

# Project Report Template

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

## Project Record Template

### 1. INTRODUCTION

#### 1.1 Overview

The gaming industry is one of the most exciting industries in tech because of its importance to culture, entertainment and technological advancement. PC, console and mobile gaming companies are using the latest in tech to bring their games to the screens of more than three billion people. Global gaming industry revenues are expected to exceed \$320 billion by 2026. Image: PwC. The explanation is being driven by social and casual gaming after millions of people picked up their controllers to escape the boredom and isolation of COVID-19 lockdowns.

#### 1.2 **Purpose**

\* The video game industry encompasses the development, marketing and monetization of video games.

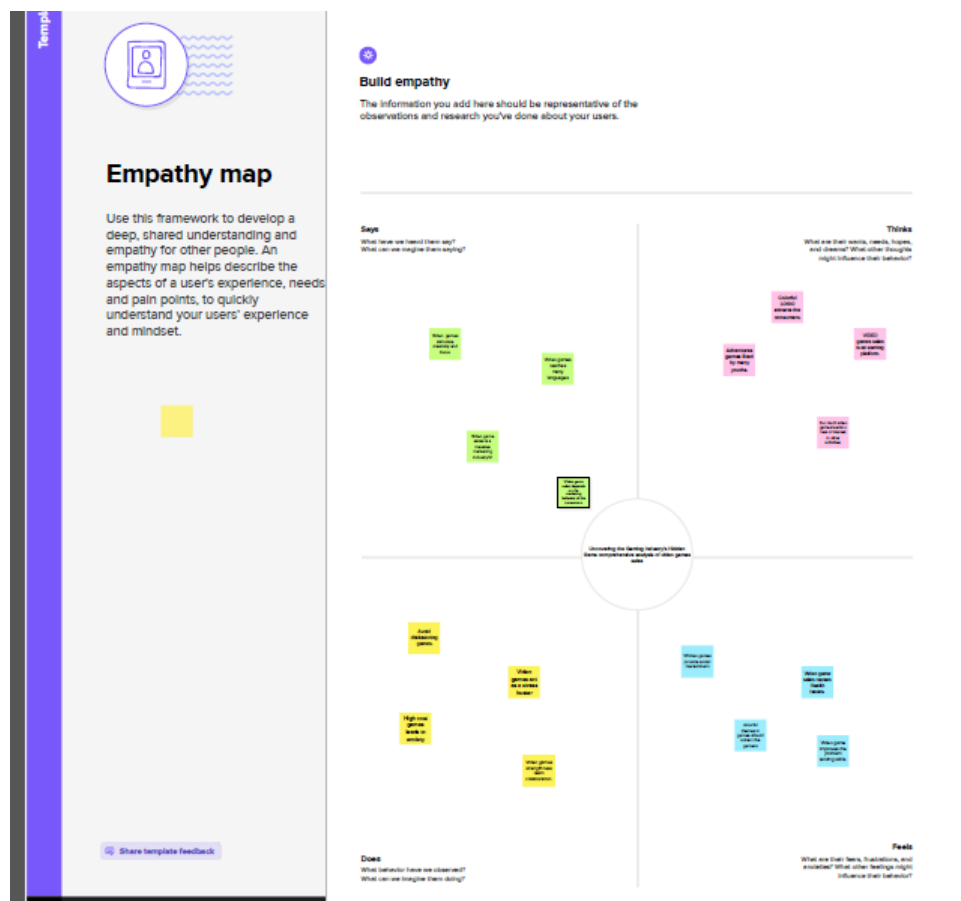
\* The industry encompasses dozens of job disciplines and thousands of jobs worldwide.

\* Provide a fun and social form of entertainment.

