A Voice in Gaming

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Gaming as a Whole

- Gaming is simply a means of entertainment dedicated to allowing someone (the user/player) to control certain actions with or without peers and abide by the rules determined by how the system is shaped up.
- Gaming can be used as a means to enjoy pass time, spend some quality time with friends, or even find comfort when other activities can't do the same. I believe that some gamers don't have the means to speak up in the world around them and I want to demonstrate how much of an impact gamers could have if we worked together in making our voices heard.
- In this case, I will be acting as a PR representative for gamers towards gaming companies and talk about how much of a role video games play in the involvement of our society including how many players are potentially out there in the world.

Subject:
Gamers' Voice

Purpose:
How much influence do gamers have in the world and what can we do with it

Reason: To make opportunities for gamers to have a say for what is right with their passions
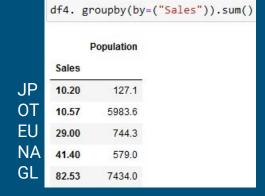
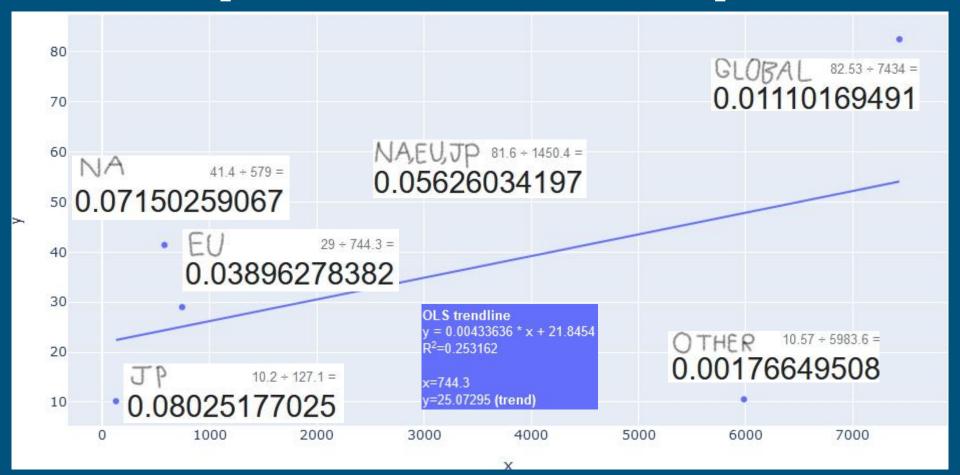# Graphs of the Amount of the Most Sold Copies in 2016

```
df0 = pd.read_csv("Video_Games_Sales_as_of_22_Dec_2016_Other_Global.csv")
df0.head(20)
```

	Name	Platform	Year_of_Release	Genre	Publisher	Other_Sales	Global_Sales
0	Wii Sports	Wii	2006.0	Sports	Nintendo	8.45	82.53
1	Super Mario Bros.	NES	1985.0	Platform	Nintendo	0.77	40.24
2	Mario Kart Wii	Wii	2008.0	Racing	Nintendo	3.29	35.52
3	Wii Sports Resort	Wii	2009.0	Sports	Nintendo	2.95	32.77
4	Pokemon Red/Pokemon Blue	GB	1996.0	Role-Playing	Nintendo	1.00	31.37
5	Tetris	GB	1989.0	Puzzle	Nintendo	0.58	30.26
6	New Super Mario Bros.	DS	2006.0	Platform	Nintendo	2.88	29.80
7	Wii Play	Wii	2006.0	Misc	Nintendo	2.84	28.92
8	New Super Mario Bros. Wii	Wii	2009.0	Platform	Nintendo	2.24	28.32
9	Duck Hunt	NES	1984.0	Shooter	Nintendo	0.47	28.31
10	Nintendogs	DS	2005.0	Simulation	Nintendo	2.74	24.67
11	Mario Kart DS	DS	2005.0	Racing	Nintendo	1.90	23.21
12	Pokemon Gold/Pokemon Silver	GB	1999.0	Role-Playing	Nintendo	0.71	23.10
13	Wii Fit	Wii	2007.0	Sports	Nintendo	2.15	22.70
14	Kinect Adventures!	X360	2010.0	Misc	Microsoft Game Studios	1.69	21.81
15	Wii Fit Plus	Wii	2009.0	Sports	Nintendo	1.77	21.79

```
df4 = pd.read_csv("2016 World
df4.head(5)
```

	Location	Population	Sales
0	North America	579.0	41.40
1	Europe	744.3	29.00
2	Japan	127.1	10.20
3	Other	5983.6	10.57
4	Global	7434.0	82.53

```
df4. groupby(by=("Sales")).sum()
```

		Population
	Sales	
JP	10.20	127.1
OT	10.57	5983.6
EU	29.00	744.3
NA	41.40	579.0
GL	82.53	7434.0

