# Three Decades of Console Gaming

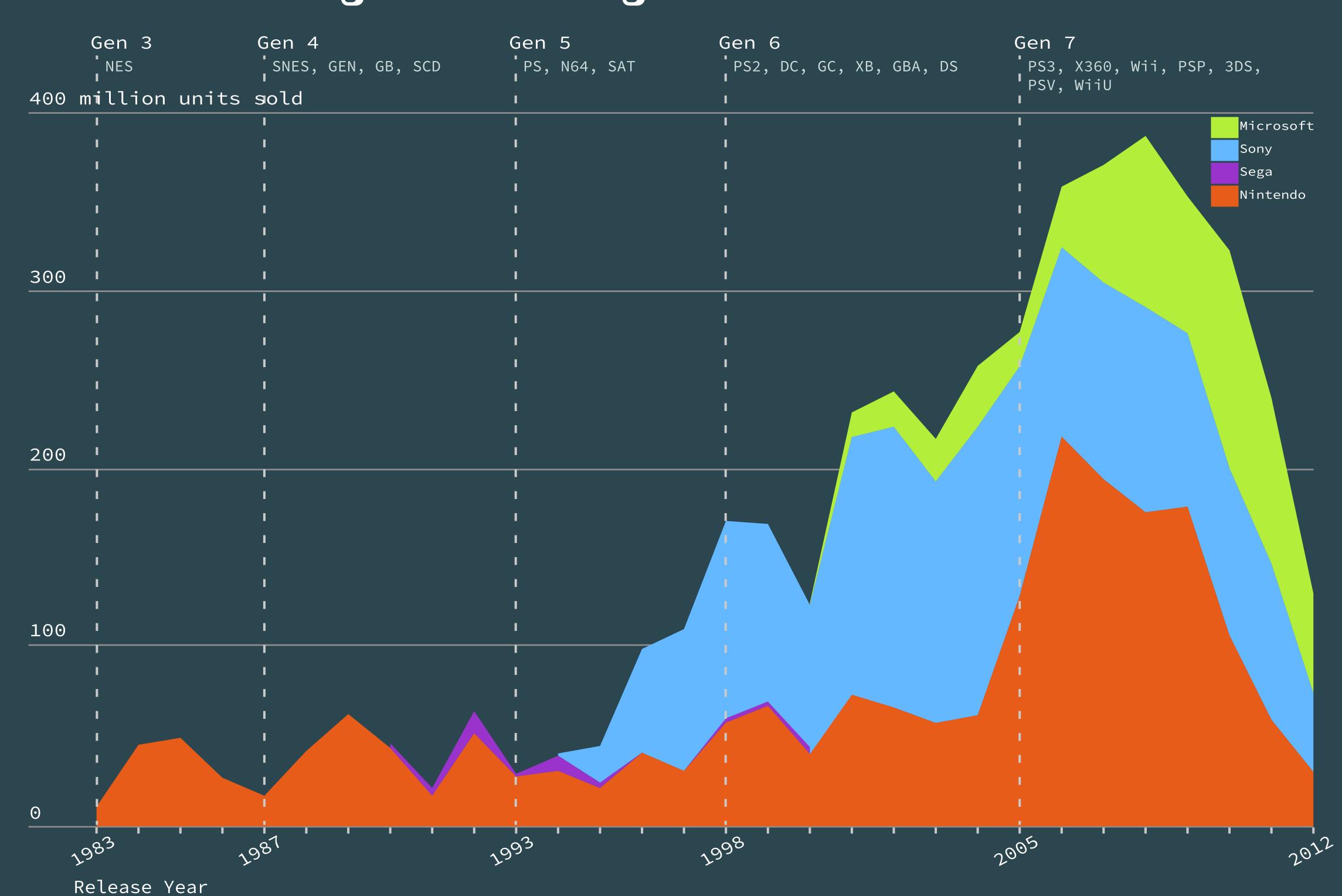
#### STORY

Video games have become an extremely popular form of home entertainment with an industry that is currently bigger than ever. Since the start of console gaming in the early 1980s with the release of the Nintendo Entertainment System, video games have evolved from simple 2D games to sprawling 3D adventures and stories. With so much advanced technology now at developers' fingertips, it's time to take a look back at how the video game industry changed up until the modern eras.