## Project Record Template

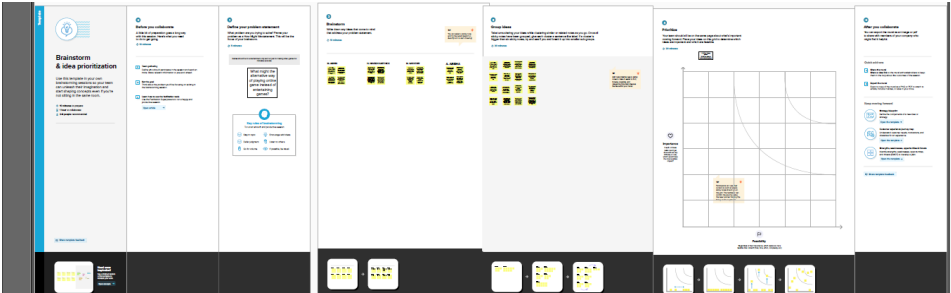
## 2 Problem Definition & Design Thinking

### 2.1 Empathy map



## 2.2 Ideation & Brainstorming Map

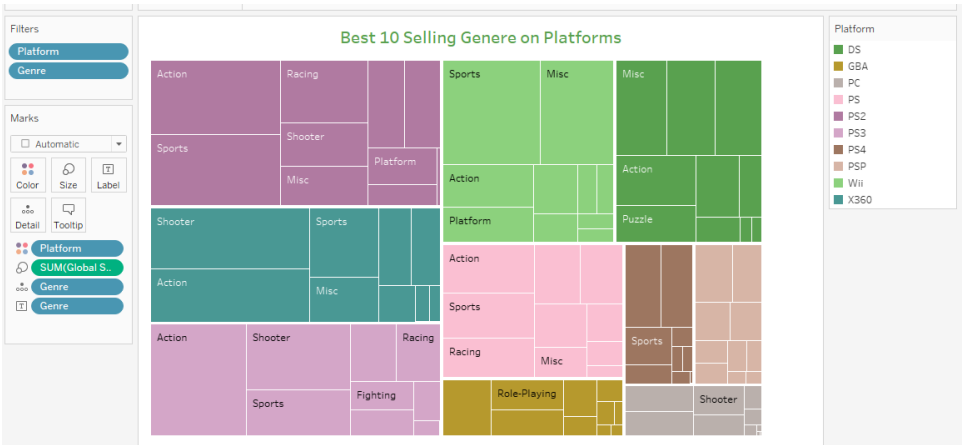
