VIDEO GAMES SALES STORY
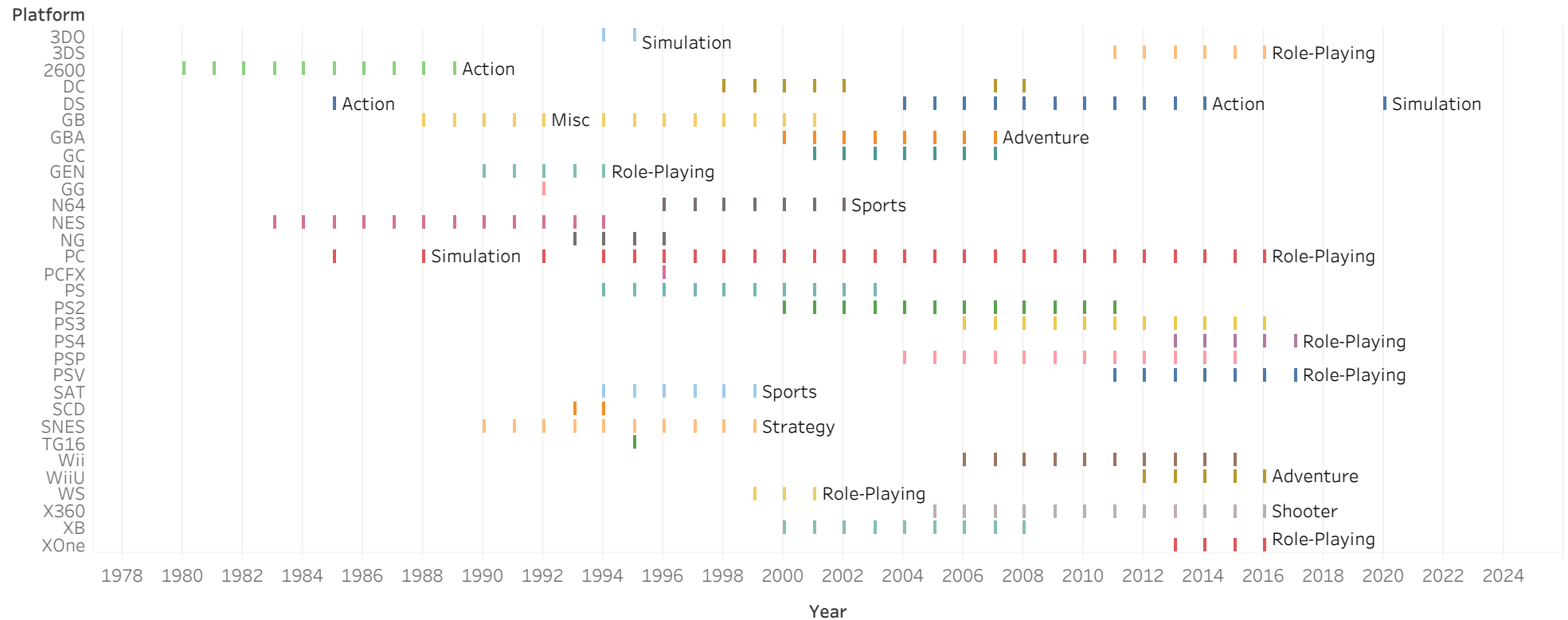
PUBLISHER VS PLATFORM - This is a gant chart which shows the games published on every platforms since 1980.The highest games are being published on platforms like PS..

Platform

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SALES PER GENRE-This bubbles clearly shows us the sales count in each genre of games.Action being the too performer followed by sports and shooting games Gamers are not very fo..

SALES REGIONALLY-These bar represent the units sold in different regions like North America,Japan, Europe and other parts of the world. The most popular video games love..

TOTAL SALES-The line graph here represents the ovr all sales of video games over the years and the year 2008 seems to be the peak year where the sales was highest.we have a averag..

