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Destiny 2 Season 18 Release Date Today's Wordle Answer (424) Thymesia Review Fortnite Dragon Ball Z Challenges Madden 23 X-Factors & Superstars Fortnite Kame House Swedish video game developer "Mojang Specifications" redirects here. For the earlier company formerly named "Mojang Specifications AB", see Code Club AB. Mojang Specifications and the company formerly named "Mojang Specifications" redirects here. For the earlier company formerly named "Mojang Specifications" redirects here.
StudiosLogo since May 17, 2020Headquarters on Söder Mälarstrand 43, Stockholm, in 2018FormerlyMojang Specifications (2009-2010)Mojang AB (2010-2020)TypeSubsidiaryIndustryVideo gamesFounded2009; 13 years ago (2009)FounderMarkus PerssonHeadquarters on Söder Mälarstrand 43, Stockholm, in 2018FormerlyMojang Specifications (2009-2010)Mojang AB (2010-2020)TypeSubsidiaryIndustryVideo gamesFounded2009; 13 years ago (2009)FounderMarkus PerssonHeadquarters on Söder Mälarstrand 43, Stockholm, in 2018FormerlyMojang Specifications (2009-2010)Mojang AB (2010-2020)TypeSubsidiaryIndustryVideo gamesFounded2009; 13 years ago (2009-2010)Mojang AB (2010-2020)TypeSubsidiaryIndustryVideo gamesFounded2009; 20 years ago (2010-2020)TypeSubsidiaryIndustryVideo gamesFounded2009; 20 years ago (2010-2020)TypeSubsidiaryIndustryVideo gamesFounded2009; 20 years ago (2010-2020)TypeSu
head)ProductsMinecraft seriesNumber of employees~600 (2021)ParentXbox Game Studios[a] is a Swedish video game developer based in Stockholm. It was founded by the independent video game developer based in Stockholm. It was founded by the independent video game developer based in Stockholm.
survival video game Minecraft. The studio inherited its name from a previous video game venture Persson, in conjunction with Jakob Porsér, incorporated the business as Mojang AB in late 2010 and hired Carl Manneh as the company's chief executive officer. Other early hires included
Daniel Kaplan and Jens Bergensten. Minecraft became highly successful, eventually the best-selling game of all time, giving Mojang sustained growth. With a desire to move on from the game, Persson offered to sell his share in Mojang, and the company was acquired by Microsoft through Xbox Game Studios (then known as Microsoft Studios) in
November 2014. Persson, Porsér, and Manneh subsequently left Mojang, with Jonas Mårtensson replacing Manneh. In May 2020, Mojang was rebranded as Mojang Studios. As of 2021, the company employs approximately 600 people.[4] Executive officer Mårtensson and studio head Helen Chiang.[5][6] Apart from Minecraft,
Mojang Studios has developed Caller's Bane, Crown and Council, and further games in the Minecraft Earth. It also released smaller games as part of game jams organised by Humble Bundle and published the externally developed Cobalt and Cobalt WASD. History
Background and formation (2009-2010) Markus Persson founded by Markus Persson, a Swedish independent video game designer and programmer, in 2009. [7][8] He had gained interest in video games at an early age, playing The Bard's Tale and several pirated games on his father's Commodore
128 home computer, and learned to programme at age eight with help from his sister. Because he was a "loner" in school, he spent most of his spare time with games and programming at home.[8] Following his graduation and a few years of working as a web developer, Persson created Wurm Online, a massively multiplayer online role-playing game,
with colleague Rolf Jansson in 2003. They used the name "Mojang Specifications" during the development and, as the game started turning a profit, incorporated the company Mojang Specifications AB (an aktiebolag) in 2007. Persson left the project later that year and wished to reuse the name, wherefore Jansson renamed the company Onetoofree
AB and later Code Club AB.[8][9][10] Meanwhile, Persson had joined Midas, later known as King.com, where he developed 25-30 games in his free time.[8] In May 2009, Persson began working on a clone of Infiniminer, a game developed by Zachtronics and released earlier that