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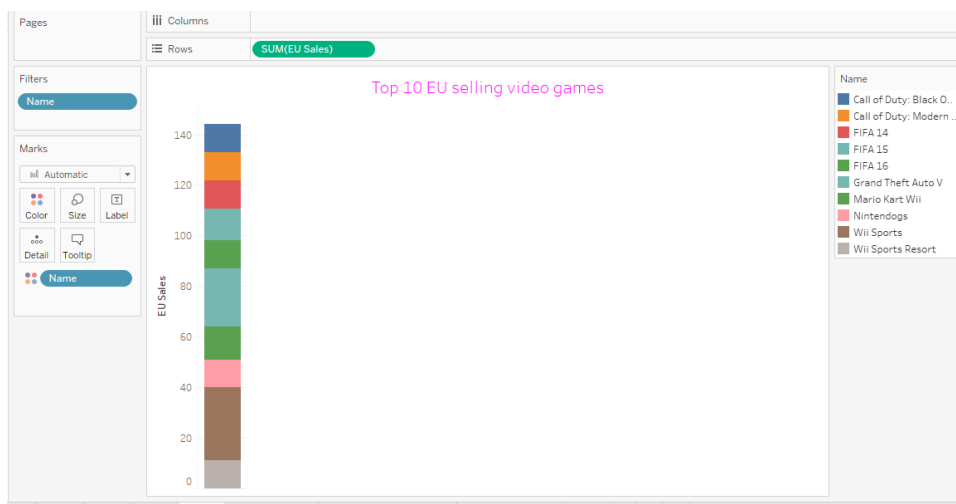
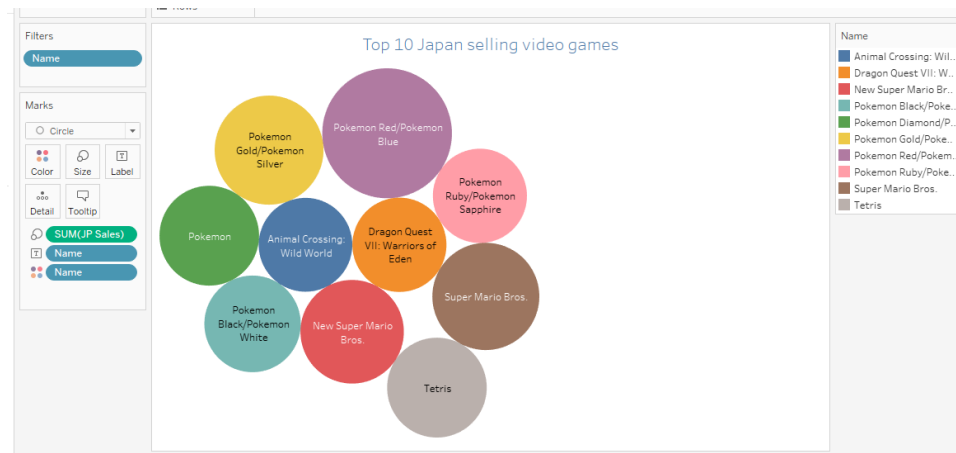
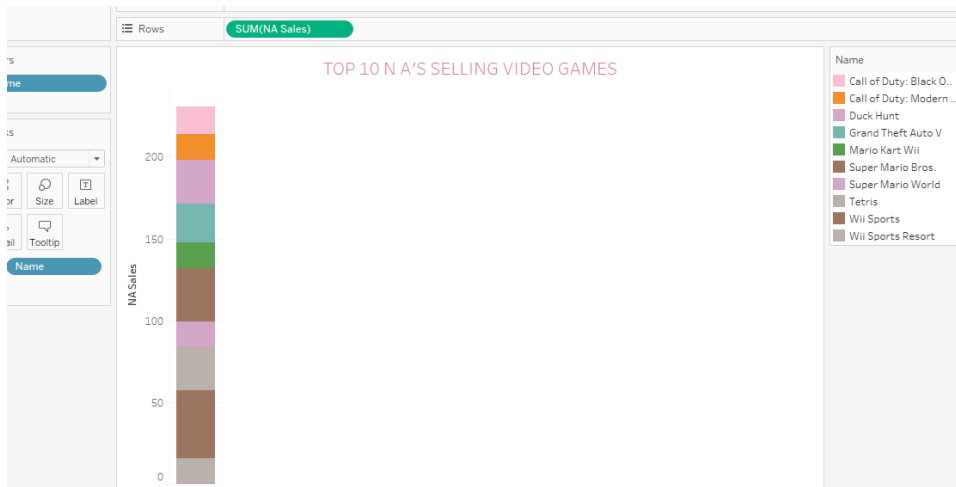


