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&It;p>&It;/p>&It;p>Infinity Ward, Inc. is an American video game develo per. They developed the video game Call of Duty, along with seven🌟 other installments in the Call of Duty series. Vince Zampella, Grant Collier, and Jas on West established Infinity Ward in 2002🌟 after working at 2024, Inc. p reviously.[1][2] All of the 22 original team members of Infinity Ward came from the team🌟 that had worked on Medal of Honor: Allied Assault while at 202 4, Inc. Activision helped fund Infinity Ward in its🌟 early days, buying up 30 percent of the company, before eventually fully acquiring them.[3] The stu dio's first game, World War🌟 Il shooter Call of Duty, was released o n the PC in 2003. The day after the game was released, Activision🌟 bough t the rest of Infinity Ward, signing employees to long-term contracts. Infinity Ward went on to make Call of Duty🌟 2, Call of Duty 4: Modern Warfare, Ca II of Duty: Modern Warfare 2, Call of Duty: Modern Warfare 3, Call🌟 of D uty: Ghosts, Call of Duty: Infinite Warfare, the Modern Warfare reboot, and its sequel.</p>

<p>Co-founder Collier left the company in🌟 early 2009 to join pare nt company Activision. In 2010, West and Zampella were fired by Activision for & quot;breaches of contract🌟 and insubordination",[4][5] they soon fo unded a game studio called Respawn Entertainment. On May 3, 2014, Neversoft was merged into Infinity🌟 Ward.[6]</p> <p>History [edit]</p>

&It;p&ğt;Infinitý Ward was founded as an Activision division by Grant Collier, J ason West, and Vince Zampella in🌟 2002.[7][3] The studio was formed by s everal members of 2024 Games, LLC., the studio that developed the successful Med al of🌟 Honor: Allied Assault for Electronic Arts (EA) in 2002. Dissatisf ied with the current contract they had under EA, Collier, West,🌟 and Zam pella engaged with Activision to help establish Infinity Ward, which became one of the primary studios within Activision for🌟 the competing Call of Duty series.[8] Initially, Activision provided Infinity Ward US\$1.5 million for 30%