

Game On

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Game PIN:

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From Country to Concept to Console: European Studios' Impact on the Evolution of Video Games

AGENDA



1. Meet the Players
2. Project Inspiration
3. Live Audience Poll
4. Historical Timeline
5. Definitions & Data Set Terminology
6. Web App Live Demo
7. Data Prep
8. Limitations
9. Implications
10. Sources
11. Questions & Feedback

GAMING



ARCADE GAMER

MEET THE PLAYERS



EMMANUEL

SHANARA

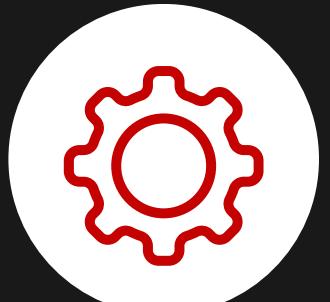
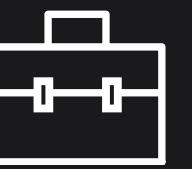
SHAUNTEL

PROJECT INSPIRATION

Fun knows no borders! With that premise in mind, we wanted to take an in-depth look at a hobby that has brought people from various cultures together from around the world. Gaming can be viewed as one of the “great equalizers” of our society. It has the power to blend diverse narratives, characters, gameplay styles, and epic adventures--connecting people who otherwise may never have interacted with one another in their entire lifetime.



GAMING INDUSTRY HISTORY WORLDWIDE



1972 - UK

Magnavox Odyssey
Invented - 1st
commercial home
video game console

1975 - UK

Atari Home Pong -
First platform to
make Atari a
household name

1985 - RUSSIA

Invents the tile
matching puzzle
video game - called
TETRIS

1985 - JAPAN

Nintendo
Entertainment
System-
Revolutionized
Video Games by
acceptance into the
mainstream

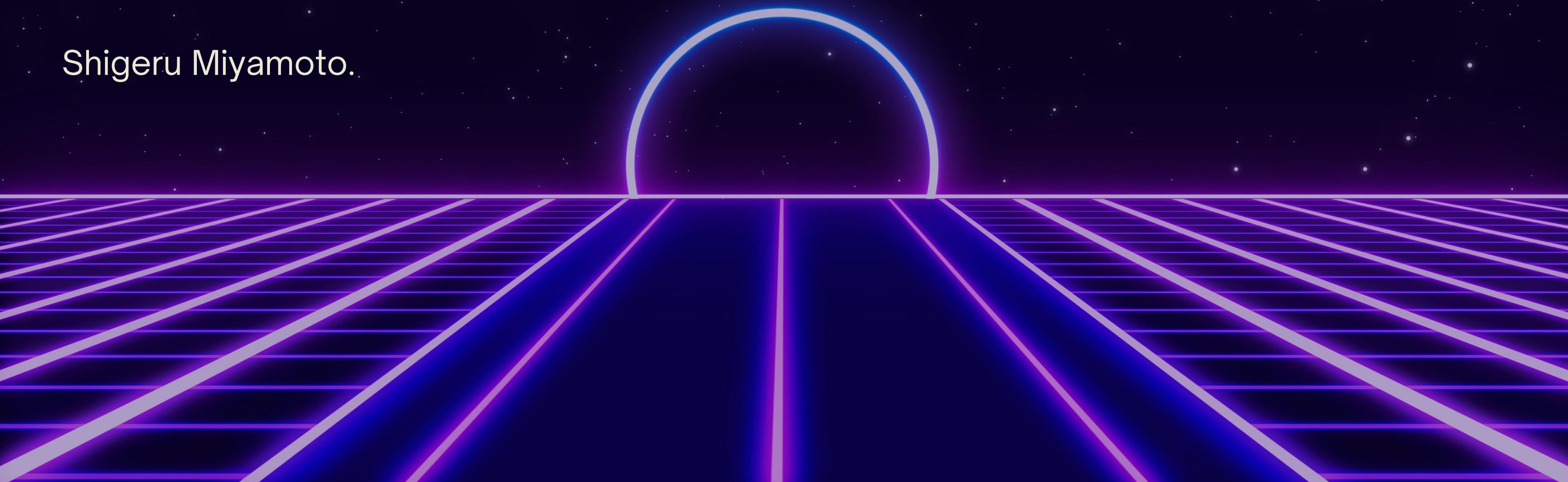
1986 - FRANCE

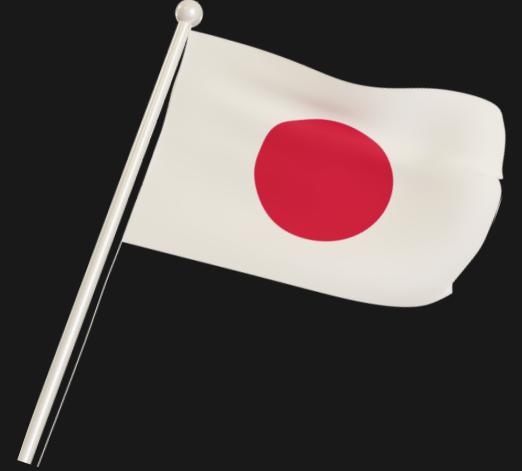
Yves Guillemot
founded Ubisoft, a
French gaming
development studio

VIDEO GAMES ARE BAD FOR
YOU? THAT'S WHAT THEY
SAID ABOUT ROCK-N-ROLL.