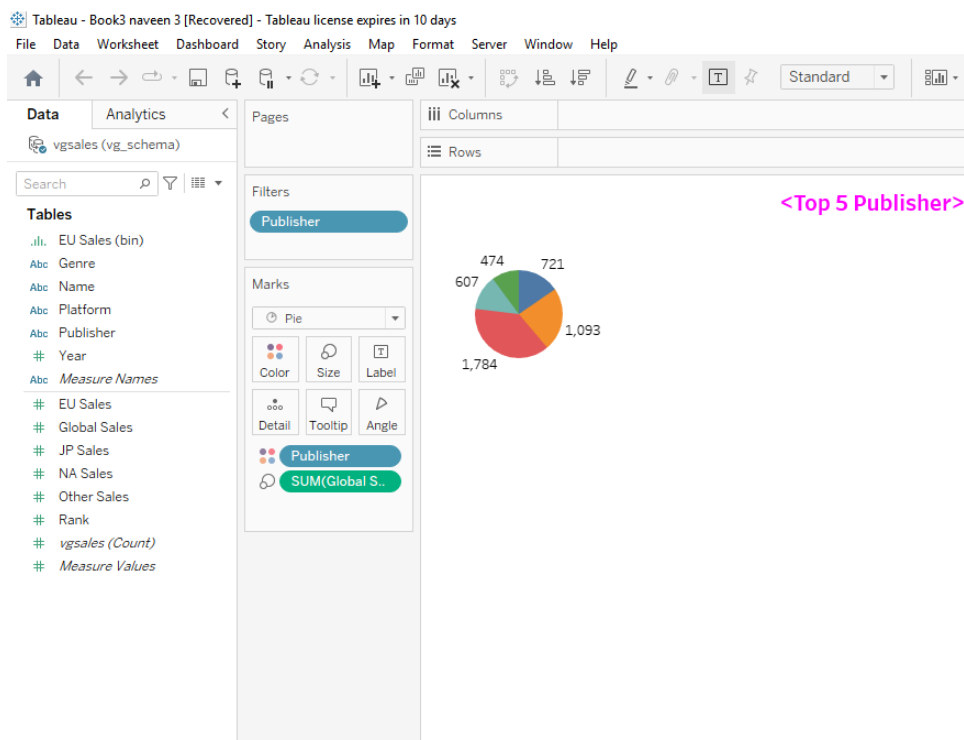
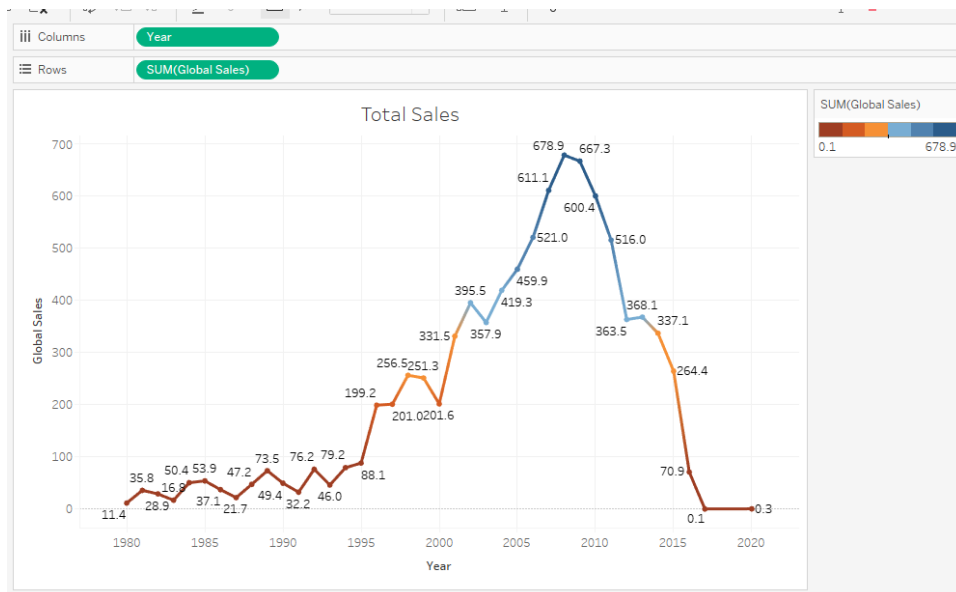
## 3 Result

