Little Big Planet 2 is made by Media Molecule

Their motto: “Play, Create, Share”

Their first game, Little Big Planet, released in October 2008

Which spawned more:

- SackBoy’s Prehistoric Moves (December 2010)
- LBP 2 (January 2011)
- LBP Karting (November 2012)
- Run Sackboy! Run! (October 2014)
- LBP 3 (November 2014)
Gameplay

- Genre: puzzle-platformer, sandbox
- Multiplayer: online & local
- User content creation
- 2 Modes of Play:
  - Story Mode
  - Create Mode
Story Mode

- LBP 2’s story is about defeating Negativitron.
- There are 6 areas, which contain 50 levels altogether. Each area has been visited by Negativitron.
- Each level, players get points by collecting items and score bubbles.
- All levels are made with the same materials the players can use in creating their own levels.
Create Mode

- Tools (to name a few):
  - Materials
  - Sensors
  - Connectors
  - Logic/AI
  - Use Playstation Eye to take their own pictures
LittleBigPodcast

TUTORIALS

Stephen Fry is back for more awesome tutorials! Buckle up and get ready to learn all about the new switches, tools, and powerups!
User Content Creation

- Players create games:
  - *Level* to propose
  - Add/subtract and decimal to binary calculator, using 610 magnetic switches, 500 wires, 430 pistons, and 70 emitters, to name a few
  - *Game* explaining STEM cell research
  - 8 million more (as of 2013)
- Players can rate and leave comments on each other’s levels.