# Article information:

Vlambeer: "It's important to make sure that you can fail" | GamesIndustry.biz
<https://www.gamesindustry.biz/vlambeer-its-important-to-make-sure-that-you-can-fail>

# Article summary:

1. Embracing failure is the best survival strategy for indie game developers, as the market is saturated with thousands of indie games and only a small percentage earn enough to make a living.

2. Successful indie developers are often subject to survivorship bias, and their success may make it more difficult for other games to find an audience.

3. For first-time indie game developers, it's important to adjust goals and prepare for failure while creating something that they can be proud of and building a space for their work. Learning from the failures of the first game can help them succeed in future projects.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

该文章的主要观点是，对于独立游戏开发者来说，失败是不可避免的，并且应该接受失败并从中学习。然而，文章存在一些偏见和缺失的考虑点。

首先，文章没有提供足够的证据来支持“Indiepocalypse”概念。虽然作者提到了市场饱和和竞争激烈的问题，但没有提供任何数据或案例来证明这个概念是否真实存在。

其次，文章强调了失败的重要性，但没有探讨如何避免失败或最小化风险。这可能会误导读者认为失败是无法避免的，并且不需要采取任何预防措施。

此外，文章只列举了一些成功的独立游戏开发者作为例子，并未涉及那些在竞争激烈市场中挣扎或失败的人。这可能会给读者留下错误印象，即只有少数人能够成功。

最后，文章似乎宣传了Vlambeer公司及其创始人Rami Ismail。虽然他们是成功的独立游戏开发者之一，但文章过于强调他们的观点和建议，并未平等地呈现其他观点或意见。

综上所述，该文章存在偏见和片面报道，并未全面探讨独立游戏开发者面临的挑战和解决方案。读者应该保持警惕并寻找更多信息来做出自己的判断。

# Topics for further research:

* Indie game market saturation and competition
* Strategies for avoiding failure or minimizing risk
* Examples of struggling or failed indie game developers
* Other perspectives and opinions on indie game development
* Challenges faced by indie game developers and potential solutions
* Balanced reporting and avoiding bias in indie game industry coverage

# Report location:

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