#### MOTIVATION

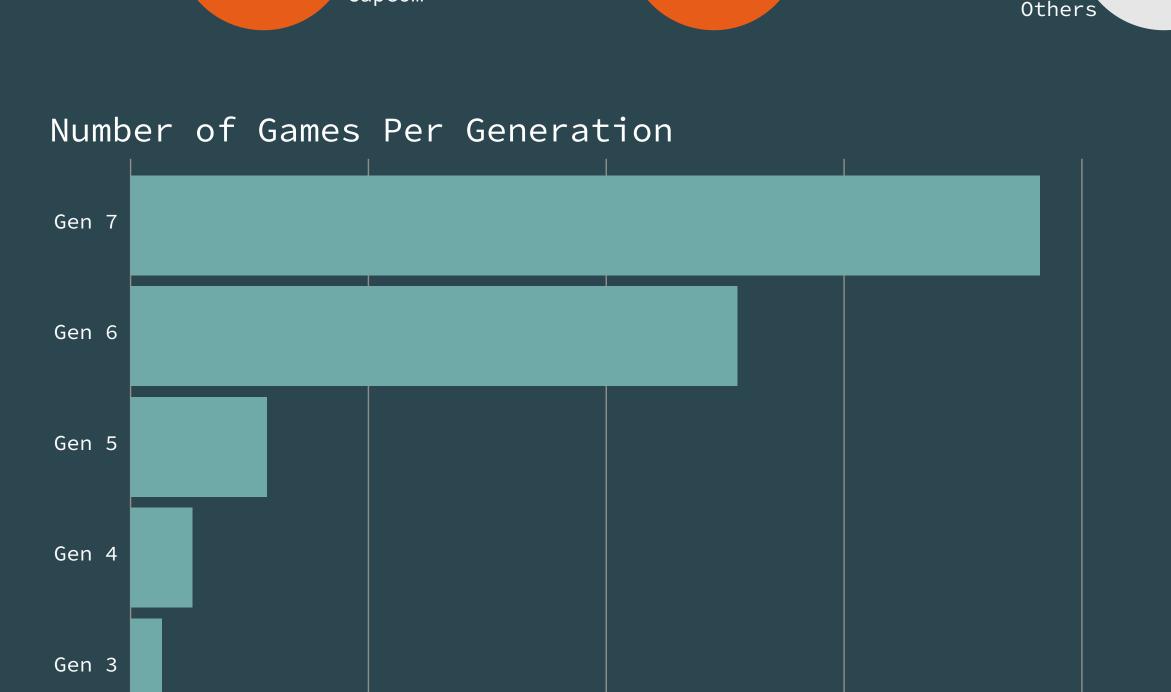
This is intended for anyone who plays video games, works in game development, or is interested in entertainment history. Understanding the past trends in console gaming can guide decisions on what kind of games to produce in the future and make predictions on where the state of console gaming is headed.

