

# Game On

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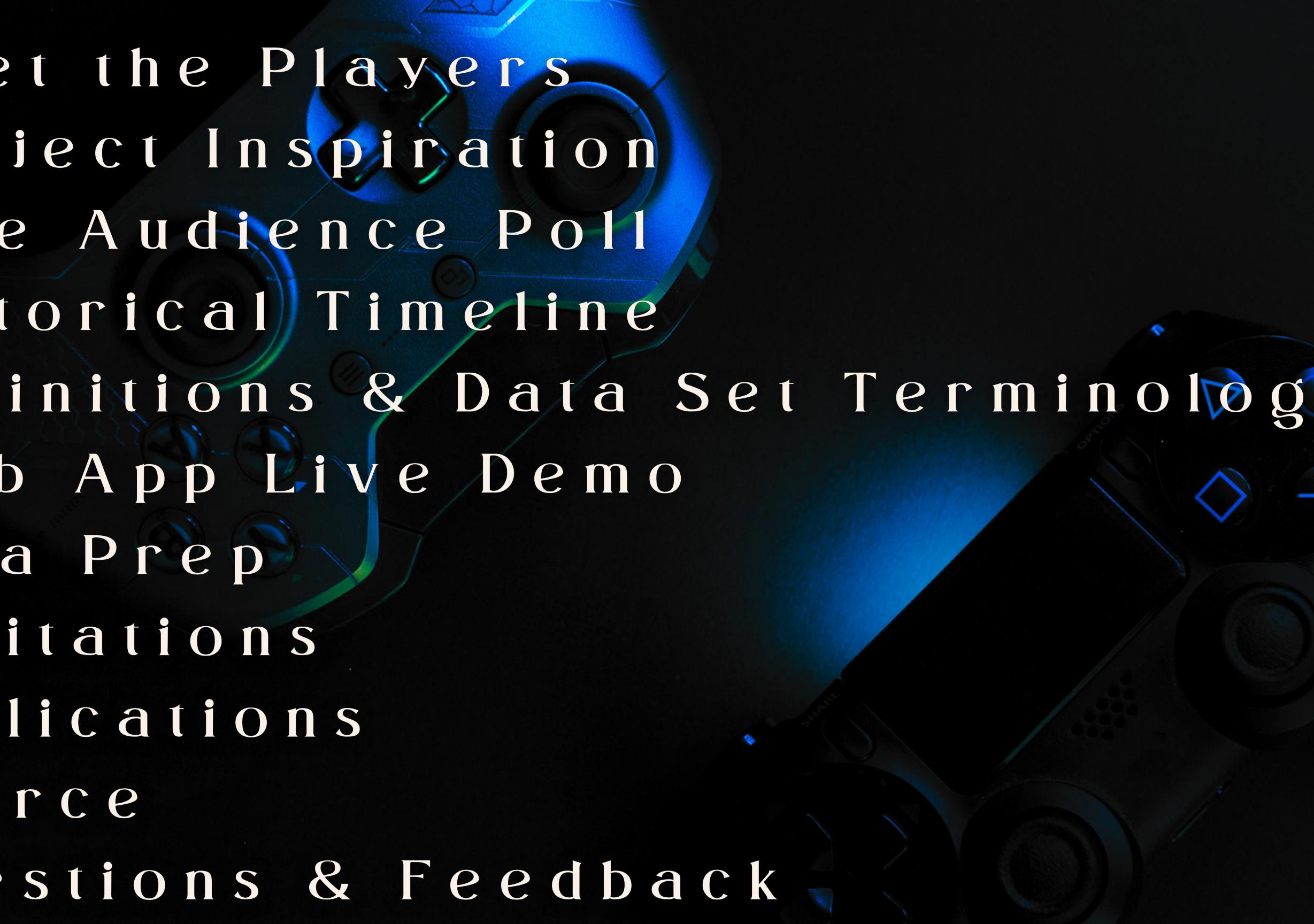
**871 4436**