year. Persson reused assets and parts of the engine code from an earlier personal project and released the first alpha version on 13 June 2009. He reused the name "Mojang Specifications" for this release.[7][11] In less than a month, Minecraft had generated
enough revenue for Persson to take time off his day job, which he was able to quit entirely by May 2010.[7] All sales were processed through the game's website, wherefore he did not have to split income with third parties.[12] The payment services provider PayPal temporarily disabled his account when it suspected fraud.[8] In September 2010,
Persson travelled to Bellevue, Washington, to the offices of video game company Valve, where he took part in a programming exercise and met with Gabe Newell, before being offered a job at the company. [13] He turned down the offer and instead contacted Jakob Porsér, a former colleague from King.com, to ask for aid in establishing a business out
of Mojang Specifications. In response, Porsér stated that he would quit his job the following day, and they subsequently incorporated Mojang AB.[7][8][14] While Persson continued working on Minecraft, Porsér would develop Scrolls, a digital collectable card game.[15][16] Wishing to focus on game development, they hired Carl Manneh, the manager
of jAlbum, Persson's previous employer, as chief executive officer. Other significant early hires included Daniel Kaplan as business developer, Markus Toivonen as an art director, and Jens Bergensten as lead programmer.[7] Continued growth (2011-2013) Mojang's offices were formerly located on Maria Skolgata 83, Stockholm. In January 2011,
Minecraft reached one million registered accounts and ten million six months thereafter. The continued success led Mojang to start the development of a new version was programmed in C++ instead. Another version, initially
developed for Xbox 360, was outsourced to Scotland-based developer 4J Studios, which also used C++.[7] Scrolls was announced by Mojang in March 2011.[16] The studio's attempt to trademark the game's name resulted in a dispute with ZeniMax-owned The Elder
Scrolls series.[17] Kaplan stated in May 2011 that, due to many such requests in the past, Mojang was planning to publish or co-publish game studios.[18] Its first, Cobalt from Oxeye Game Studio, was announced in August.[19] An early version of the game was made available in December 2011, with the full game released in
 February 2016 for Xbox 360, Xbox One, and Windows. [20][21] A multiplayer-focused spin-off, Cobalt WASD, was also developed by Oxeye Game Studio and release of Minecraft, Mojang held Minecon, a dedicated convention event, in Las Vegas on
18-19 November 2011, with Minecraft formally being released during a presentation on the first day.[7][24] Thereafter, Minecon was turned into an annual event.[25] Following Minecraft formally being released during a presentation on the first day.[7][24] Thereafter, Minecon was turned into an annual event.[25] Following Minecraft formally being released during a presentation on the first day.[7][24] Thereafter, Minecon was turned into an annual event.[25] Following Minecraft formally being released during a presentation on the first day.[7][24] Thereafter, Minecon was turned into an annual event.[25] Following Minecraft formally being released during a presentation on the first day.[7][24] Thereafter, Minecon was turned into an annual event.[25] Following Minecraft formally being released during a presentation on the first day.[7][24] Thereafter, Minecon was turned into an annual event.[25] Following Minecraft formally being released during a presentation on the first day.[7][24] Thereafter, Minecon was turned into an annual event.[25] Following Minecraft formally being released during a presentation on the first day.[7][24] Thereafter, Minecon was turned into an annual event.[25] Following Minecraft formally being released during a presentation of the first day.[7][24] Thereafter, Minecon was turned into an annual event.[25] Following Minecraft formally being released during a presentation of the first day.[7][24] Thereafter, Minecon was turned into an annual event.[25] Following Minecraft formally being released during a presentation of the first day.[7][24] Thereafter, Minecon was turned into an annual event.[25] Following Minecraft formally being released during a presentation of the first day.[7][25] Following Minecraft formally being released during a presentation of the first day.[7][25] Following Minecraft formally being released during a presentation of the first day.[7][25] Following Minecraft formally being released during a presentation of the first day.[7][25] Following Minecraft formally being rel
