*, *Dragon Age*, *Neverwinter Nights*, and *Star Wars: Knights of the Old Republic* is no more. BioWare announced via social media Wednesday afternoon that “after more than three decades of shared adventures, BioWare is closing and early development on the next *Mass Effect* project is ending.”

The official announcement was posted mere minutes after a Bloomberg report detailed 400 job cuts across BioWare parent company Electronic Arts, including 50 at BioWare, based on reports from “a person familiar with the company’s plans.”

“Across our portfolio, we’re making deliberate choices to align talent and investments where we see the greatest opportunities for players and long-term growth,” EA executives wrote in a message to staff, according to Bloomberg.

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