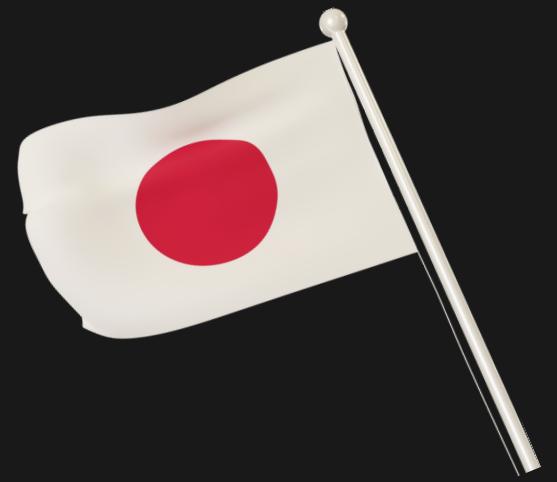
Shigeru Miyamoto.

”





GAMING INDUSTRY HISTORY WORLDWIDE



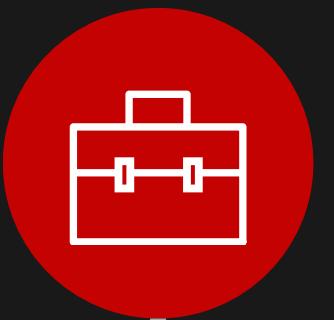
**1989 -
JAPAN**

SEGA Genesis
comes to America



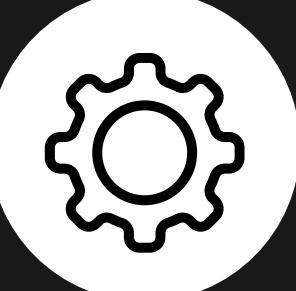
**1991 -
JAPAN**

The Super
Nintendo arrives on
the scene



**1994 -
JAPAN**

The Sony
Playstation pushes
gaming beyond it's
puberty stages



1997 - UK

Invents Grand Theft
Auto



**1999 -
JAPAN**

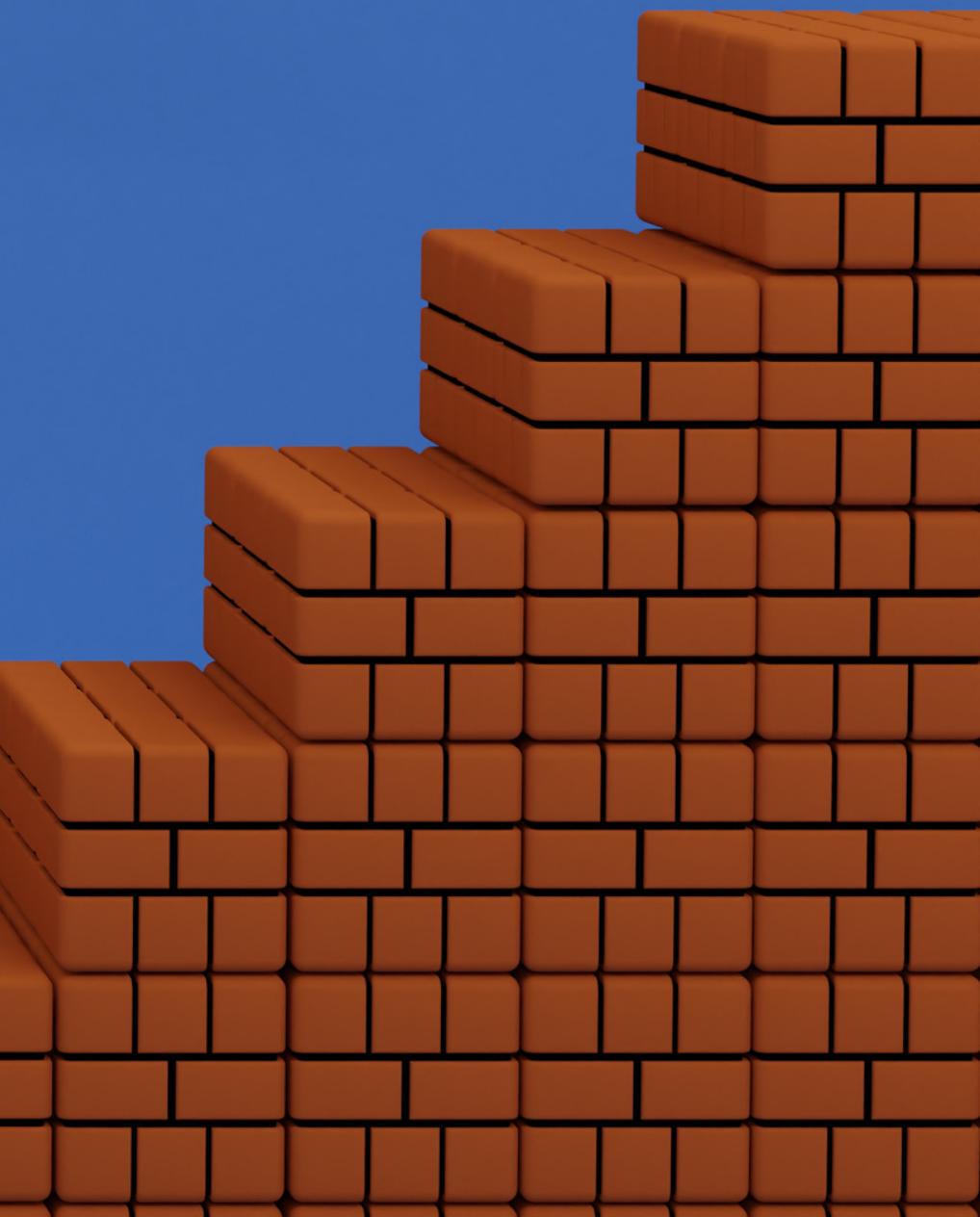
Sega Dreamcast
Arrives - Shanara
purchased this for
her first boyfriend,
and 24 year later,
she wants him to
give it back



