



Xbox Game Studios Head Craig Duncan Resigns

Description

The head of Xbox Game Studios, Craig Duncan, has stepped down after 18 months. He took over from Alan Hartman in November 2021 and managed several studios, including Rare and The Coalition. Duncan leaves this week, and his studios will now report to Matt Booty, who is the Chief Content Officer at Xbox.

Duncan has worked with Xbox since 2011 and is known for leading the UK studio Rare for nearly 14 years. He was in charge during the development of popular games like Kinect and Sea of Thieves. Before joining Xbox, Duncan held senior roles at Codemasters, Midway, and Sumo Digital, working on well-known games like Sonic and Sega All-Stars Racing.

In addition, Louise O'Connor, the chief of staff at Xbox Game Studios, will also leave the company. She joined Rare in 1999 and worked in various roles, including voice acting in the game Viva Piñata. O'Connor left Rare after the cancellation of a game called Everwild in 2025, and later became chief of staff.

In his farewell email to the team, Duncan expressed pride in the successful game launches during his time and praised O'Connor for her support and creativity.

Vocabulary List:

1. **managed** //ˈmænɪdʒd// (verb): was in charge of and organized work
2. **report** //rɪˈpɔːt// (verb): to officially tell someone about something
3. **development** //dɪˈvɛləpmənt// (noun): work to make a product or idea better
4. **cancellation** //ˌkænsəˈleɪʃən// (noun): when something planned is stopped and not released
5. **farewell** //ˈfɛr,wɛl// (noun): a goodbye message or short leaving event
6. **creativity** //ˌkriːɪˈtɪvəti// (noun): ability to make new and original things

Comprehension Questions

Multiple Choice

1. Who stepped down as the head of Xbox Game Studios?

Option: Alan Hartman

Option: Craig Duncan



Option: Matt Booty
Option: Louise O'Connor

2. How long did Craig Duncan serve as the head of Xbox Game Studios?

Option: 12 months
Option: 18 months
Option: 2 years
Option: 14 years

3. Which studio did Craig Duncan lead for nearly 14 years?

Option: Codemasters
Option: The Coalition
Option: Rare
Option: Sumo Digital

4. Who will Craig Duncan's studios report to after his departure?

Option: Alan Hartman
Option: Matt Booty
Option: Louise O'Connor
Option: Phil Spencer

5. Which game was developed during Duncan's tenure at Rare?

Option: Viva Piñata
Option: Sea of Thieves
Option: Everwild
Option: Sonic

6. What role did Louise O'Connor have at Xbox Game Studios?

Option: Chief Content Officer
Option: Head of Xbox Game Studios
Option: Chief of Staff
Option: Studio Manager

True-False

7. Craig Duncan took over as head of Xbox Game Studios in November 2021.

8. Louise O'Connor joined Xbox in 2005.



9. The game Everwild was canceled in 2025.
10. Craig Duncan worked with Xbox for a decade prior to stepping down.
11. Matt Booty is the Chief Content Officer at Xbox.
12. Duncan was in charge of development at Codemasters during his time at Xbox.

Gap-Fill

13. Craig Duncan has worked with Xbox since 2011 and has managed several studios, including _____.
14. Louise O'Connor joined Rare in _____ and worked in various roles.
15. Duncan was the head of Xbox Game Studios for _____ months.
16. Duncan expressed pride in the successful game _____ during his time.
17. O'Connor was involved in voice acting in the game _____ Piñata.
18. Duncan leaves Xbox Game Studios and his studios will now report to _____ Booty.

Answer

Multiple Choice: 1. Craig Duncan 2. 18 months 3. Rare 4. Matt Booty 5. Sea of Thieves 6. Chief of Staff

True-False: 7. True 8. False 9. True 10. True 11. True 12. False

Gap-Fill: 13. Rare 14. 1999 15. 18 16. launches 17. Viva 18. Matt

Vocabulary quizzes

Multiple Choice (Select the Correct answer for each question.)

1. What was the primary reason for the project's cancellation?

Option: Budget constraints

Option: Creative differences

Option: Technical issues



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- Option: Market uncertainty
2. What is typically highlighted in a movie trailer?
- Option: The entire plot
 - Option: The cast only
 - Option: Key scenes and highlights
 - Option: Credits
3. What does exclusivity in a release often suggest?
- Option: Broader distribution
 - Option: Limited access
 - Option: Higher sales
 - Option: Mainstream popularity
4. What does the term development refer to in the gaming industry?
- Option: Marketing strategies
 - Option: Game creation process
 - Option: Hardware manufacturing
 - Option: Profit analysis
5. What is an important aspect to consider during a feedback process?
- Option: Ignoring criticisms
 - Option: Valuing constructive criticism
 - Option: Personal biases
 - Option: Speed of feedback
6. What is often a key trait of successful artists?
- Option: Rigidity
 - Option: Predictability
 - Option: Creativity
 - Option: Conformity
7. What is the purpose of conducting a survey in market research?
- Option: Finalizing product design
 - Option: Understanding audience preferences
 - Option: Resolving disputes
 - Option: Setting prices
8. What does hardware refer to in the context of gaming?



- Option: Game design
- Option: Physical components
- Option: Software applications
- Option: Game narrative

9. Which adjective best describes someone who takes risks in their work?

- Option: Cautious
- Option: Timid
- Option: Bold
- Option: Resistant

10. In what context is something described as featured?

- Option: Hidden
- Option: Prominently displayed
- Option: Discontinued
- Option: Forgotten

Gap-Fill (Fill in the blanks with the correct word from the vocabulary list.)

11. The _____ of the new game has been delayed due to technical issues.
12. The sudden _____ of the event caught everyone off guard.
13. The artist's work was _____ in the latest exhibition.
14. We conducted a _____ to gather opinions on the new product.
15. The team received valuable _____ from the focus group.
16. The brand offers _____ to its members for early access to new products.
17. The movie _____ was released weeks before the premiere to hype the audience.
18. There were growing _____ about the environmental impact of the project.
19. The latest gaming _____ allows for improved performance and better graphics.
20. Increasing _____ capacity is important for handling large data sets.

Matching Sentences (Match each definition to the correct word from the vocabulary list.)



21. Creativity is often the driving force behind successful innovation.
22. She managed the team effectively to meet their project deadlines.
23. Environmental sustainability is becoming increasingly important in the industry.
24. There are several concerns regarding the safety of the new product.
25. The crossover event between the two franchises attracted a lot of attention.
26. His bold decisions often led to unexpected success.
27. The report highlighted the key findings from the research conducted.
28. The movie received a high rating from critics and audiences alike.
29. She accidentally sent the wrong email to the entire team.
30. Generative art involves using algorithms to create images dynamically.

Answer

Multiple Choice: 1. Market uncertainty 2. Key scenes and highlights 3. Limited access 4. Game creation process 5. Valuing constructive criticism 6. Creativity 7. Understanding audience preferences 8. Physical components 9. Bold 10. Prominently displayed

Gap-Fill: 11. development 12. cancellation 13. featured 14. survey 15. feedback 16. exclusivity 17. trailer 18. concerns 19. hardware 20. storage

Matching sentence: 1. creativity 2. managed 3. environmental 4. concerns 5. crossover 6. bold 7. highlighted 8. rating 9. accidentally 10. generative

CATEGORY

1. Sci/Tech - LEVEL2

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Date Created

2026/06/16

Author

aimeeyoung99

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