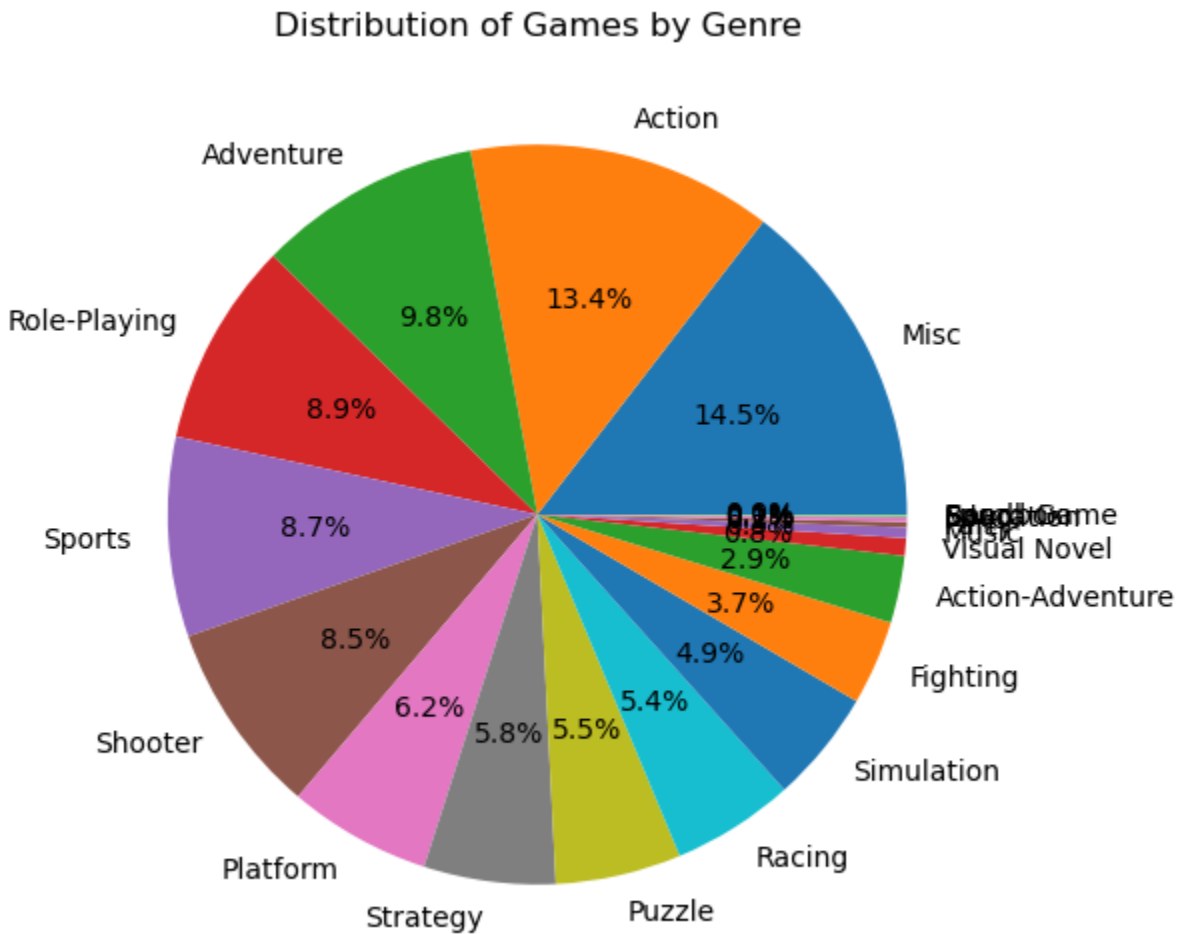
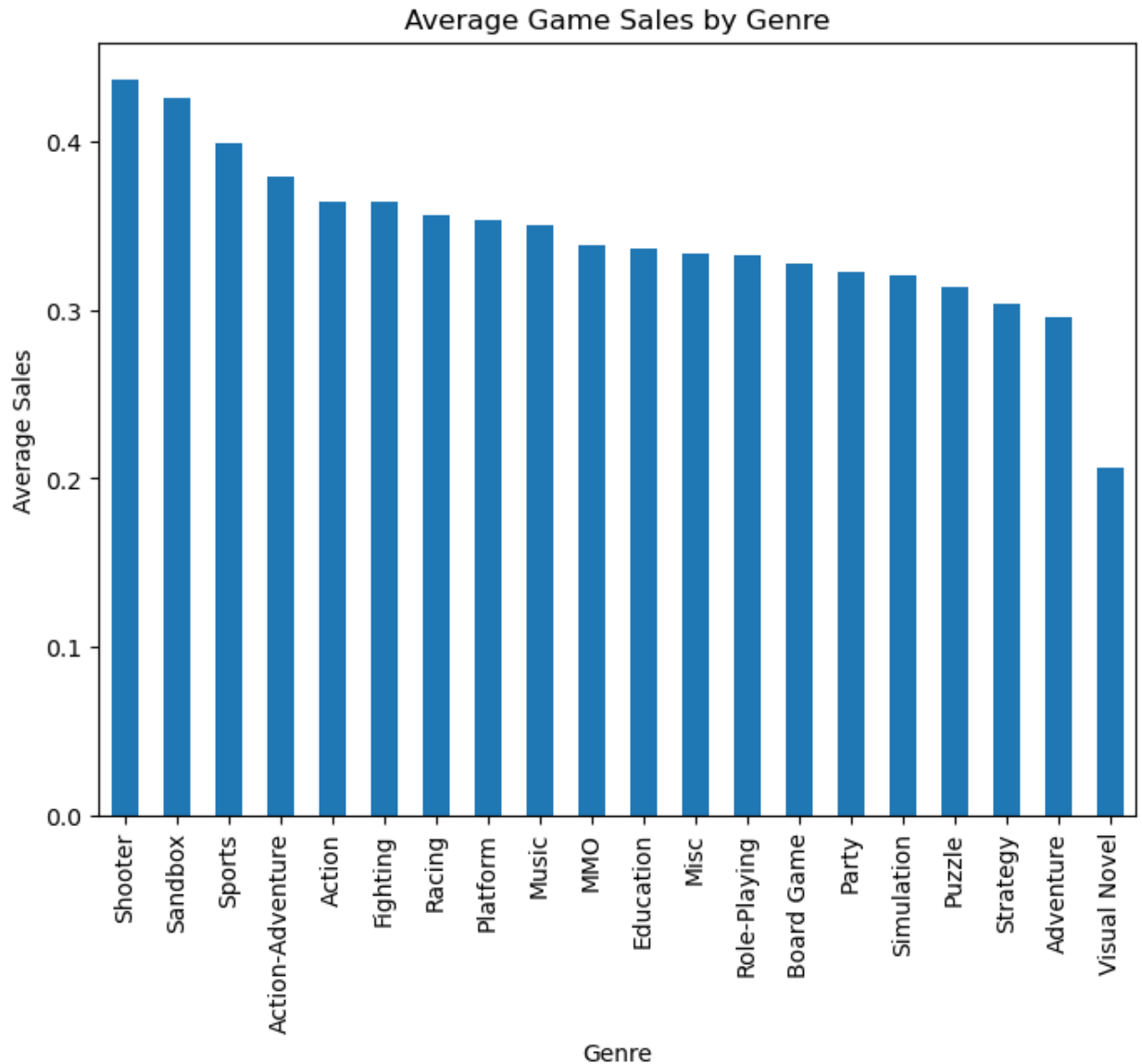


VIDEO GAME ANALYSIS

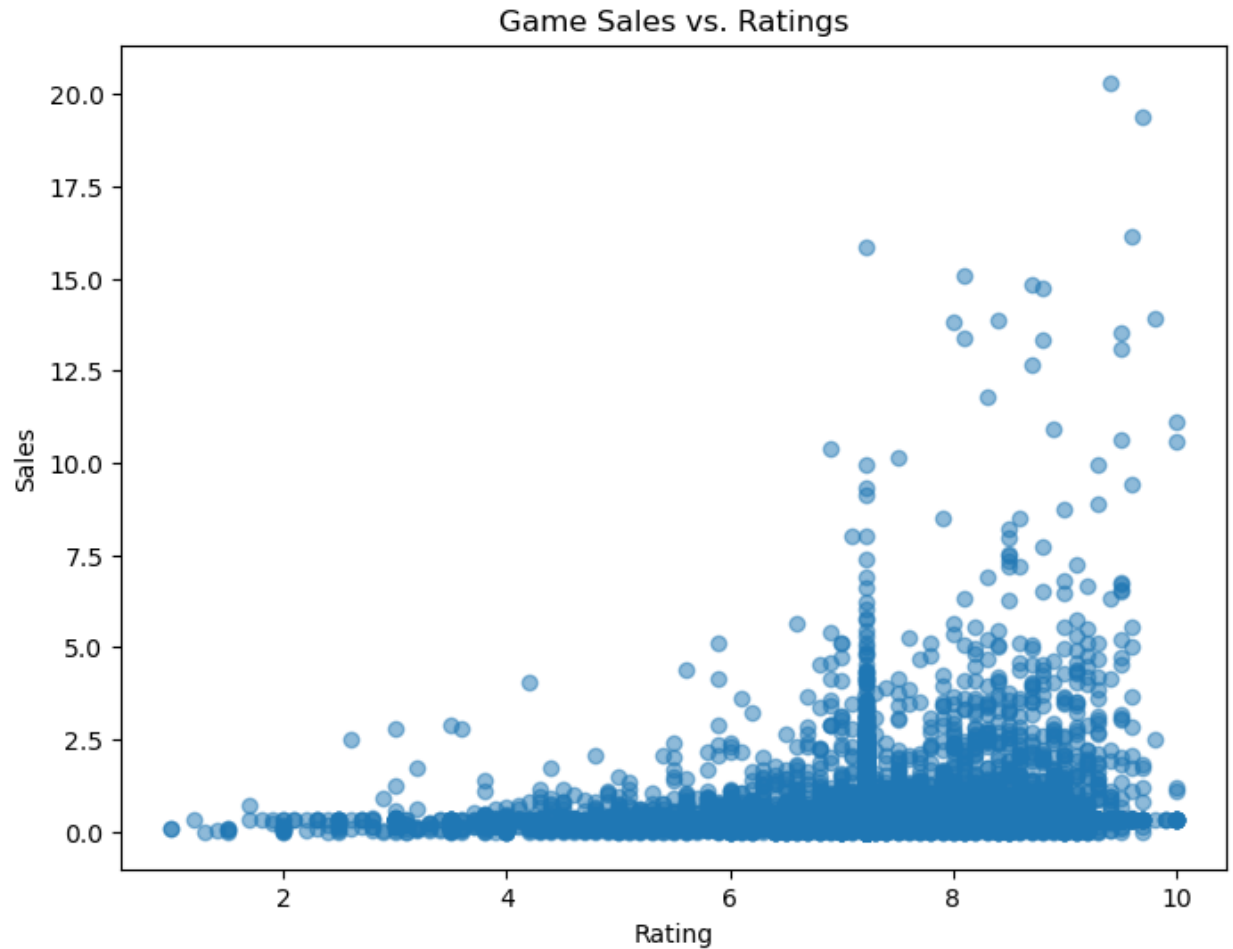
Video games have become a global phenomenon, captivating players of all ages and backgrounds. This report delves into the exciting world of video games by exploring various data points. We'll be looking at player preferences, like the genres that seem to be most popular. We'll also investigate the connection between reviewer ratings and sales figures. By examining this data, we aim to understand what makes games successful and what keeps players hooked. This analysis will be of interest to anyone who enjoys video games, whether as players or creators. After all, understanding the inner workings of the video game landscape can help shape future development, cater to player desires, and ultimately contribute to a richer gaming experience for all.



