

## Project Reflection

### Comparing the Highest Grossing Video Games and Films to their Aggregate Ratings

Throughout my college career, I found myself becoming extremely conscious of time. The endless stream of seemingly redundant assignments and exams seem moot by the end of each semester. With any free time I may have, I often feel guilty for not using it to develop my future career skill sets. Add in the predicament of procrastination and burnout and I found myself devoid of any motivation. Effective time management and distillation of idle activities somewhat remedies this predicament. That is until life's misfortunes shake everything into disarray.

I found my CSC217 class to be genuinely intriguing for a few reasons. The teaching method and exam design are contextualized for the work environment. I personally thought it was appropriate to assign job interview style questions and information that should be known off hand in the multiple choice exam. Homework and assignments have an open book design that makes logical sense. As if they were job assignments to be done at a desk or at home with access to a computer ala the real world.

Despite having to scrap my project several times and trying to motivate myself in a time of dread, I enjoyed this project. Familiarity with Python, setting up my GitHub, learning coding implementation with my homework/project were valuable tools rather than burdens. Despite being a recent transfer student to CCNY, I can confidently say this was one of the best structured classes I've had in my college career.

The project process blossomed many powerful ideas/tools/potential weapons upon data extraction. Now I understand why big tech companies are obsessed with data tracking. As for my specific findings, I was surprised that the majority of top grossing film revenue were recent. Video game revenue has been steady throughout the past few decades and eclipse film revenues. However, film critical perception still holds a weight in many people's eyes. More so than video game criticism upon which word of mouth tends to be stronger. Aggregate user and critic ratings, when averaged, are identical. However there seems to be a strong correlation between the two, especially for older mediums of films. Which poses a question if critical acclaim has a preemptive influence on public perception.