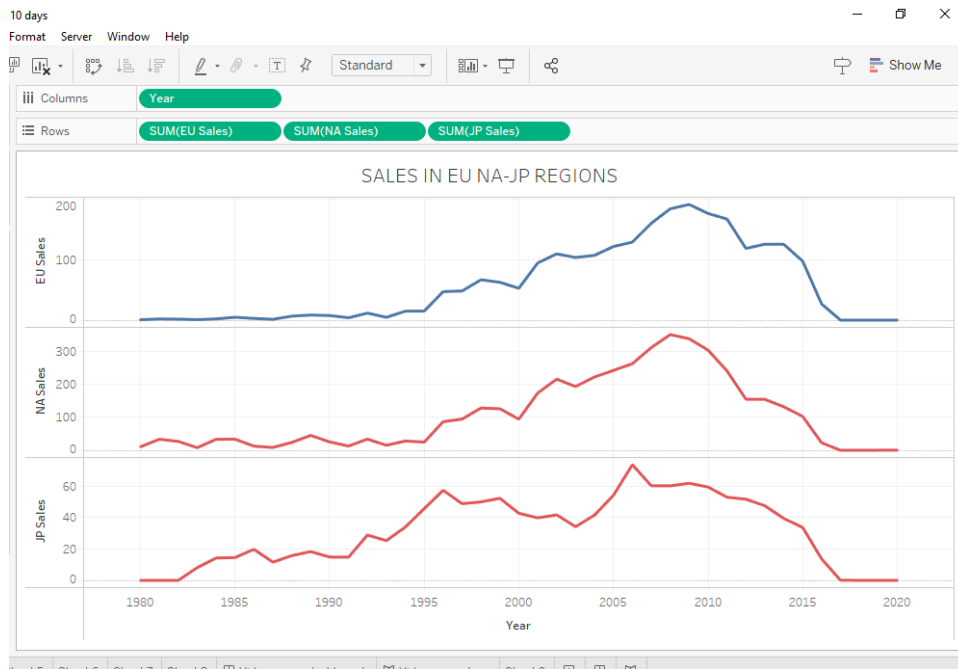
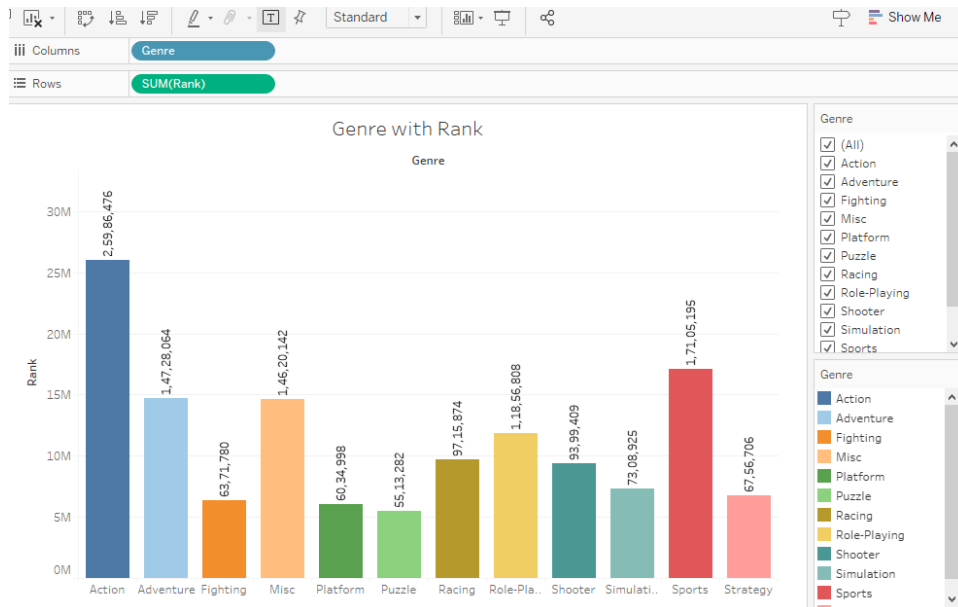
### 3.1 Data Model