Treemap labels: Nintendo, Electronic Arts, Activision, Sony Computer Entertainment, Ubisoft, Take-Two Interactive, THQ, Konami Digital Entertainment, Sega, Namco Bandai Games, Microsoft Game Studios, Capcom, Atari, Square Enix, Disney, Eidos, Midway Games
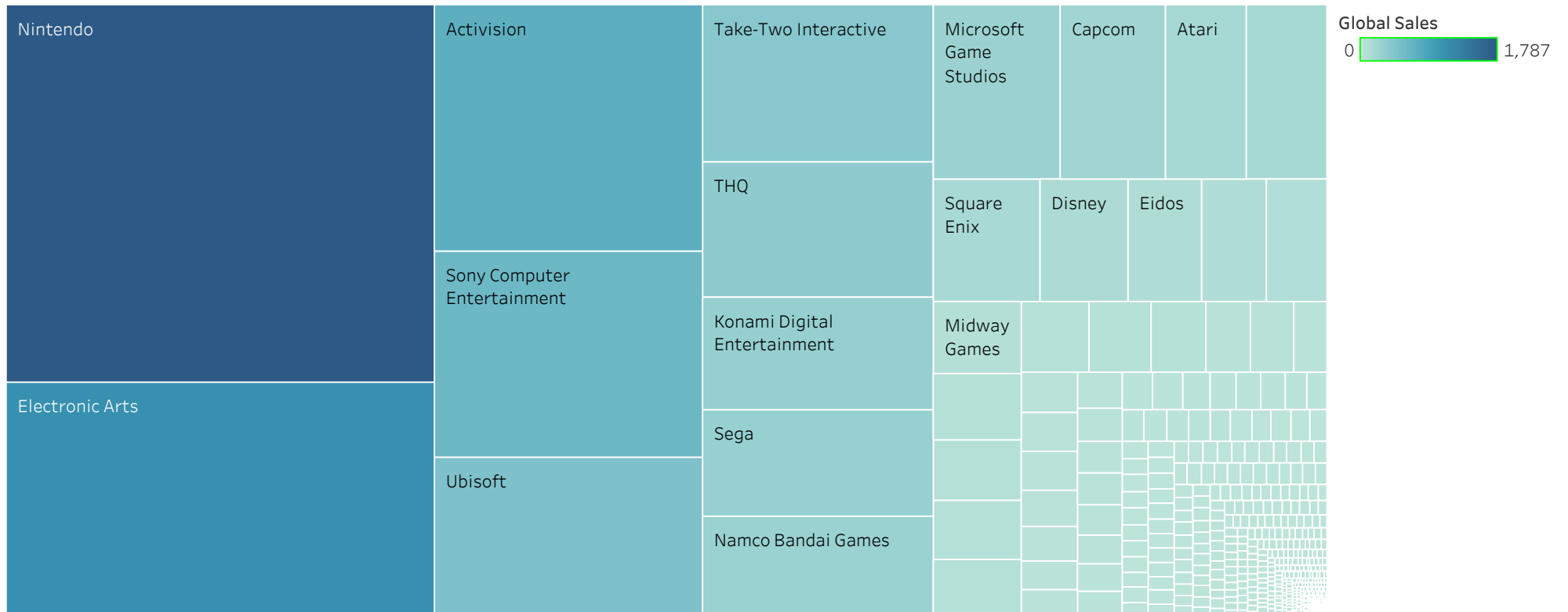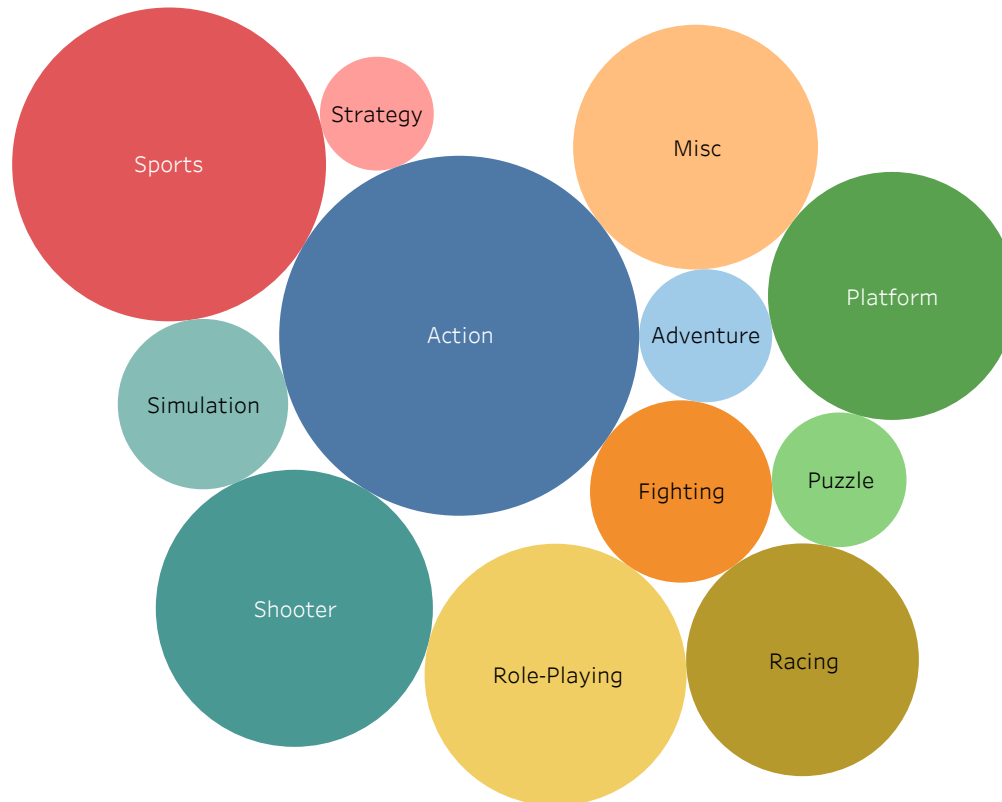
Global Sales
0 — 1,787