# 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. Source
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.

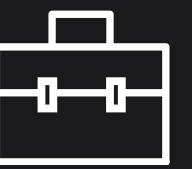


# GAMING INDUSTRY HISTORY WORLDWIDE



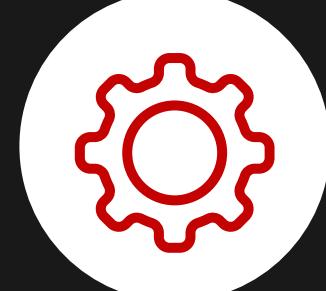
## 1972 - UK

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



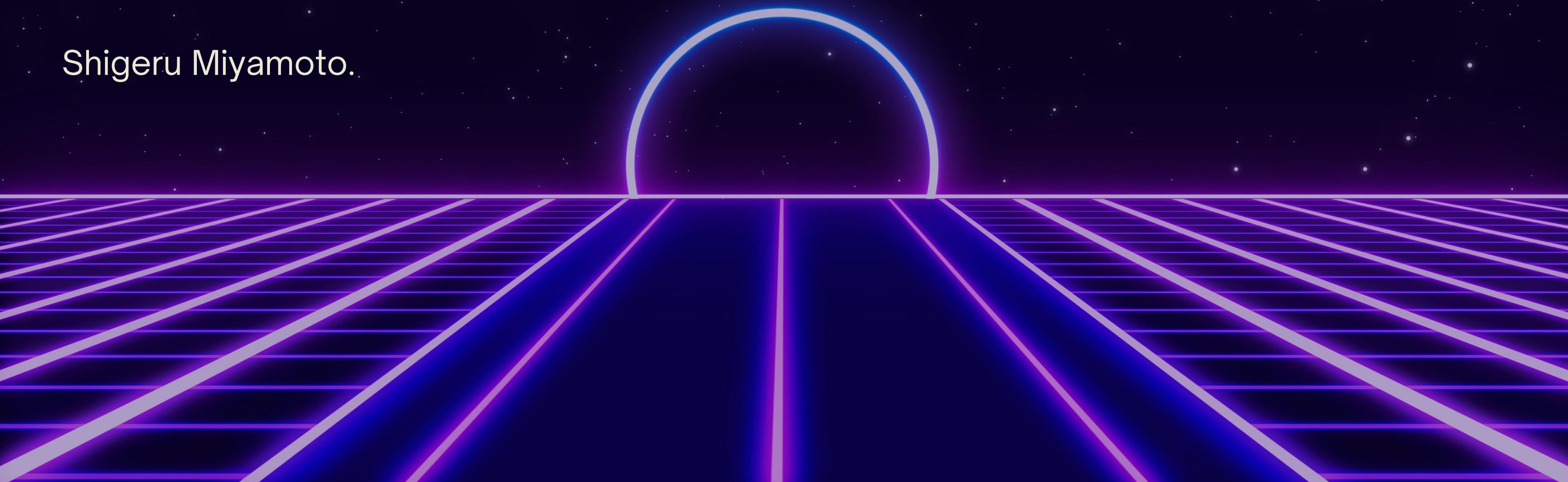
## 1986 - FRANCE

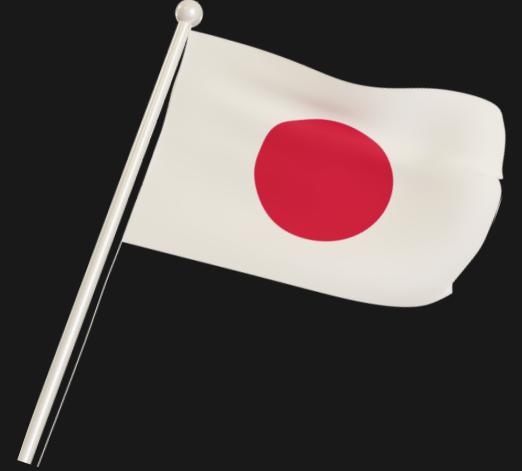
Yves Guillemot  
founded Ubisoft, a  
French gaming  
development studio

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

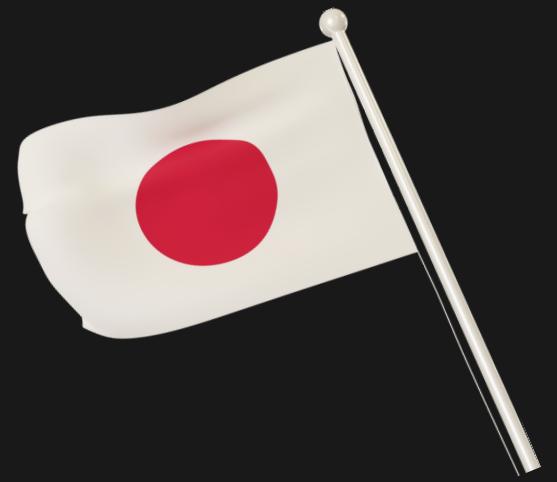
Shigeru Miyamoto.