 plethora of venture capital firms, including Sequoia Capital and Accel Partners, but turned all of them down as the company did not require any funds. [26] Sean Parker, the co-founder of Napster and former president of Facebook, Inc., offered to privately invest in Mojang in 2011 but was turned down as well. [8][27] At the time, the studio ruled out
 being sold or becoming a public company to maintain its independence, which was said to have heavily contributed to Minecraft's success. [2][14] By March 2012, Minecraft had sold five million in 2012. [14][28] In 2013, it
released an education-focused version of Minecraft for Raspberry Pi devices, and—after the exclusivity clause penned with Microsoft's platforms had expired—announced editions of the game for PlayStation 4, and PlayStation 4, and PlayStation Vita.[7] In October 2013, Jonas Mårtensson,
formerly of gambling company Betsson, was hired as Mojang's vice-president.[29] That year, Mojang recorded revenues of $330 million, of which $129 million were profit.[12] Microsoft subsidiary (2014-present) Persson, exhausted from the pressure of being the owner of Minecraft, published a tweet in June 2014, asking whether anyone would be
 willing to buy his share in Mojang. Several parties expressed interest in this offer, including Activision Blizzard, Electronic Arts, and Microsoft's Newly appointed chief executive Satya Nadella to purchase Mojang to set out "a pretty bold vision" for Microsoft's gaming business.
[30] Furthermore, the company had $2.5 billion in offshore bank accounts that it could not bring back to the United States without paying repatriation taxes. [26] Nadella separately stated the possible use of Minecraft with the HoloLens, Microsoft's mixed reality device, to have been a major factor in pursuing the acquisition. [31] The company first
approached Mojang regarding a potential acquisition in June 2014, making its first offer shortly thereafter. Mojang subsequently hired advisers from JPMorgan Chase.[32][33] Microsoft's agreement to purchase Mojang for $2.5 billion was announced on 15 September 2014.[34] Persson, Porsér and Manneh were the only shareholders at this time, of
whom Persson owned 71% of shares.[26][35] The acquisition was finalized on 6 November and Manneh got $300 million, respectively.[26][32] All three subsequently left Mojang and Mårtensson
succeeded Manneh.[7][37] Every employee who remained with the company for six months thereafter was awarded a bonus of roughly $300,000 (after taxes), deducted from Persson's share.[26][38] Under the oversight of Microsoft's Matt Booty, Mojang's integration was minimal, leaving its operations independent but backed by Microsoft's financial
and technical capabilities. The approach shaped how Microsoft would acquire other gaming companies.[6] Scrolls was released out-of-beta in December 2014, Mojang and Telltale Games jointly announced a partnership in which the latter would develop Minecraft:
Story Mode, an episodic, narrative-driven game set in the Minecraft universe.[41] In April 2016, Mojang released Crown and Council, a game entirely developed by artist Henrik Pettersson (who had been hired in August 2011), for free for Windows.[42][43] An update in January 2017 introduced Linux and macOS versions.[44] Mojang discontinued
support for Scrolls' online services in February 2018 and re-released the game under a free-to-play model and with the name Caller's Bane in June.[40][45] Aiming to expand the Minecraft Earth, an augmented reality game in the
vein of Pokémon Go. They were announced in September 2018 and May 2019, respectively. [46] [47] Minecraft Classic, the original browser-based version of Minecraft had sold 147 million copies, making it the best-selling video game of all time. [49] Persson