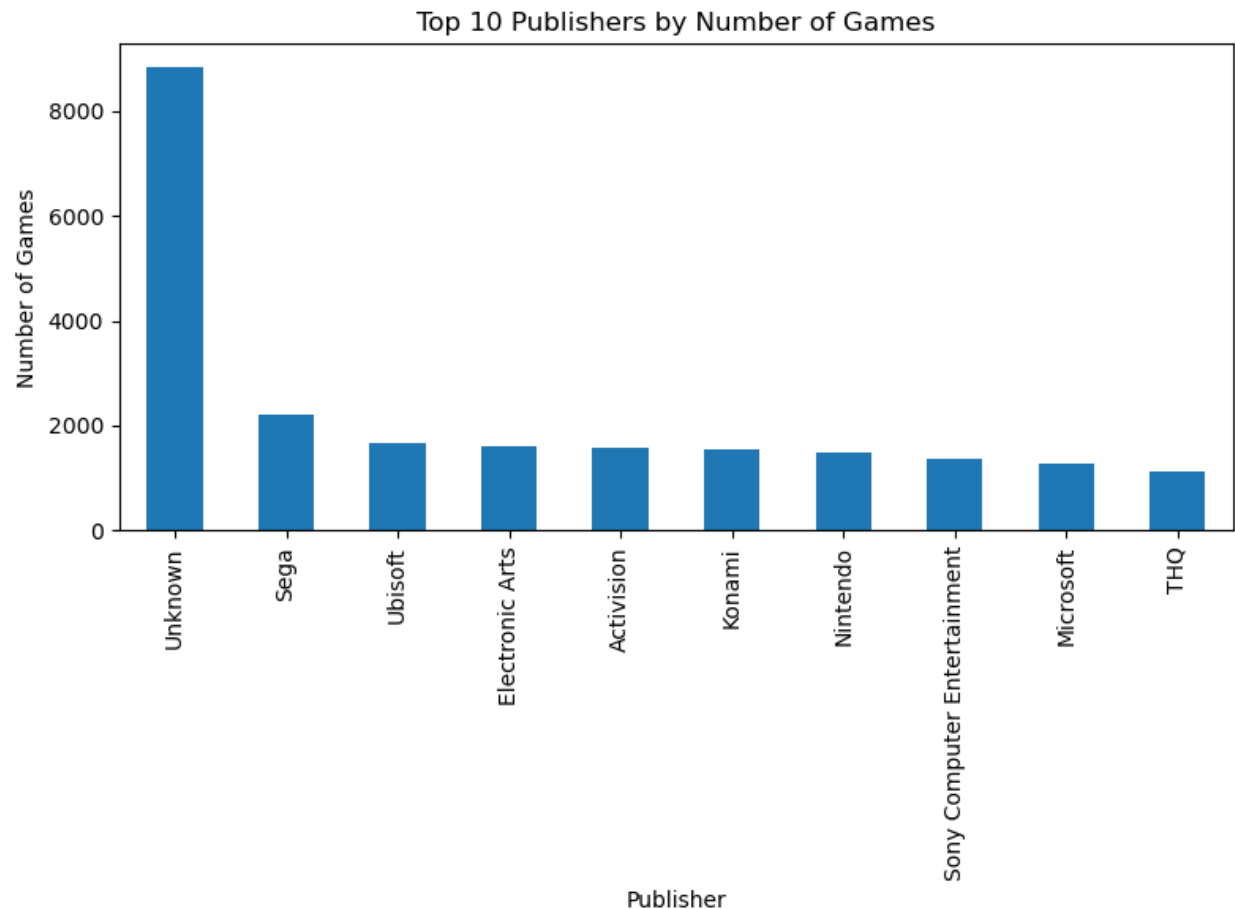
The data initially suggests a preference for a particular style of play. Action-adventure leads the pack at 13.4%, followed by role-playing (9.8%) and adventure games (8.9%). These top three genres capture a significant portion, indicating a potential interest in immersive experiences.



