Some Gaming Industry.
Sales Metric
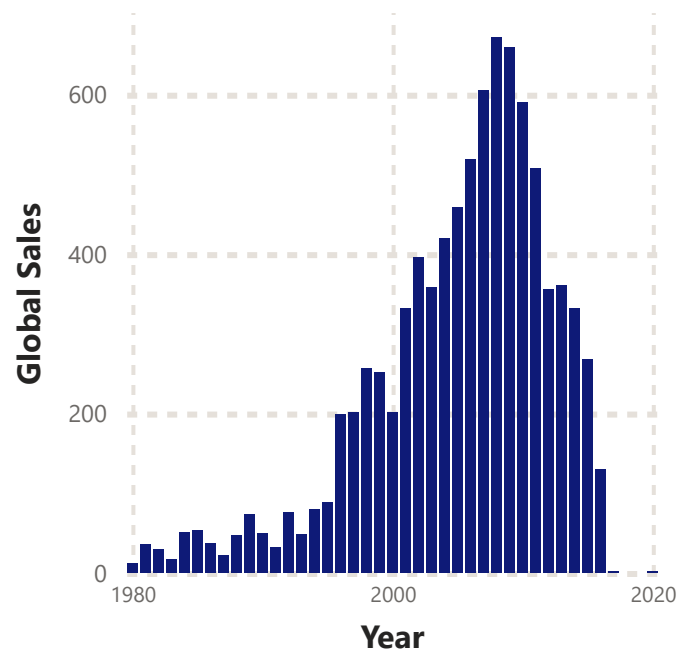
Year of Game Release
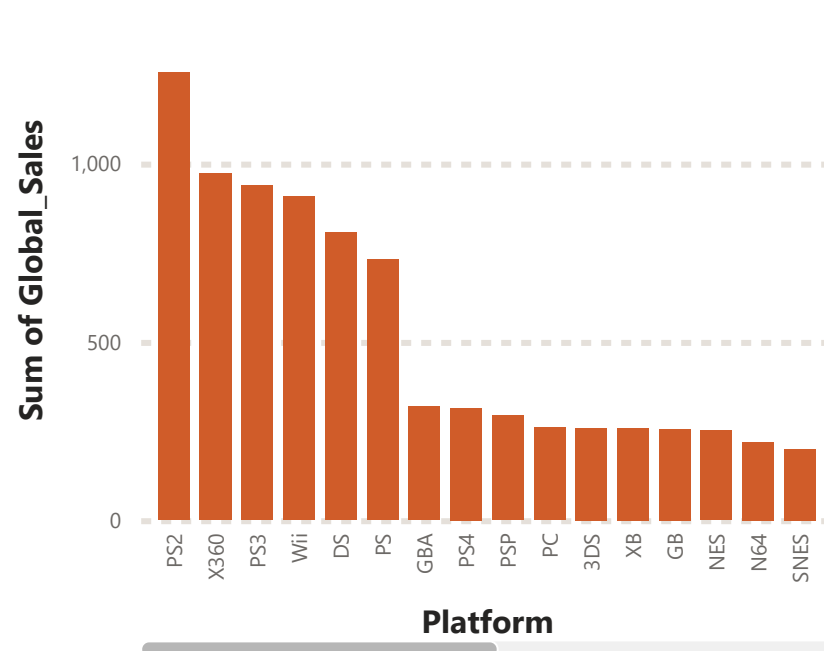
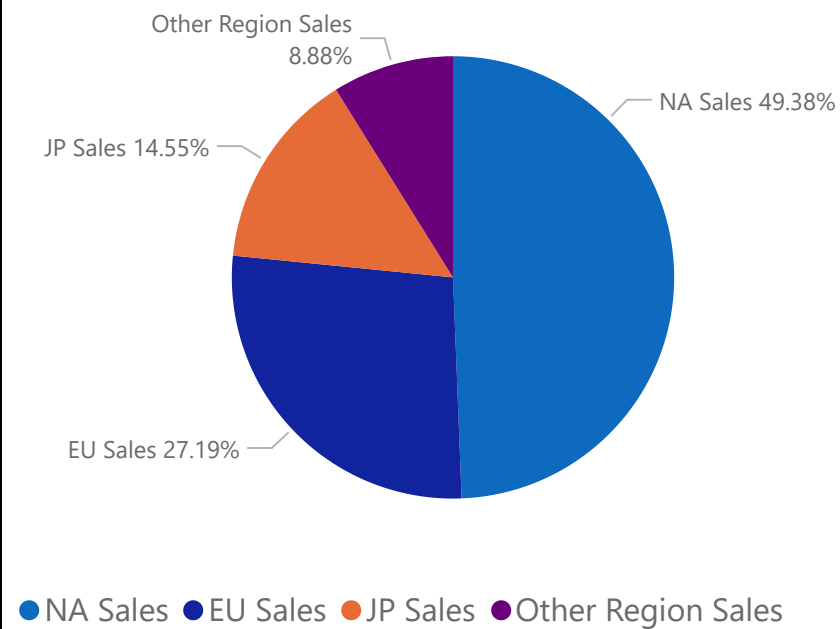| 1980 | 2020 |