THANK YOU, MARIO! BUT '' OUR PRINCESS IS IN ANOTHER CASTLE!

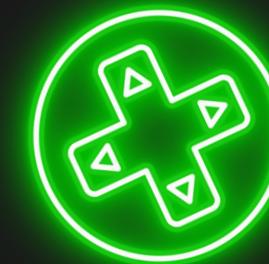


– Toad, "Super Mario Bros"





GAMING INDUSTRY HISTORY WORLDWIDE



2001 - USA

Microsoft X-box
finally hits the
scenes



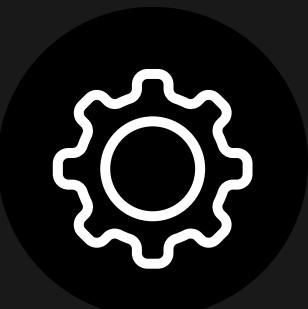
**2007 -
FRANCE**

Ubisoft releases
“Assassin's Creed”



2009

Top Selling Video
Game of 2009 - Wii
FIT w/ 2.4 Million
Units Sold



**2011 -
SWEDEN**

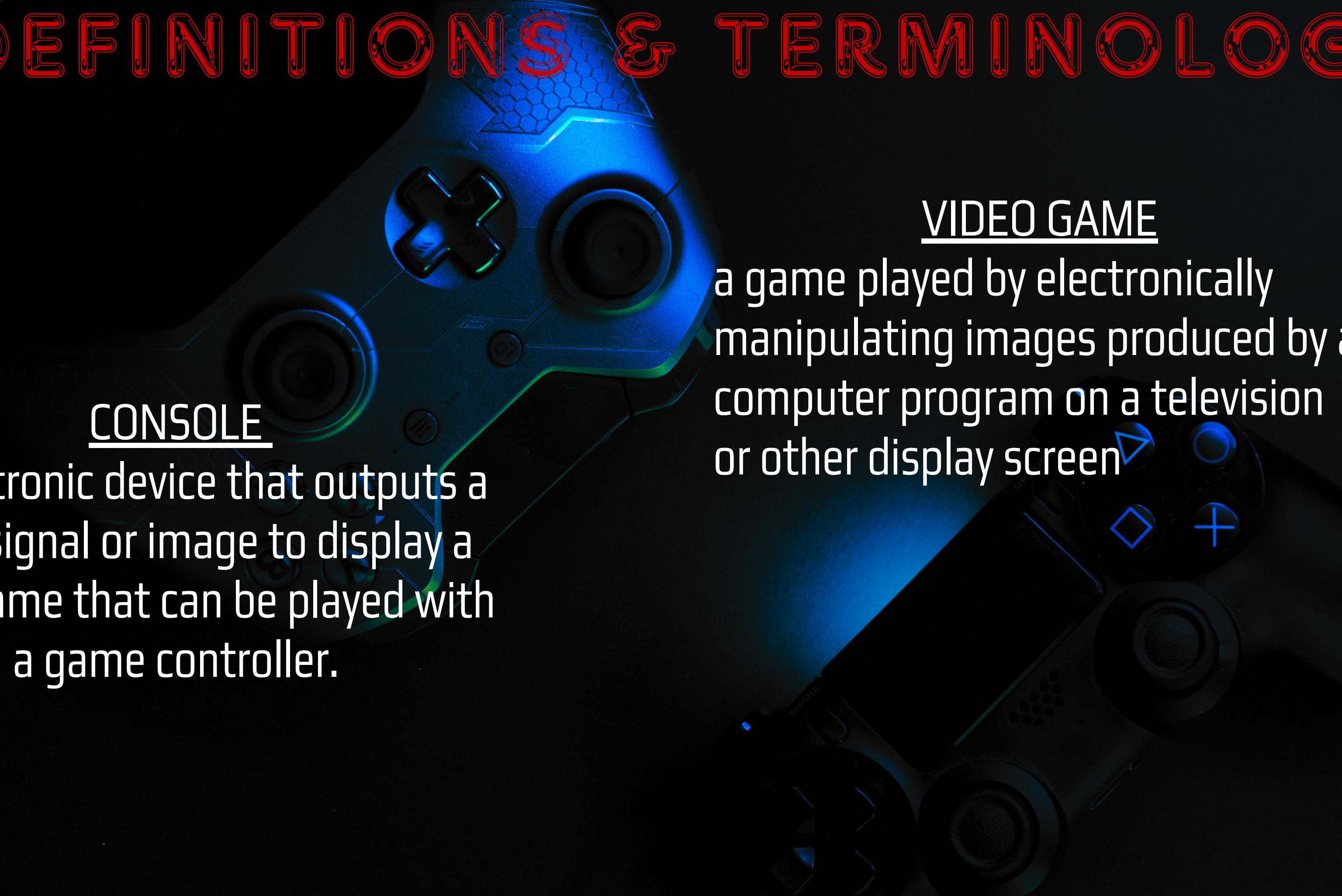
Invents the
Sandbox game
“Minecraft”



**2022 -
EARTH**

WorldWide Gaming
Market Estimated
to be 347 Billion
U.S. Dollars

DEFINITIONS & TERMINOLOGY



CONSOLE

an electronic device that outputs a video signal or image to display a video game that can be played with a game controller.

VIDEO GAME

a game played by electronically manipulating images produced by a computer program on a television or other display screen

DEFINITIONS & TERMINOLOGY



PLAYS

The total amount of people who have played the game as recorded in the data

GENRES

a particular type or style of a game. The most widely used system categorizes games into 8 genres: action, adventure, fighting, puzzle, role-playing, simulation, sports, and strategy.

RATINGS

classification according to rank on a scale of 0-5, with 5 being the highest

DEFINITIONS & TERMINOLOGY

STUDIOS

- List of Game Studios in Europe and CIS 2020.

- CIS: The Commonwealth of Independent States

