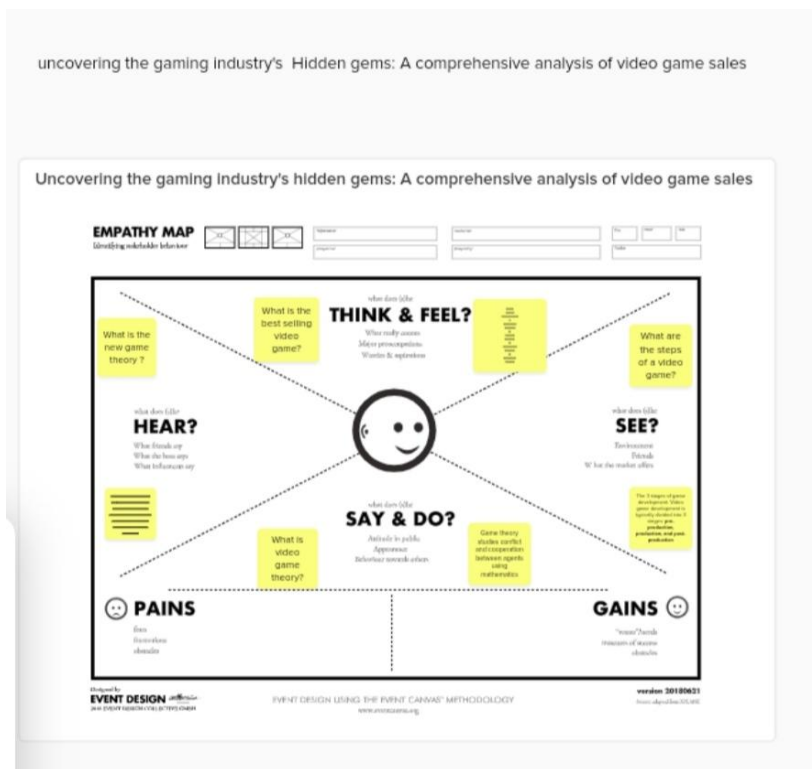


# UNCOVERING THE GAMING INDUSTRY'S HIDDEN GEMS: A COMPREHENSIVE ANALYSIS OF VIDEO GAME SALES

## INTRODUCTION:

A video game, also known as a computer game, is an electronic game that can be interacted with using an input device, such as a controller, keyboard, or joystick. Video games can be used for entertainment and relaxation, but they can also be used for competitions and for computer learning.

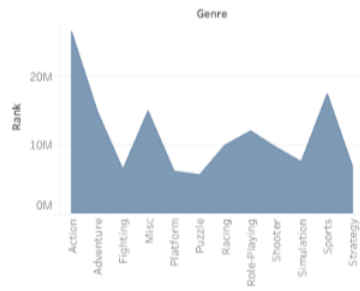
## EMPATHY MAP:



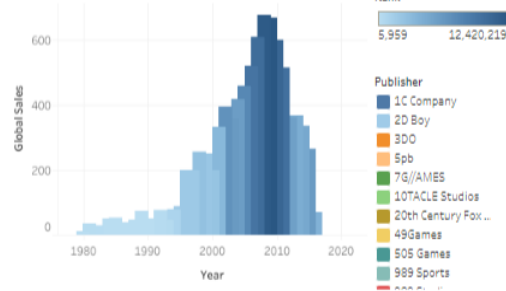
## DASHBOARD:

Dashboard 1

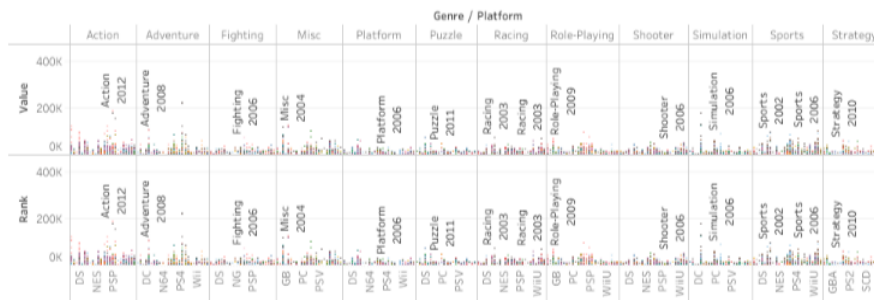
area chart Sheet 1



bar chart Sheet 2



genre chart  
Sheet 3



## ADVANTAGES:

**Improves dexterity – Video games can improve manual dexterity. Many video games require the player to use their hands and fingers in precise ways. This type of exercise helps to keep the hand muscles strong and supple. It also helps to improve hand-eye coordination, which is important for many tasks, such as typing or playing a video game.**

**Games can increase your brain's gray matter – Video games can increase your brain's gray matter.**

## DISADVANTAGES:

**Can cause Repetitive Stress Injuries – Video games can be a lot of fun, but they can also cause repetitive stress injuries (RSI). Playing video games for too long can cause your hands, wrists, and shoulders to hurt. This happens because the video game requires you to use your hands in a particular way for extended periods of time. If you have RSI, you may find it difficult to do normal activities like working on a computer or grasping things**

## **APPLICATION:**

The game theory is widely applied to study human as well as animal behaviors. It is utilized in economics to understand the economic behaviors, such as behaviors of consumers, markets and firms. Game theory has been commonly used in social sciences as well. It is applied in the study of sociological, political and psychological behaviors.

## **FUTURE SCOPE:**

The gaming industry has an array of career choices to offer. It makes up for a large segment on the employment front too. According to statistics shared by the American Gaming Association, game industry jobs provide employment to as many as 1.7 million individuals, with the employment rate growing by 62,000 jobs (on average) every year.

## **CONCLUSION:**

Video games are a form of media that is often associated with negative health consequences. However, when games are played in moderation and with mindfulness, they are a viable source of stress relief as well as a catalyst for mental health improvement and development of social skills. Video games themselves are a relatively modern form of entertainment. They are engaging and immersive on a level different from that of traditional board games and other forms of entertainment.