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Introduction

My dataset is about Nintendo games and contains a title, platform, release date, user score, link, rating, primary developer and genre for each one. This will be useful for me when determining if certain developers of Nintendo games tend to focus on specific genres. It is interesting to see whether certain developers tend to focus on certain types of games, or if they branch out regularly.

There are two aims the project intends to achieve: first, to see if there are developers who tend to focus on specific genres of games by focusing on Nintendo game brands, and second, to see if any games made by Nintendo themselves tend to work with an additional developer when branching into new genres. This can be determined by checking the years the games came out.

This is interesting because it will provide insight into how companies such as Nintendo work. Do they hire all the talents needed to create every game themselves, or do they outsource games to other companies and then slap the Nintendo label on it? How many Nintendo games are really 'Nintendo'?

Objectives

The primary objective is to determine how many Nintendo games are made with the aid of a separate developer company or outright are made by other companies. There is no secondary objective.

Methodology

I intend to approach it slowly, cleaning the data and then analyzing it one category at a time. Focusing on the year each game came out to see if the amount of outsourcing changed over time, or whether it has been consistent. Then focusing on Genre and developer categories, to see if the developers tend to focus on specific genres of games.

I will be using R studio to clean and analyze my data. I will be using the dplyr to do the majority of the cleaning and setting up tables, while using plots to visualize the data - though I will be using the lubridate library to clean the dates.

Expected Outcomes:

I expect to find that, based on the data I've reviewed thus far, that although Nintendo itself branches into many different genres, the companies it outsources to tend

to only focus on one specific genre of game. This makes sense given the data set is Nintendo games – Nintendo wouldn't go to a game company it made an RPG with to make a hack and slash game. The game companies themselves are likely to branch out, but Nintendo would likely only hire them for what they already worked on.

Functionally any outcome would be considered a success, as the goal of this project is just to gain insight into how companies like Nintendo work- games undoubtedly require imagination and ingenuity behind them, so they can't be treated like another outsourced product.

Challenges and Limitations

There are a lot of Nintendo games. It is certainly an extremely large dataset and will be even once I cut out the DLC and soundtracks included in it. It will require a lot of cleaning and even then, it will be difficult to analyze in full if there isn't a clear and consistent trend. This is also my first time doing this, which will play a factor of inexperience.

Conclusion

Despite the large amount of Nintendo games, I will use the next two weeks to clean and analyze the data before coming to my conclusion. I anticipate that while Nintendo themselves will be varied, those they outsource too will not be, at least within the context of Nintendo games. It will be time-consuming, but I am very good at finding quick ways to accomplish my goals. It will be done.

Reference

https://www.kaggle.com/datasets/mrmorj/nintendo-games-dataset