

Hypothesis:

Digital media has grown quite a bit over the past few decades. Which companies have had the most success over the years, which titles helped with this growth. Can these metrics predict future success of new titles?

Context:

With the growing market of video game sales for entertainment, which platform would make the best investment for future titles.

Success Criteria:

Establishing trends for possible future development of gaming companies based upon knowledge of current or past successes.

Scope of solution space:

There are several genres and companies which develop video games for public consumption. Which companies find the most success.

Constraints within solution space:

Different markets will have their own bias to which they consume digital media or may have limited access to it.

Stakeholders to provide key insight:

Video game studios

Key data sources:

[vgsales.csv](#)