#### 3.1.1 Dashboard

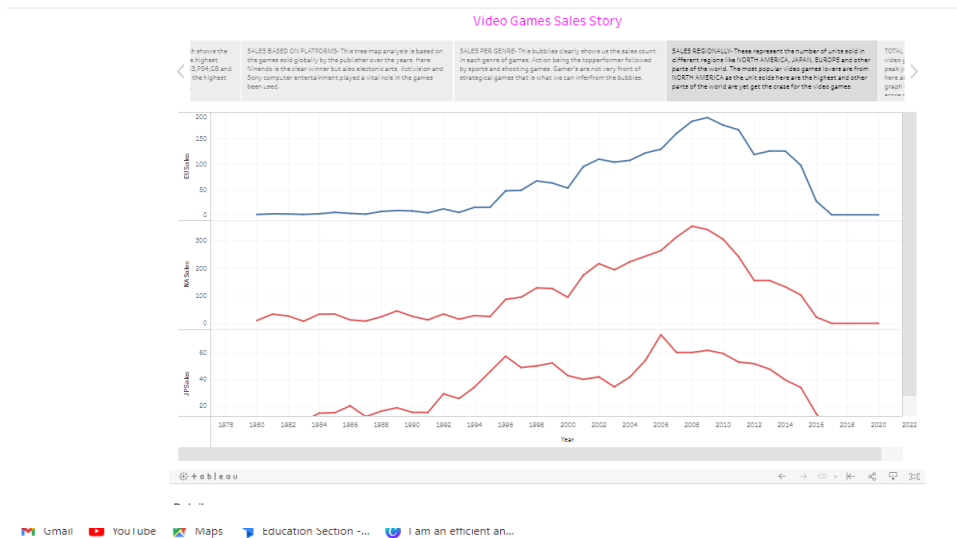
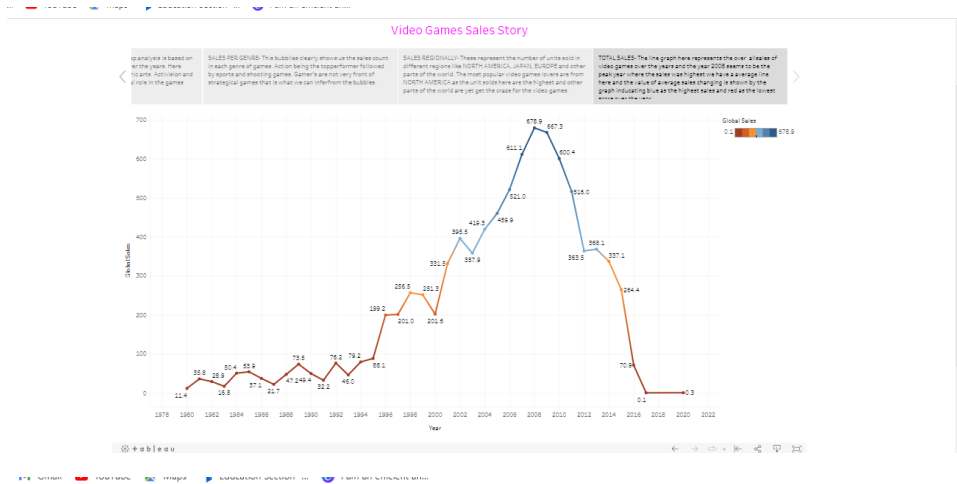








### 3.1.2 Story





## 4.1 Advantages

- The gaming industry offers a variety of benefits for employees.
- Language development
- They encourage teamwork.
- They stimulate creativity, focus and visual memory.

- Video games can be used to help improve test scores, teach life and job skills, improve brain function, and encourage physical exercise.
- Some studies have shown certain video games can improve hand—eye coordination, problem—solving skills, and the mind’s ability to process information.

## 4.2 Disadvantages

- Most popular video games and apps are addictive by design.
- Because video game addiction can negatively impact

and physical health, parents should be aware of the symptoms

- Depression and Physical health atrophy.
- Too much video game can lead to poor social skills, time away from family, school work and other hobbies, lower grades, reading less, exercising less, becoming overweight, and having aggressive thoughts and behaviors.

## 5 APPLICATIONS

1. Wikipedia
2. Increased Role of Mobile Phones
3. Making Social Games
4. Gamifying Non Gaming Activities
5. Versatility of Games
6. LAP
7. Mobile or desktop Applications

## **6 CONCLUSION**

**The IoT and technological advancements have made a huge change in gaming and the kinds of games that we play today. This is making the developers think of unique ways of understanding the customers preferences. In the case of graphics and adaptation of Virtual Reality and Argumented Reality are being used to increase the quality and the display of the games so that they remain more and more lucrative to the players. On mobile based games the updates are sent which will fix bugs across the devices.**

## **7 FUTURE SCOPE**

**In future, this type of many applications are prgrammed and developed for the students and game developers.**

**The future of gaming looks bright, with the emergence of new technologies such as virtual reality and the increased prevalence of mobile gaming. Virtual reality has the potential to revolutionize the gaming industry by immersing players in a fully interactive and realistic digital world.**

**I have request developed many fun and intelligent games.**