Yearly Sales Trends

Global Sales vs Year

Top-Selling Platforms

Sum of Global_Sales by Platform: PS2, X360, PS3, Wii, DS, PS, GBA, PS4, PSP, PC, 3DS, XB, GB, NES, N64, SNES

Global Sales by Region

Other Region Sales 8.88%
NA Sales 49.38%
JP Sales 14.55%
EU Sales 27.19%

● NA Sales ● EU Sales ● JP Sales ● Other Region Sales
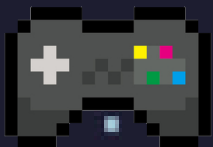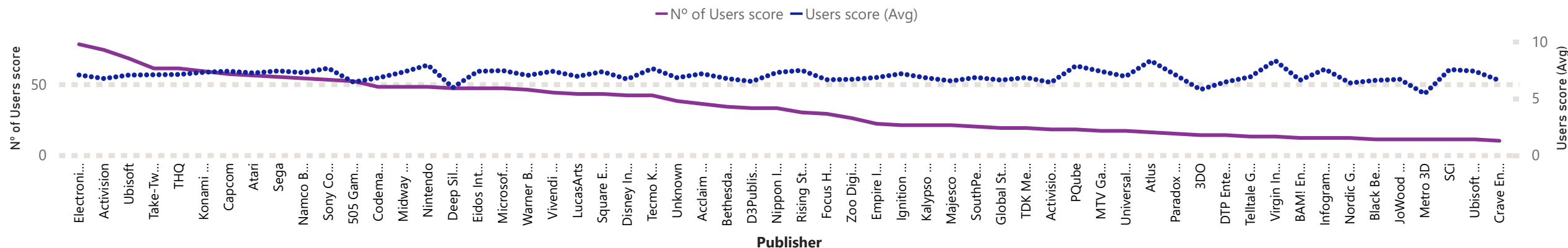
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Performance Metric

User sentiment with publishers

— Nº of Users score — Users score (Avg)

Nº of Users score (left axis): 0, 50
Users score (Avg) (right axis): 0, 5, 10

Publisher (x-axis): Electroni..., Activision, Ubisoft, Take-Tw..., THQ, Konami, Capcom, Atari, Sega, Namco B..., Sony Co..., 505 Gam..., Codema..., Midway ..., Nintendo, Deep Sil..., Eidos Int..., Microsof..., Warner B..., Vivendi ..., LucasArts, Square E..., Disney In..., Tecmo K..., Unknown, Acclaim ..., Bethesda..., D3Publis..., Nippon I..., Rising St..., Focus H..., Zoo Digi..., Empire I..., Ignition ..., Kalypso ..., Majesco ..., SouthPe..., Global St..., TDK Me..., Activisio..., PQube, MTV Ga..., Universal..., Atlus, Paradox ..., 3DO, DTP Ente..., Telltale G..., Virgin In..., BAM! En..., Infogram..., Nordic G..., Black Be..., JoWood ..., Metro 3D, SCi, Ubisoft ..., Crave En...
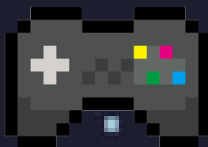
Genre