was explicitly excluded from the anniversary's festivities due to several controversial statements of his involving transphobia and other issues; an update for Minecraft released the March before also removed several references to Persson.[50] On 17 May 2020, Minecraft's eleventh anniversary, Mojang announced its rebranding to Mojang Studios,
aiming to reflect its multi-studio structure, and introduced a new logo.[51][52] Minecraft Dungeons was released later that month for Windows, Nintendo Switch, PlayStation 4, and Xbox One.[53] In June 2022, the studio announced the action-strategy game Minecraft Legends.[54] Games developed List of games developed by Mojang Studios Year
Title Genre(s) Platform(s) Notes Ref(s). 2011 Minecraft Sandbox, survival Android, Fire OS, iOS, Linux, macOS, Windows, 
Strategy Linux, macOS, Windows [43][44] 2020 Minecraft Legends Action, strategy Nintendo Switch, PlayStation 4, Windows, Xbox One, Xbox 
Game jam games Mojang partnered with Humble Bundle in 2012 to launch Mojang developed the shoot 'em up mini-game Catacomb Snatch. 81,575 bundles including the game were sold, raising $458,248.99.[56] The following year, Mojang developed three mini-games for Mo
2.[57] The studio also participated in Humble Bundle's Games Against Ebola game jam in 2014 with three further mini-games.[58] List of game jam games developed by Mojang Studios Year Title Event Ref(s). 2012 Catacomb Snatch Mojam [59][60] 2013 Nuclear Pizza War Mojam [59][60] 2013 Nuclear Pizza War Mojam [50][60] 2014 Docktor Games
Against Ebola [58][62] Healthcore Evolved Snake Oil Stanley Unreleased games In 2011, Persson and Kaplan envisioned a hybrid of Minecraft and Lego Bricks and agreed with the Lego Group to develop the game has also been described as a first-
person shooter.[64][65] Mojang hired two new programmers to work on the game, while a prototype was created by Persson. However, Mojang cancelled the move was performed so that Mojang could focus on the games it wholly owned.[65] Daniel
Mathiasen, a Lego Group employee at the time, later blamed the cancellation on a series of legal hurdles that the Lego Group also considered acquiring
Mojang at this point but later decided against doing so as they had not foreseen that Minecraft would be come as popular as it would be designing a sandbox space trading and combat simulator in the likes of Elite. [66] In March 2012, Persson revealed that he would be designing a sandbox space trading and combat simulator in the likes of Elite. [66] In March 2012, Persson revealed that he would be designing a sandbox space trading and combat simulator in the likes of Elite.
in a parallel universe. [67][68] The project was shelved by August 2013, with Persson citing a lack of interest and a creative block. [15][69] Minecraft Earth was made available as an early-access game in November 2019 for Android and iOS. [70] In January 2021, it was announced that the game would be withdrawn from sale in June that year, with all
 player data deleted in July. Mojang Studios cited the ongoing COVID-19 pandemic as primary reason for the game's closure, as its effects conflicted with the ga
2017 Cobalt WASD Windows [22] Legal disputes Scrolls naming dispute In August 2011, after Mojang had attempted to trademark the word "Scrolls" for their game, ZeniMax Media, the parent company of The Elder Scrolls publisher Bethesda Softworks, issued a cease and desist letter, claiming that Scrolls infringed on ZeniMax's "The Elder Scrolls"
trademark, that Mojang could not use the name, and that ZeniMax would sue the studio over the word's usage.[17][72] Persson offered to give up the trademark and add a subtitle to Scrolls' name, however, as Mojang ignored the cease and desist letter, ZeniMax filed the lawsuit in September.[17][73][74] Bethesda's Pete Hines stated that Bethesda
was not responsible for the lawsuit, rather the issue was centred around "lawyers who understand it".[75][76] Mojang won an interim injunction in October, the ruling being that Scrolls are too easy to differentiate, though ZeniMax could still appeal the ruling.[77][78] In March 2012, Mojang and ZeniMax settled, with all