”





# GAMING INDUSTRY HISTORY WORLDWIDE



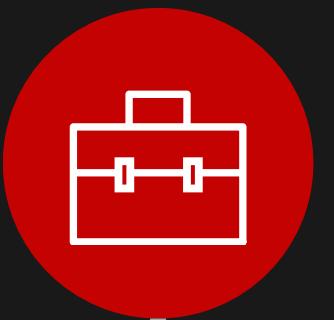
**1989 -  
JAPAN**

SEGA Genesis  
comes to America



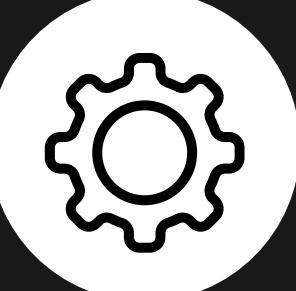
**1991 -  
JAPAN**

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



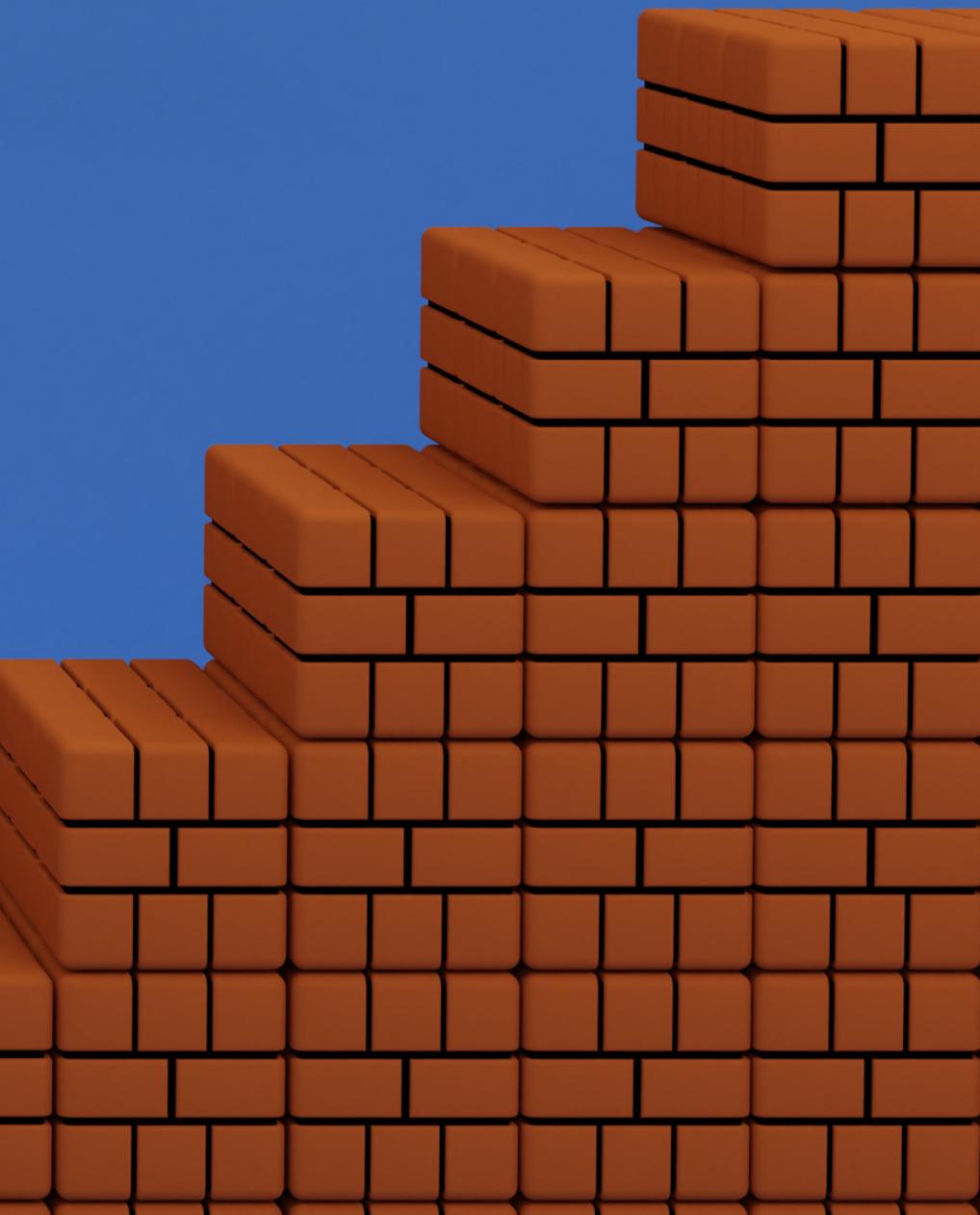
**1999 -  
JAPAN**

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



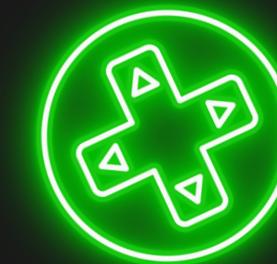
# **THANK YOU, MARIO! BUT '' OUR PRINCESS IS IN ANOTHER CASTLE!**

