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<p&gt;&lt;/p&gt;&lt;p&gt;Activision Publishing, Inc. is an American video gam
e publisher based in Santa Monica, California. It serves as the publishing busin
ess🧲 for its parent company, Activision Blizzard, and consists of severa
I subsidiary studios. Activision is one of the largest third-party video&#129522
; game publishers in the world and was the top United States publisher in 2024.[
5]</p&qt;
<p&gt;The company was founded as Activision, Inc.&#129522; on October 1, 1979
in Sunnyvale, California, by former Atari game developers upset at their treatm
ent by Atari in order🧲 to develop their own games for the popular Atari
2600 home video game console. Activision was the first independent, third-party,
🧲 console video game developer. The video game crash of 1983, in part cr
eated by too many new companies trying to $\#129522; follow in Activision $\#39;$ fo
otsteps without the experience of Activision's founders, hurt Activision&#39
;s position in console games and forced the company🧲 to diversify into g
ames for home computers, including the acquisition of Infocom. After a managemen
t shift, with CEO Jim Levy🧲 replaced by Bruce Davis, the company renamed
itself to Mediagenic and branched out into business software applications. Medi
agenic quickly fell🧲 into debt, and the company was bought for around US
$500,000 by Bobby Kotick and a small group of investors around🧲 1991.&lt
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Watiek drastically revenued and restructured the company to get it out

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