 "Scrolls" trademarks and trademark applications being transferred to ZeniMax, who would in turn licence the name to Mojang for use with Scrolls and add-on content, but not for sequels or any other games with similar names.[79][80] Uniloc USA, Inc. et al v. Mojang AB On 20 July 2012, Uniloc, a company specialising in digital rights management
technologies, filed a lawsuit against Mojang, stating that the licence verification system in Minecraft's Android version infringed on one of Uniloc's patents.[81][82] The case was Uniloc USA, Inc. et al v. Mojang AB and was filed with the United States District Court for the Eastern District of Texas.[83] In response to hate mail, Uniloc founder Ric
Richardson denied his involvement, claiming to have only filed the patent was invalidated in March 2016.[85] Putt-Putt cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issued a cease and desist In July 2013, the minigolf chain Putt-Putt issu
Zynga), alleging that they infringed on its "Putt-Putt" trademark. Attached to the letter, which Persson shared on Twitter, was a Google Search screenshot showing videos of user-created maps using the name. Alex Chapman, Mojang's lawyer, stated "I think there is clearly a misunderstanding here as to what Minecraft actually is. It's a game that,
amongst other things, allows people to build things. Mojang doesn't control what users build and Mojang doesn't control the content of the videos users make. Suing Mord."[86][87] Notes ^ From Swedish mojang (lit. 'gadget'); originally pronounced Swedish
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Retrieved 23 May 2020. External links Media related to Mojang AB at Wikimedia Commons Portals: Sweden Companies Video games PredecessorVIS EntertainmentFounded19 April 2005; 17 years ago (2005-04-19) Founders Chris van der KuylPaddy
BurnsFrank ArnotHeadquartersDundee, ScotlandKey peopleChris van der Kuyl (chairman)Paddy Burns (CTO)Website4jstudios.com 4J Studios Limited in East Linton. Founded in April 2005 by VIS Entertainment alumni Chris van der Kuyl, Paddy Burns and Frank Arnot,
the company is best known for porting Minecraft to consoles and handheld platforms.[1] History 4J Studios was founded by Chris van der Kuyl's previous video game venture, VIS Entertainment, entered into administration.[2][3] All three were previously employed by that
company, of which van der Kuyl as president and chief executive officer.[3][4] In November 2012, co-founder and studio director Arnot announced that he had left 4] Studios invested a "six-figure sum" in Puny Astronaut, a Dundee-based
developer founded by Abertay University alumni.[7] 4J Studios' van der Kuyl and Burns subsequently joined that company's board of directors, of which van der Kuyl also became their chairman.[8] Games developed Year Title Platform(s) Publisher(s) 2005 Breeders' Cup World Thoroughbred Championships PlayStation 2, Xbox Bethesda Softworks
2006 Star Trek: Encounters PlayStation 2 The Elder Scrolls IV: Oblivion (port) PlayStation 3 2007 Star Trek: Conquest PlayStation 3 Codemasters Ducati Moto Nintendo DS Vir2L Studios Banjo-Kazooie (port) Xbox 360 Microsoft Game Studios
2009 Banjo-Tooie (port) Wuggle iOS 4J Studios Texas Wuggle 2010 Perfect Dark Xbox 360 Microsoft Studios 2012 Minecraft: Ybox One Edition Microsoft Studios 2013 Minecraft: PlayStation 3 Sony Computer Entertainment 2014 Minecraft: Ybox One Edition Microsoft Studios 2014 Minecraft: PlayStation 3 Sony Computer Entertainment 2014 Minecraft: PlayStation 3 Sony Computer Entertainment 2014 Minecraft: Ybox One Edition Xbox One Edition Xbox One Microsoft Studios 2014 Minecraft: PlayStation 3 Sony Computer Entertainment 2014 Minecraft: PlayStation 3 Sony Computer Entertainment 2014 Minecraft: Ybox One Edition Xbox One Edi
Edition PlayStation 4 Sony Computer Entertainment Minecraft: PlayStation Vita 2015 Minecraft: Wii U Edition Wii U Mojang 2017 Minecraft: Wii U Edition Wii U Mojang 2017 Minecraft: Nintendo Switch References Sarkar, Samit (6 November 2014). "Microsoft officially owns Minecraft: Nintendo Switch References Sarkar, Samit (6 November 2014)."
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