40 Years of Video Game Industry Trends - Retrospective Analysis

1. TITLE SLIDE
2. SLIDE 1

   <u>Quick intro to the history of gaming. Find and reference isolated data:</u>
   First game ever. - Year, genre, author.
   Latest hit. - Steam most played.
   First game sold on physical copy.
   First game downloaded from an online platform.

   Scale of the industry

   <u>Nowadays</u>
   Compare numbers of users of Steam, GOG, Epic Games, PS Store, Xbox Game Pass - <u>Pie Chart 1.</u>

   Compare the number of titles on Steam, GOG, Epic Games, PS Store, Xbox Game Pass - <u>Pie Chart 2</u>.

   Problem to mention: Game platform compatibility - availability on one platform does not mean that the game is not available on others.

3. SLIDE 2

   How fast did the industry grow?

   Introduce the number of observations - 2,000 most popular titles across the history of gaming.

   Create a <u>bar chart</u> illustrating games released by year with kde.
   Problem: Identifying the events that could contribute to boom/dip in the development could be a key to recreating these trends.

   Problem to mention: Year 2020, the pandemic year, changed the landscape of gaming, especially in terms of online and multiplayer titles. Pandemic trends deserve its own, supplementary analysis.

4. SLIDE 3

Video Game Map of The World
North America
Europe
Japan
Rest of the World
Global Sales

5. SLIDE 4

Which genres historically gained the most popularity?

Line chart
Compare:
Genres, names, year

Problem to mention: Genres are subject to trending/meme.

6. SLIDE 5

Most successful publisher title goes to...

Juxtapose:
Global sales.
Publisher.

Problem to mention: Video game industry rose in profitability over the years, game companies perform gib acquisitions of other studios.

7. SLIDE 6

Which games historically sold the best in which countries?

Chart: to be chosen
Juxtapose:
Name, platform, country.

Problem to mention: Platform exclusivity in each country. Example: Japan. (Find which games had the longest lasting exclusivity in Japan).
Sentiments and censorship.

8. SLIDE 7

Does popularity reflect in positive reviews?

Review (metacritic).
Global Sales.

Maybe a wordcloud with words illustrating a successful game - Iconic, trendsetting, gamechanging.

9. ENDING SLIDE

Thank you to the audience, references.
Credit to the dataset author.