

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.

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.

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.

Region	Genre	Units Sold (Millions)
North America	Sports	350
	Shooter	320
	Action	320
	Platform	320
	Racing	210
	Misc	200
	Role-Playing	180
	Fighting	130
	Adventure	110
	Simulation	70
	Puzzle	60
	Strategy	20
	Europe	Sports
Action		200
Racing		150
Shooter		150
Platform		140
Misc		130
Role-Playing		90
Adventure		70
Fighting		60
Simulation		50
Puzzle		20
Strategy		10
Japan		Role-Playing
	Platform	110
	Sports	60
	Misc	50
	Action	50
	Racing	40
	Fighting	30
	Adventure	20
	Puzzle	20
	Simulation	10
	Shooter	10
	Strategy	10

The figure consists of five donut charts, each representing a generation of video games. The charts show the relative proportion of different genres within each generation. The genres are color-coded: Orange for Action, Blue for Strategy, Grey for Simulation, Light Blue for Sports, Purple for Role-playing, Green for Adventure, and White for Others.

- Gen 3:** Primarily Action (Orange), with smaller portions of Strategy (Blue), Simulation (Grey), and Sports (Light Blue).
- Gen 4:** Primarily Action (Orange), with a significant portion of Role-playing (Purple) and smaller portions of Strategy (Blue), Simulation (Grey), and Sports (Light Blue).
- Gen 5:** A more diverse distribution with significant portions of Action (Orange), Strategy (Blue), Simulation (Grey), and Sports (Light Blue), along with Role-playing (Purple) and Adventure (Green).
- Gen 6:** A more diverse distribution with significant portions of Action (Orange), Strategy (Blue), Simulation (Grey), and Sports (Light Blue), along with Role-playing (Purple) and Adventure (Green).
- Gen 7:** A more diverse distribution with significant portions of Action (Orange), Strategy (Blue), Simulation (Grey), and Sports (Light Blue), along with Role-playing (Purple) and Adventure (Green).

Genre	Count
Sports	300
Action	270
Shooter	190
Platform	180
Racing	180
Misc	150
Role-Playing	150
Fighting	120
Adventure	100
Simulation	70
Puzzle	40
Strategy	20

Generation	Count
Gen 7	950
Gen 6	650
Gen 5	150
Gen 4	100
Gen 3	50

by release title component words

A word cloud of video game titles and components. The words are arranged in a circular pattern, with some words appearing more frequently than others. The words include: tony hawk's, advance, call, story, evolution, just, dance, metal, version, underground, battle, legend, zelda, unleashed, warrior, mega, monsters, legends, red, fifa, final, fantasy, tour, sims, street, sonic, soccer, wars, rock, band, sales, collection, nfl, resident, evil, donkey, kong, spider-man, fight, ghost, tom, clancy's, super, star, grand, original, guitar, time, lego, mario, land, racer, club, city, simpsons, hero, tiger, woods, bros, world, racing, singstar, assassin's, creed, pga, golf, VS, combat, kingdom, eleven, madden, wii, pokémon, dragon, quest, tennis, mortal, batman, ncaa, football, need, nba, medal, honor, kombat, dead, war, party, speed, sports, adventure, night, adventures, hot, live, ball, edition, spongebob, squarepants, wwe, smackdown, raw.

Console	Number of Games
PS2	340
PS	205
X360	205
PS3	185
Wii	145
DS	135
GBA	60
XB	55
PSP	45
NES	45
N64	45
GC	40
GB	35
SNES	30
3DS	10
GEN	5
DC	5
SAT	5
WiiU	5
PSV	5
SCD	5