– Toad, "Super Mario Bros"





# GAMING INDUSTRY HISTORY WORLDWIDE



**2001 - USA**

Microsoft X-box  
finally hits the  
scenes



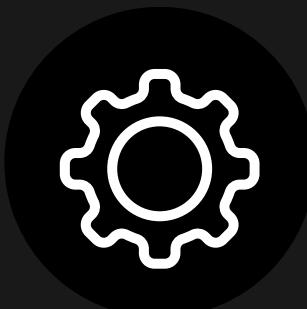
**2007 -  
FRANCE**

Ubisoft releases  
“Assassin's Creed”



**2009**

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



**2011 -  
SWEDEN**

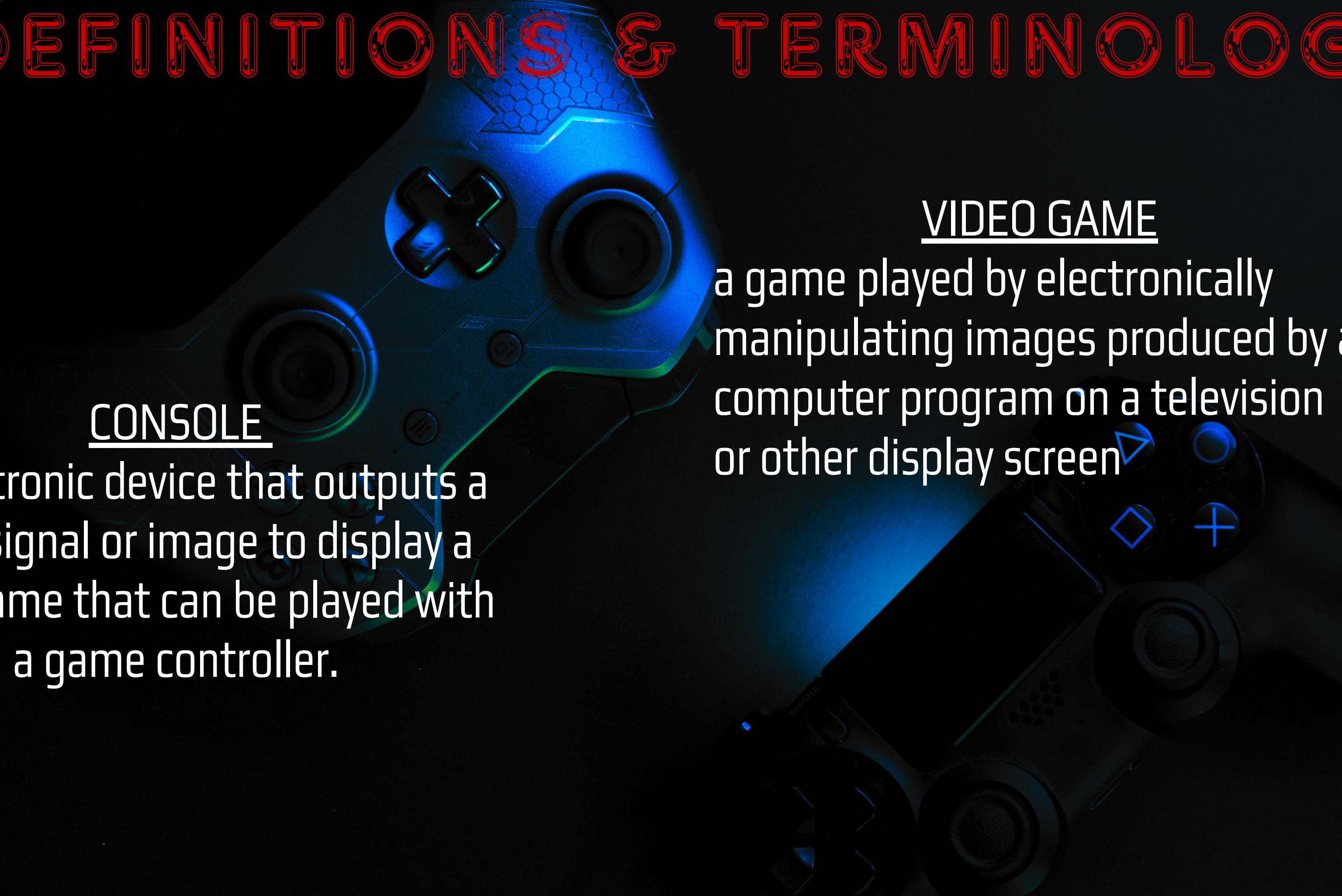
Invents the  
Sandbox game  
“Minecraft”



**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