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Subject: Why do people hate EA?

Posted by [renohol](#) on Wed, 16 Dec 2009 07:34:37 GMT

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Last month, EA canceled more than a dozen games as part of its shift to "focus on titles with higher [profit] margin opportunities." The move was accompanied by a headcount reduction of 1,500, or roughly 17 percent of the publisher's workforce.

<http://www.gamespot.com/news/6243433.html?tag=latestheadlines;title;3>

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