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

Critic Score by Genre

100%

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

89.9%
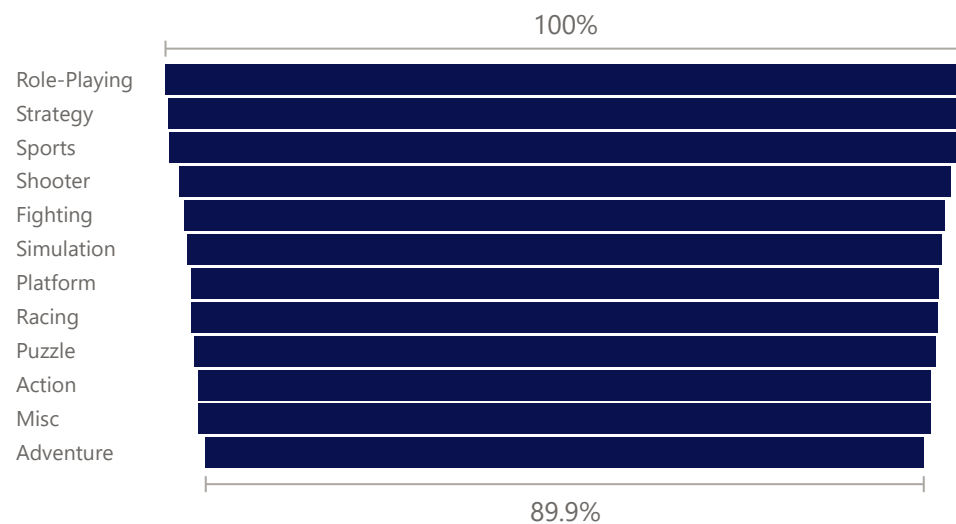
Critic/User correlation

Critic Score (Count): 0, 100, 200, 300
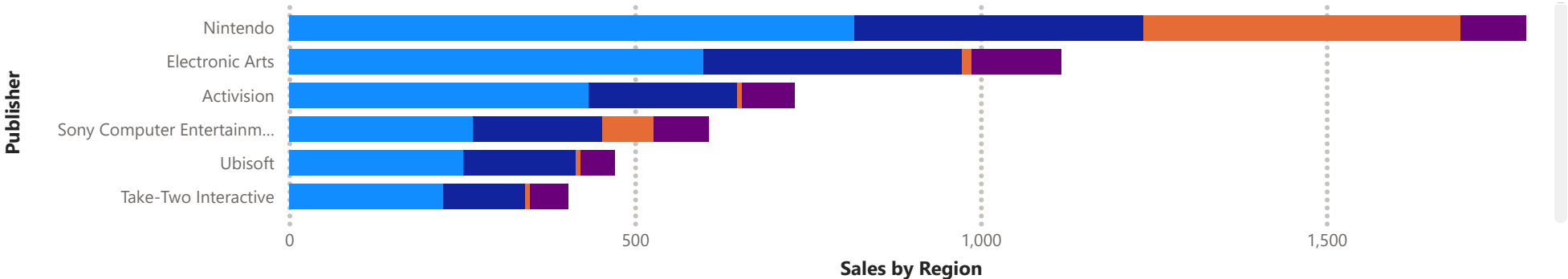
User Score (x-axis): 0, 5, 10
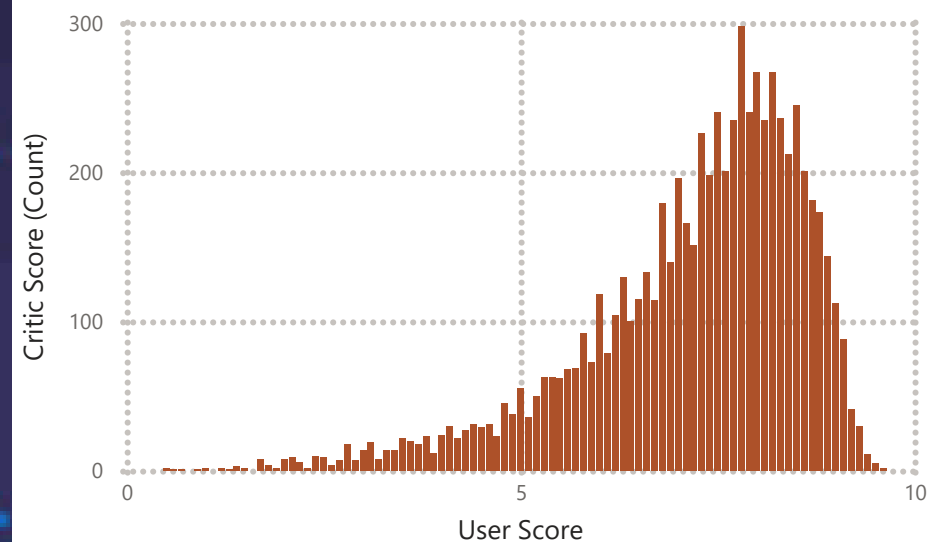
Some Gaming Industry.
Market Insights