Scatterplot of Most Sold Game/Population

GLOBAL 82.53 ÷ 7434 =
0.01110169491

NA,EU,JP 81.6 ÷ 1450.4 =
0.05626034197

NA 41.4 ÷ 579 =
0.07150259067

EU 29 ÷ 744.3 =
0.03896278382

OLS trendline
$y = 0.00433636 * x + 21.8454$
$R^2 = 0.253162$

$x = 744.3$
$y = 25.07295$ (trend)

OTHER 10.57 ÷ 5983.6 =
0.00176649508
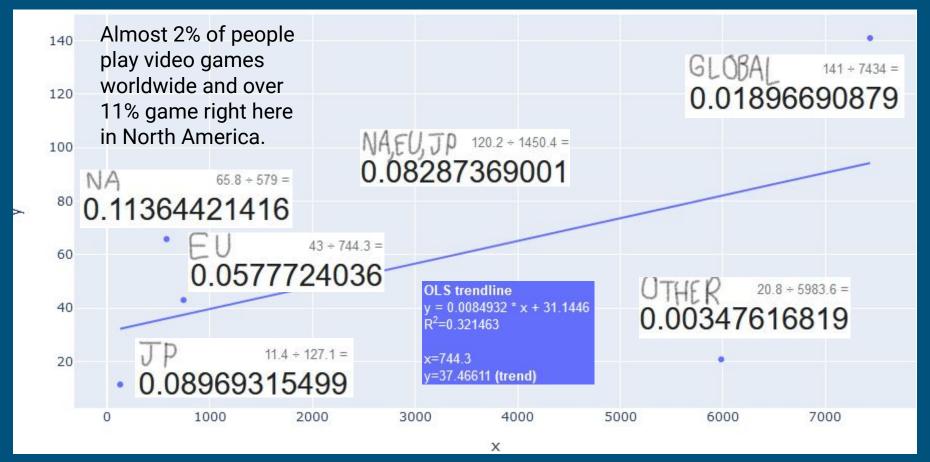
JP 10.2 ÷ 127.1 =
0.08025177025

Graphs of the Most Sold Copies per Platform in 2016

```
df5 = pd.read_csv("2016 World Population and Company Sales.csv")
df5.head(5)
```

	Location	Population	Nintendo Sales	Sony Sales	Microsoft Sales	Total Sales
0	North America	579.0	41.4	9.4	15.0	65.8
1	Europe	744.3	29.0	9.1	4.9	43.0
2	Japan	127.1	10.2	1.0	0.2	11.4
3	Other	5983.6	8.5	10.6	1.7	20.8
4	Global	7434.0	89.1	30.1	21.8	141.0

```
df5. groupby(by=("Total Sales")).sum()
```

Total Sales	Population	Nintendo Sales	Sony Sales	Microsoft Sales
11.4	127.1	10.2	1.0	0.2
20.8	5983.6	8.5	10.6	1.7
43.0	744.3	29.0	9.1	4.9
65.8	579.0	41.4	9.4	15.0
141.0	7434.0	89.1	30.1	21.8

JP
OT
EU
NA
GL

Scatterplot of Total Sales/Population

Almost 2% of people play video games worldwide and over 11% game right here in North America.

GLOBAL $141 \div 7434 =$ 0.01896690879

NA,EU,JP $120.2 \div 1450.4 =$ 0.08287369001

NA $65.8 \div 579 =$ 0.11364421416

EU $43 \div 744.3 =$ 0.0577724036

OTHER $20.8 \div 5983.6 =$ 0.00347616819

OLS trendline
$y = 0.0084932 * x + 31.1446$
$R^2 = 0.321463$

$x = 744.3$
$y = 37.46611$ (trend)

JP $11.4 \div 127.1 =$ 0.08969315499

Side by Side Comparison of Sales and Total Sales

left

	Region	Population	Sales
0	NA	579	41.4
1	EU	744.3	29
2	JP	127.1	10.2
3	OT	5983.6	10.6
4	GL	7434	82.5

```
result = pd.merge(left, right, on=["Region", "Population"])
result
```

	Region	Population	Sales	Total Sales
0	NA	579	41.4	65.8
1	EU	744.3	29	43
2	JP	127.1	10.2	11.4
3	OT	5983.6	10.6	20.8
4	GL	7434	82.5	141

right

	Region	Population	Total Sales
0	NA	579	65.8
1	EU	744.3	43
2	JP	127.1	11.4
3	OT	5983.6	20.8
4	GL	7434	141

What can happen from this?

Despite not being able to pinpoint the exact amount of gamers there are due to limited resources, this presentation goes to show that a large number of us do exist with only more to come and we can work together to make real changes in the world. With enough voices, we can make it so major gaming companies can't take advantage of their fanbase by exploiting us for our money. Back in 2016, Activision developed a loot box system and this was a huge issue as you would essentially pay for a chance to get a particular item you want, only to keep on spinning and paying and before you realize it, you're practically gambling for an item in a video game. This got so bad that people came together and called out Activision and other companies for essentially being cash cows and milking us for any amount of money they can get their hands on, we were able to get rid of loot boxes, but then season passes were born. It's no secret that any company wants to hit big on their numbers of revenue, but we should not allow that to be the primary objective that gaming companies look into and instead prioritize fun over greed.