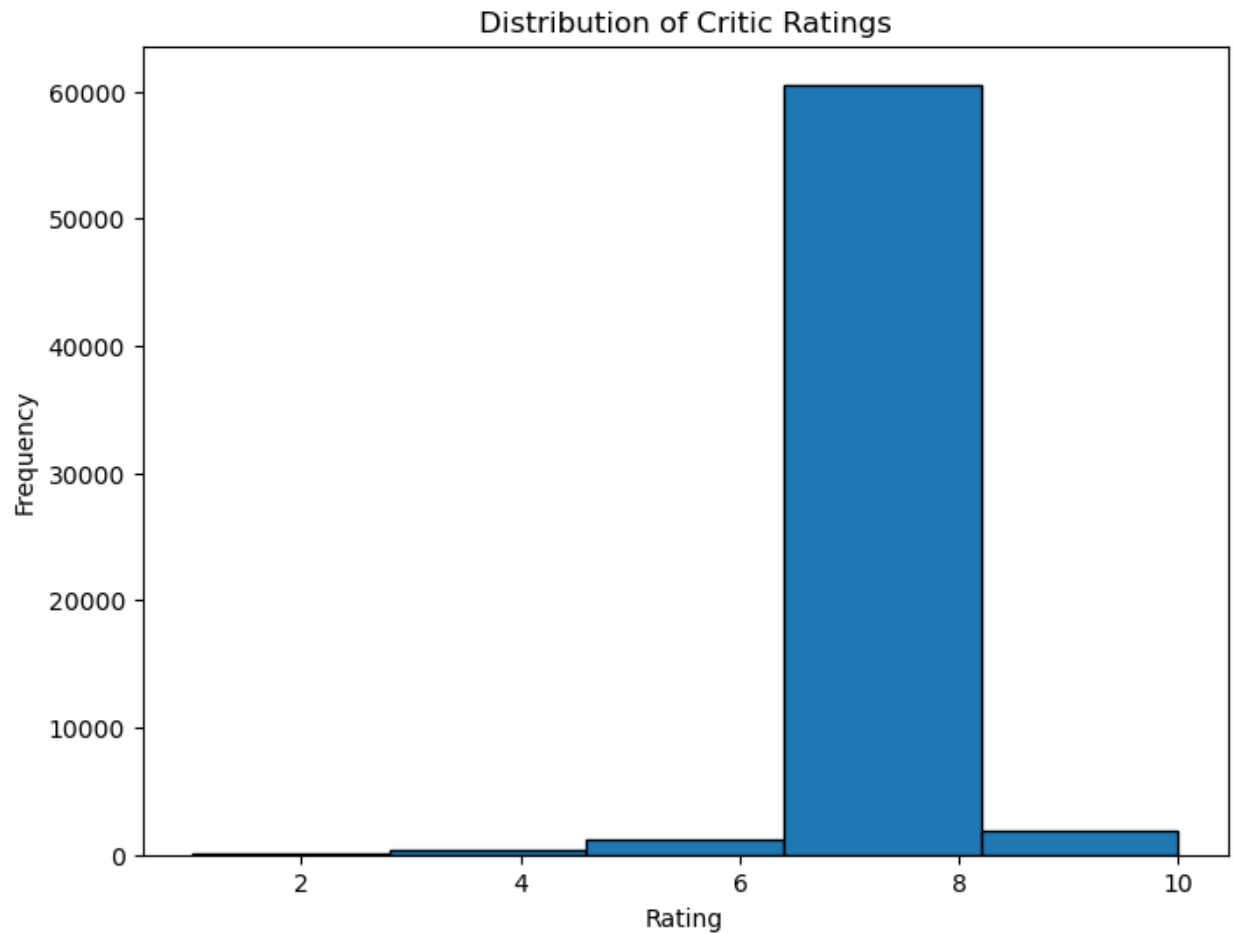
The chart shows the average sales of video games by genre in the United States. Shooter games appear to be the most popular genre, with average sales exceeding 0.3. Action-adventure and Role-playing games follow closely behind at around 0.25. These genres may be popular because they offer players exciting, immersive experiences.



