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Thread: [Millions handed out for playing Minecraft, Roblox, and Fortnite.](#)

Cavalier - March 16, 2025, 7:35 am

The title is a tiny bit clickbait, money is being handed out for creating experiences on these games. But is that really that different then just playing them? Not really.

UGC is an emerging industry that is starting to dominate the gaming markets. I strongly believe triple-A titles will start being fully phased out over the next decade and replaced by UGC (User-Generated Content).

Anyone with a computer and an internet connection can start creating experiences on any of these platforms, without the confines of company structure, workflow, decision making, and so on. This can lead to much greater innovation.

In 2023, Tebex, which handles all payments for GTA V FiveM, and Minecraft server online stores, paid out 30m+, with that number growing steadily over 2024 and 2025.

In 2024, Epic Games paid \$352m dollars to creators that simply made experiences on their platform. This number is expected to grow by 20-30% in 2025.

In 2024, Roblox paid creators almost \$1 Billion dollars, with a B. For simply making games on their platform.

You can see where I'm going with this. If you compare growth YoY on the above 3 platforms, its exponentially growing.

This is an emerging market made for gamers.

With so much money to be made, are you participating in UGC? Do you have any questions about it? Why haven't you started yet?