# How have the proportions of video game sales by console ecosystem changed over time?



### The Top Publishers by Sales in Each Console Generation

1000



500

Nintendo

Namco Bandai

Hudson Soft

### Most Prominent Series

250

by release title component words

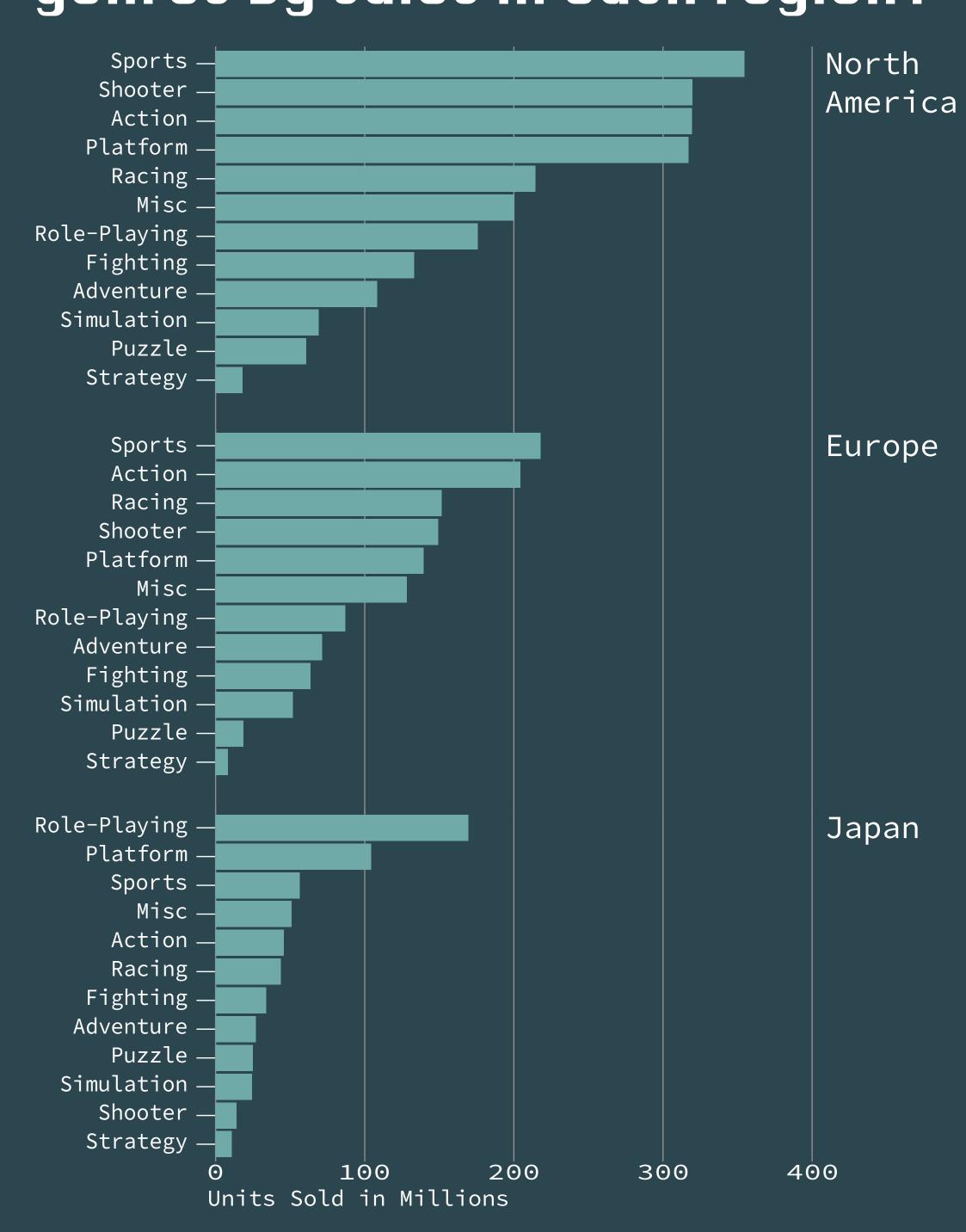
Nintendo

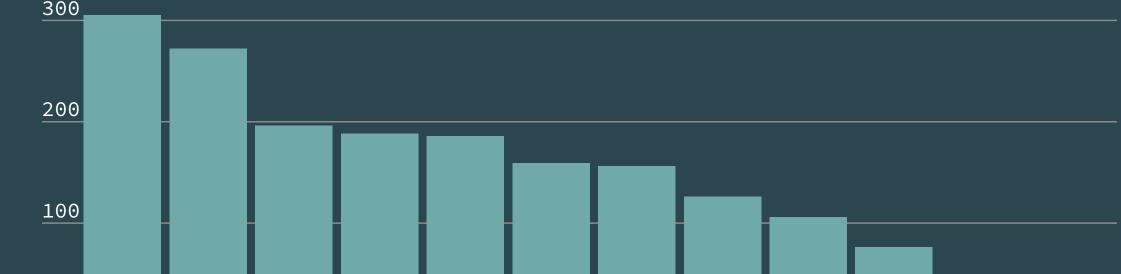
tony hawk's advance call legend zelda unleashed unleashed warrior mega unleashed sales sims street sonic soccer wars rock band sales collection fight ghost nfl resident evil donkey kong spider-man tom clancy's super star fighter tom clancy's super star fighter grand original force recon guitar time lego mario land racer simpsons hero tiger woods assassin's creed pga golf Vs bros world pro racing club city simpsons hero tiger woods assassin's creed pga golf Vs bros world combat kingdom eleven madden wii pokémon dragon quest tennis mortal batman ncaa football need nba harry potter night dead war party speed sports adventure night adventures spongebob squarepants wwe smackdown raw

#### DATA DESCRIPTION

The data set contains information on video games released between 1983 and 2013 such as the title, platform, genre, publisher, review score, and sales numbers by region and globally. There were originally 1,907 rows and 13 columns. Missing values for year and platform were manually populated, and 2 columns were added to include the generation and gaming ecosystem. The data was grouped by several variables to create the visualizations, including genre, region, year, generation, platform, and gaming ecosystem.

## What are the most popular genres by sales in each region?





Sports Action Shooter Platform Racing Misc Pole-Playing Adventure Simulation Puzzle Strategy

Number of Games Per Genre

## What video game consoles have the most highly reviewed games?

Activision

Ubisoft

Activision

3DS

GB