12 States – Armenia, Azerbaijan, Belarus, Georgia, Kazakhstan, Kyrgyzstan, Moldova, Russia, Tajikistan, Turkmenistan, Ukraine, and Uzbekistan.





LIVE DEMO



LIMITATIONS

- Ratings: We don't know the source or the sample sizes for the ratings.
- Adventure & RPG Genres: Adventure and Role Playing games are considered the same genre usually because they are both technically Role playing games

LIMITATIONS

- Data Set: Is from 2020, we lack updated data that eliminates the amount of people and other dynamic changes that currently occur in real time
- Inaccurate Data Entry: Human errors entering info correctly in the data set
- Geographical: Limited to European Countries

IMPLICATIONS

- Statistically, some of the biggest and highest ranking games come from America and Japan, but other studios around the world are also capable of putting out amazing titles, particularly with the advancement and reaching effects of technology
- As the gaming industry continues to evolve, we can anticipate more integration of artificial intelligence to assist with the creation of more unique and personalized experiences.
- The datasets lacked information on which platforms the games were played



WORKS CITED

1. KAGGLE DATA SET: POPULAR VIDEO GAMES
2. KAGGLE DATA SET: GAMING STUDIOS
3. VIDEO GAME TRIVIA QUESTIONS TO STUMP AVID GAMERS
4. THE GAMING CONSOLE TIMELINE
5. COMMONWEALTH OF INDEPENDENT STATES (CIS)
6. FRANCE'S GAMING INDUSTRY AND UBISOFT
7. UBISOFT - ASSASSIN'S CREED

**THANKS FOR
PLAYING**

GAME OVER