

Video Game Sales & Ratings

The Atari Home Pong released in 1975 swooped the Western world off its feet with its home video game console, which is often credited to be the world's first gaming console. Selling over 300,000 units in the 1970s to the then youth of the United States, the Atari Pong was the first to have impacted Generation X. Atari's success presented to the world a new market, video games. In the 80s, many companies pivoted and tried their hand in the video game market, but very few were successful. Atari and Nintendo fought neck to neck in dominating the video game market. This competition brought to the world arcades, home consoles and handheld consoles with a plethora of era-defining games like Tetris, Pong, Mario, Sonic, Pokemon and so much more.

I look at the video game industry as a creative release for programmers, developer, story writers and graphic artists to turn their ideas into a beautiful reality and not to forget, monetizable. With the emergence of the Internet, much like many industries of the world, the video game industry too had a global reach. Asian countries like Japan, China and South Korea all saw the boom in this market and jumped in on creating new content and producing world-class gamers. The video game industry, comprising of PC games, console games and mobile games is far larger than the global music industry and the global movie box office combined. It's almost as though if an author or story writer can't get his story to be made into a video game series, he settles for a movie franchise or a television series. That's the impact of video games on the global economy. The winners of 2019's edition of the Indian Premier League, Mumbai Indians won a prize pool of US \$2.9 million. That's US \$2.9 million for a whole team of 11 professional cricketers. The prize pool for Epic Games' official Fortnite World Cup was US \$3 million. That's US \$3 million for just the sole winner of the cup. And Fortnite is just one of the many esports games that are revered around the world.

Personally, I really respect the gaming industry and would love to be a part of it someday, thus my choice for a dataset. Now onto the dataset, my dataset consists of the name of the video game, the platform it was initially released on, the year of release, genre, publisher and developer of the game. Followed by the

number of game copies sold (in millions) in North America, Europe, Japan and other regions and a cumulative global sales. And then we have how much it was scored by users and critics and the number of users and critics who scored the game and finally the ESRB rating of the game to certify what kind of audience the game is safe for.

The few shortcomings of my dataset are that a good number of games on my dataset do not have a user and/or critic rating because the games were made in the 80s and 90s and no record of such data was ever made. And in very few cases, there are no developers for the game, this is because of the publishers, who also act as developers for said games.