

Broadcast Games Launches People First Studio With Big Ambitions For Friendslop Genre



Toronto, Ontario Sep 8, 2026 ([Issuewire.com](https://www.issuewire.com)) - Broadcast Games, a new independent games studio founded by developers from BioWare, Dark Slope, and Timbre Games, launches today with a mission to create games that bring people together while building a sustainable, people-first studio.

The studio is built on the belief that the role of digital games has evolved. They are played with friends, watched on streams, shared on social platforms, and increasingly serve as a place for people to spend time together socially.

"We're responding to the demand of getting together to have unhinged fun," said Ken Thain, Co-Founder & President at Broadcast Games. "The friendslop boom has shown there's a huge appetite for that kind of experience, and it aligns with our ethos: games are better experienced together."

Launching at a pivotal moment when "friendslop" has become one of the defining trends in PC multiplayer, the success of games such as Meccha Chameleon and PEAK demonstrates an appetite for inexpensive games built around social interaction. Broadcast Games believes the genre's success validates its vision: players increasingly want games that give them a reason to spend time together.

"As a company full of gamers who grew up in a defining era, we value cooperative, social gameplay," said Emmalyn Rynard, Co-Founder & CCO of Broadcast Games. "As the industry leans harder into generative AI Content, we want to go in the opposite direction: putting hands-on creation at the forefront

of our development."

Broadcast Games is applying that same philosophy to how it builds the company.

"For less than a movie ticket, you can get a few friends together on Friday night and still be playing on Sunday," said Dimitri Mitchell, Co-Founder & CTO of Broadcast Games. "What interests us is how ambitious we can be with these games while still holding onto what made us fall in love with them in the first place."

The studio's long-term goal is to build a sustainable interactive entertainment company around short-form cooperative games and the audiences that form around them.

Follow [Broadcast Games](#) on [Instagram](#), [LinkedIn](#) and TikTok for updates on the studio and its debut title, which will be announced soon.



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