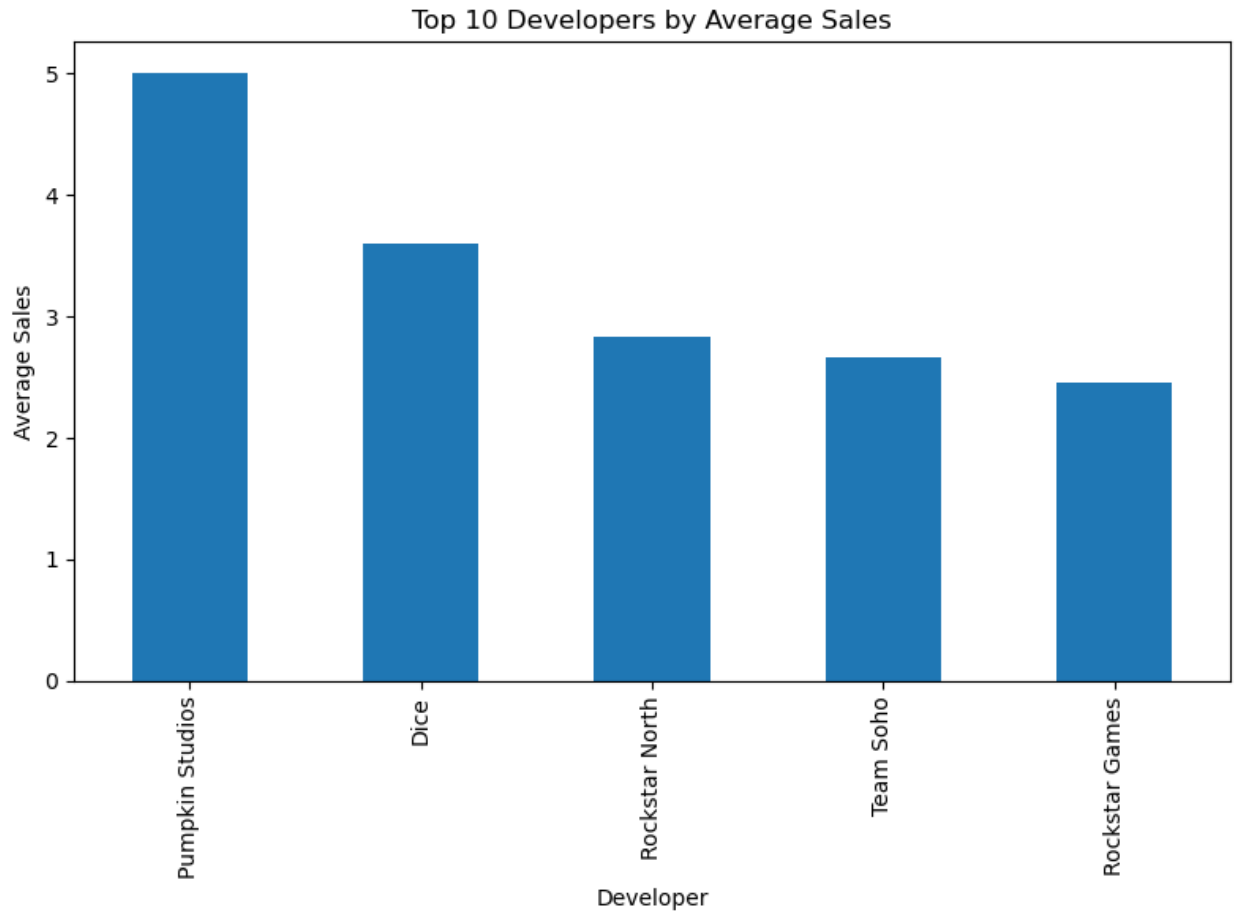
The scatter plot depicts a relationship between video game sales and ratings. There is a positive correlation, though not a perfect one. This means that generally, games with higher ratings tend to have higher sales. There are exceptions though, as some lower-rated games also appear to have high sales.



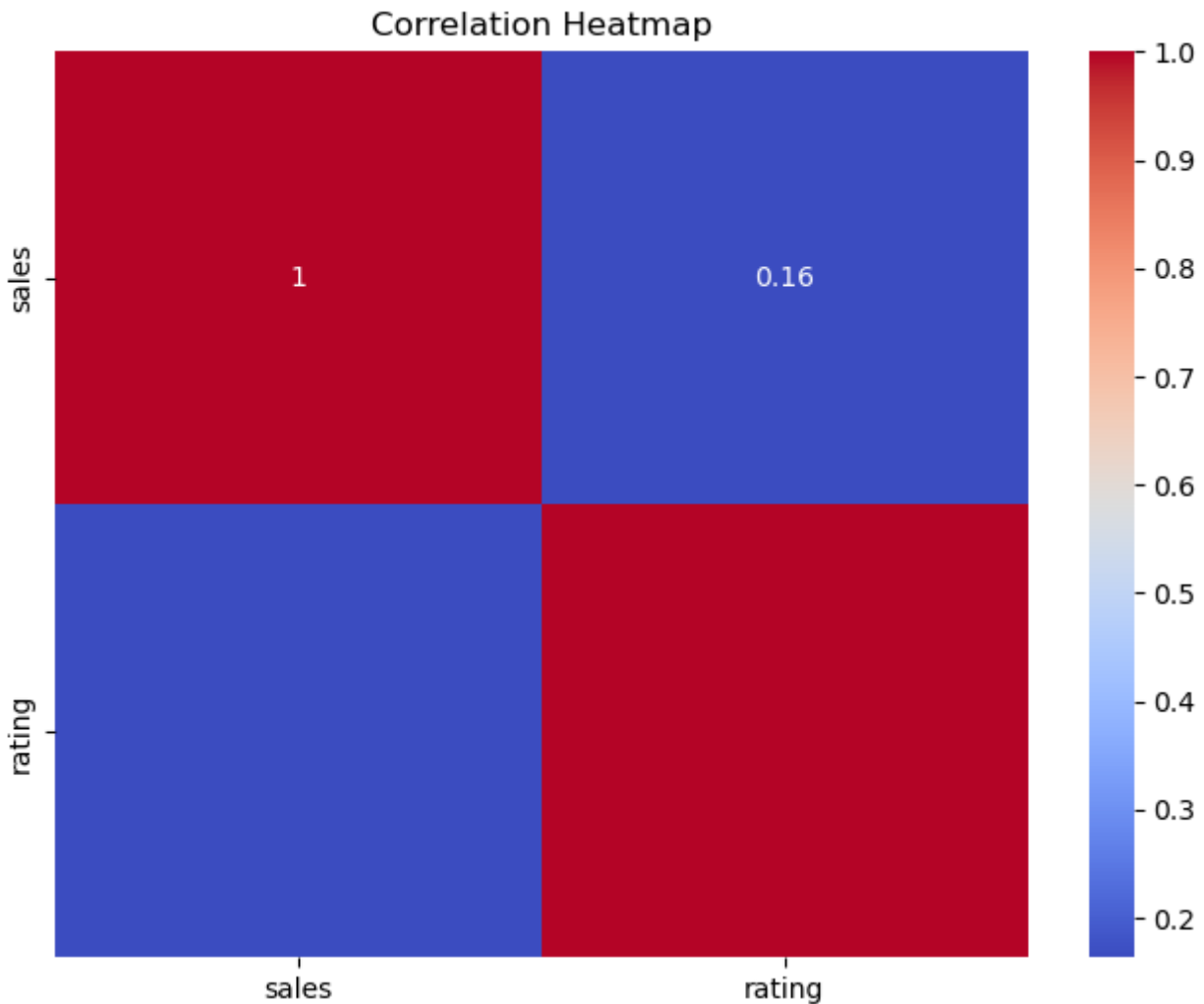
The bar chart reveals the top video game publishers in 2020, based on the number of games published. Microsoft takes the lead, followed by Sony and Nintendo. These three giants of the industry published a significantly higher number of games compared to the following companies.



The chart depicts the distribution of critic ratings for video games. The most frequent rating appears to be 7, with a cluster of ratings around 6 and 8 as well. This suggests that many video games receive average reviews. There are fewer ratings at the extremes of the scale, indicating that very few games are considered universally bad or excellent.



The chart shows the top 10 developers by average sales in the United States. Based on the chart, Pumpkin Studios appears to be the top developer by average sales, followed by Dice, Rockstar North, Team Soho and Rockstar Games. It is important to note that the chart only shows the top 10 developers.



The heatmap shows the correlation between sales and ratings of video games. A positive correlation is depicted by a red color, and a negative correlation is shown in blue. Looking at the chart, there appears to be a weak positive correlation between ratings and sales. This means that generally, games with higher ratings tend to have higher sales, but there are also exceptions. The deeper the red color, the stronger the positive correlation.

SUMMARY

We took a peek at some video game data and found some cool stuff! Gamers seem to really dig action-adventure, role-playing, and adventure games, suggesting they enjoy getting lost in immersive worlds. There's also a connection between good reviews and strong sales, but some less-loved games can still be hits. Finally, a few big names like Microsoft, Sony, and Nintendo are cranking out the most games, while Pumpkin Studios seems to be leading the pack in terms of average sales for US-based developers (although this is just looking at the top companies). This is just a first look, though. We could dig deeper into specific game types and see what else makes games successful beyond reviews.