Top Publishers by Region

● NA Sales ● EU Sales ● JP Sales ● Other Region Sales

Publisher

- Nintendo
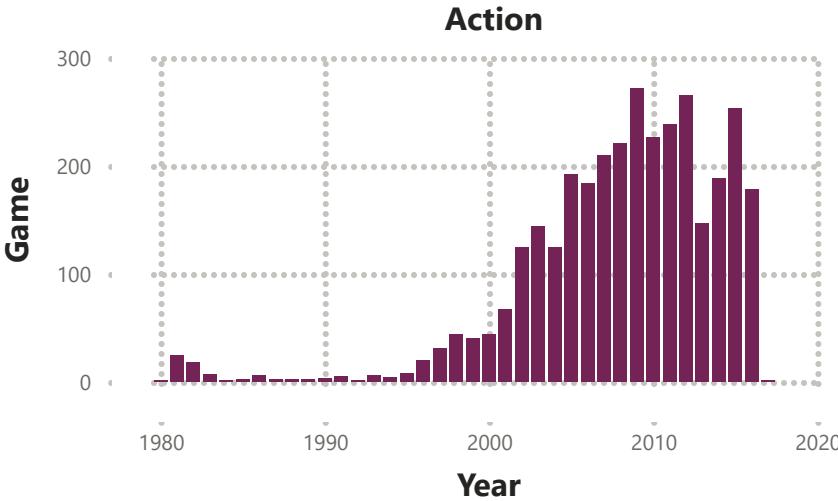- Electronic Arts
- Activision
- Sony Computer Entertainm...
- Ubisoft
- Take-Two Interactive