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

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Measure Values

798 ▮▮▮▮ 4,393

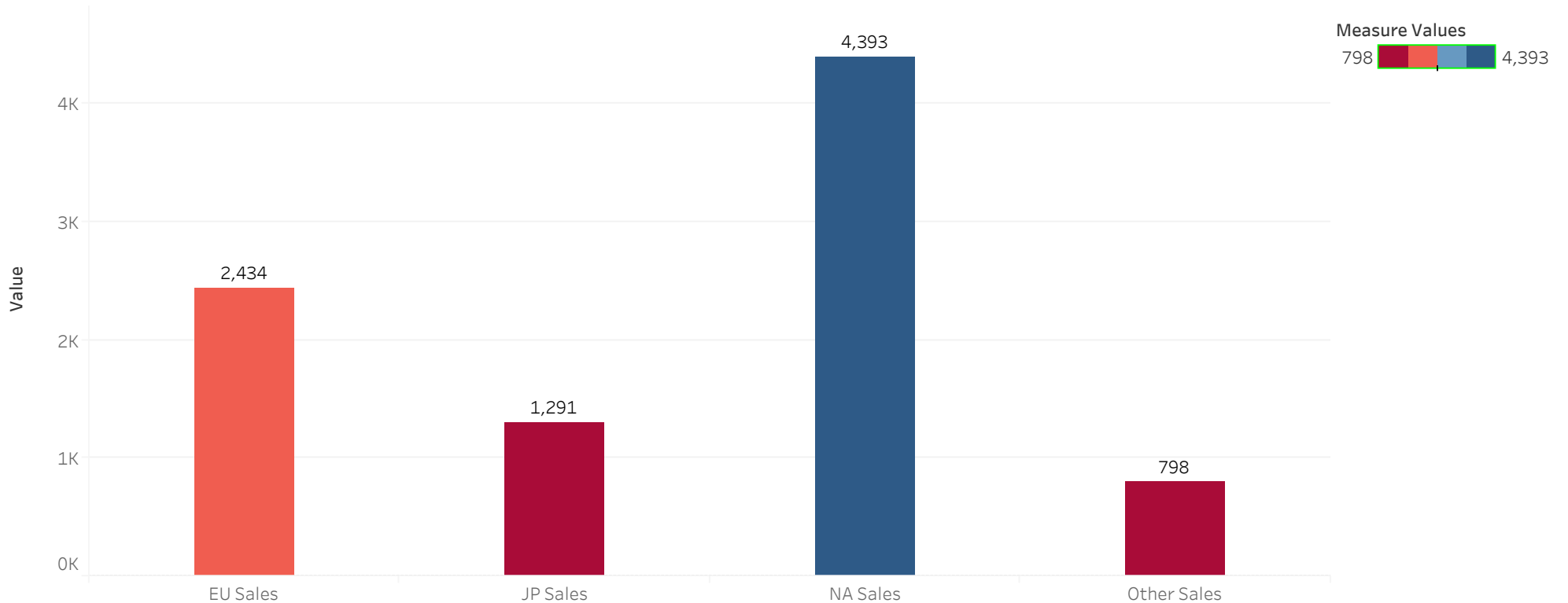|	EU Sales	JP Sales	NA Sales	Other Sales
Value	2,434	1,291	4,393	798

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Global Sales: 0.1 — 678.9

Data points (Year, Global Sales):
- 1980: 11.4
- 1981: 35.8
- 1982: 28.9
- 1983: 16.8
- 1984: 50.4
- 1985: 53.9
- 1986: 37.1
- 1987: 21.7
- 1988: 47.2
- 1989: 73.5
- 1990: 49.4
- 1991: 32.2
- 1992: 76.2
- 1993: 79.2 / 46.0
- 1994:
- 1995: 88.1
- 1996: 199.2
- 1997: 201.0
- 1998: 256.5
- 1999: 251.3
- 2000: 201.6
- 2001: 331.5
- 2002: 395.5
- 2003: 357.8
- 2004: 419.3
- 2005: 459.9
- 2006: 521.0
- 2007: 611.1
- 2008: 678.9
- 2009: 667.3
- 2010: 600.4
- 2011: 363.5
- 2012: 516.0
- 2013: 368.1
- 2014: 337.0
- 2015: 264.4
- 2016: 70.9
- 2017: 0.1
- 2020: 0.3