

# CAPSTONE PROJECT DATA 201

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# Introduction:

- My motivation for performing this analysis is to compare and show the statistics in the growing video game development industry. I aim to expand my knowledge in different aspects of this industry and Data analytics is a good skill to possess.



# My Source

Below I've listed the csv link I used on a dataset I found on github that shows the stats on various video game development companies all around the globe.

<https://raw.githubusercontent.com/manugroot/datasets/main/video-games-developers.csv>

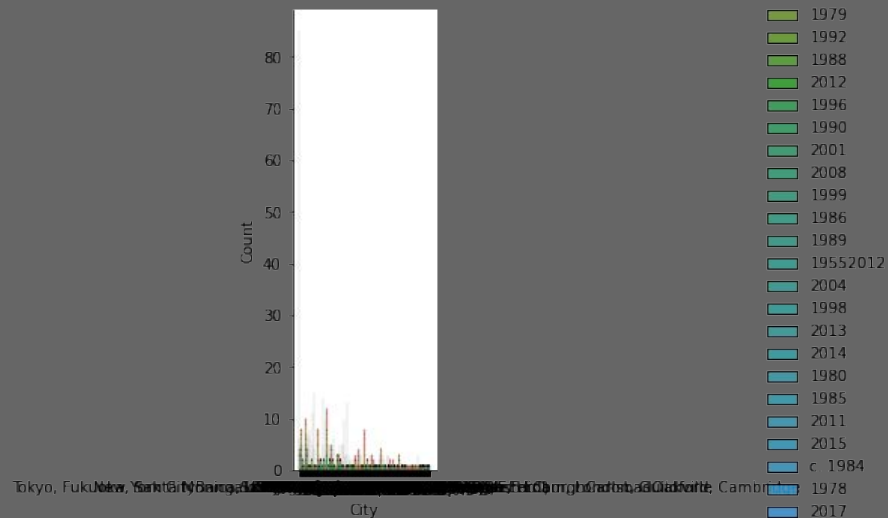
# Some Other Sources:

2020 Essential Facts About the Video Game Industry - Entertainment Software Association: [2020 Essential Facts About the Video Game Industry - Entertainment Software Association \(theesa.com\)](https://theesa.com/2020-essential-facts-about-the-video-game-industry)

The Beginners Guide to Video Game Development: [Beginners Guide to Video Game Development in 2023 \(gamedesigning.org\)](https://gamedesigning.org/beginners-guide-to-video-game-development-in-2023)

Video Game Programmer Salary For 2023: [Video Game Programmer Salary for 2023 \(gameindustrycareerguide.com\)](https://gameindustrycareerguide.com/video-game-programmer-salary-for-2023)

# Visualization From Notebook



- 2009
- 2006
- 1987
- 1993
- 2005/2014
- 2003
- 1995
- 1984
- 2002
- 1982
- 2007
- 1994
- 1979
- 1992
- 1988
- 2012
- 1996
- 1990
- 2001
- 2008
- 1999
- 1986
- 1989
- 1955/2012
- 2004
- 1998
- 2013
- 2014
- 1980
- 1985
- 2011
- 2015
- c. 1984
- 1978
- 2017
- 1997 (as SCE Cambridge Studio), 2013
- 1973
- 1983
- 1974
- 1981
- 1969
- 1960
- 2002/1994
- 1889
- 2018
- 1976 (as the Red Company), 2000 (as Red Entertainment)
- 1998/2016/2004/2002/2005/2008/2002/2002/1999
- 1993 (Founded as Blank, Redup and Co., later Eidolon)

## Video Game Designer Salary by Job Title

[GameIndustryCareerGuide.com](http://GameIndustryCareerGuide.com)