0   500   1,000   1,500

Sales by Region

Publisher ⌄

All ⌄

Rating Impact Analysis

Global Sales

3K

2K

1K

0K

RP   E   T   M   E10+   K-A   AO   EC

Rating
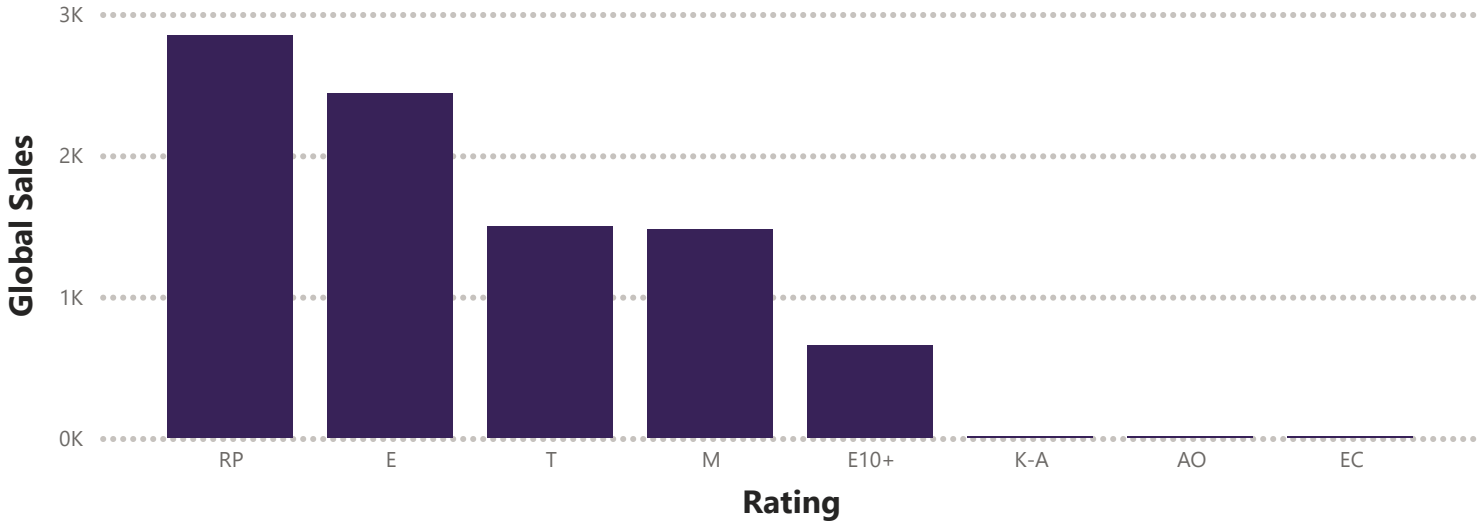
Genre Popularity by year

Action

Game

300

200

100

0

1980   1990   2000   2010   2020
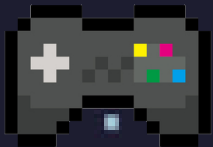
Year

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Game Lifecycle Metrics

Global Sales and Critic Score (Avg) by Publisher

● Global Sales ——— Critic Score (Avg)

Global Sales: 2K, 1K, 0K

Critic Scor...: 100, 50

Publisher: Nint..., Elec..., Acti..., Son..., Ubis..., Take..., THQ, Kon..., Sega, Na..., Micr..., Cap..., Atari, War..., Squ..., Disn..., Eido..., Luc..., Bet..., Mid..., Accl..., Vive..., Squ..., 505 ..., Tec..., Cod..., Virg..., Enix..., Dee..., GT I..., D3P..., Son..., Hud..., MT..., Univ..., Ban..., Risi..., Info..., Maj..., Has..., Nip..., 989 ..., Zoo..., Atlus, Lev..., Emp..., ASC..., 3DO, Crav..., Red..., Foc..., TDK..., Glo..., Min..., Fox..., Psy..., Acti...

Sales & Users per year

● Global Sales ● User Count

Global Sales & User Count: 1,000, 500, 0

Year: 1980, 1990, 2000, 2010, 2020

User Engagement

Total Users: 0.4M, 0.2M, 0.0M

Platform: PC, X360, PS3, PS4, PS2, XOne, Wii, WiiU, 3DS, DS, XB, PSV, GC, PSP, PS, GBA, DC

Developer

10tacle Studios	1C: Maddox Games
10tacle Studios, Fusionsphere Systems	1C:Ino-Co
1C, 1C Company	1st Playable Productions
1C, Ino-Co, 1C Company	2015
1C, Various, 1C Company	2D Boy