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1 - Introduction

1) Do Critic Reviews Accurately Predict/Reflect The Commercial Success of Video Games?

2) Do User Reviews Accurately Predict/Reflect The Commercial Success of Video Games?

Who Would Benefit and Why?



Video Game Review Platforms (Games Journalism)

Increased accuracy in reviews leads to a more reliable and better regarded service for video game review platforms and video game journalism



Investors

Understanding the consumer sentiment and level of success of a product or service is crucial in making not just purchasing decisions, but also investment ones.



This analysis would help to guide consumers towards smarter and more informed purchasing decisions.



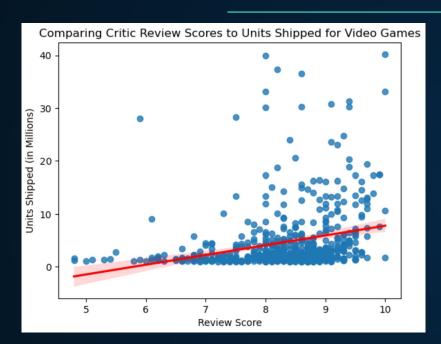
2 - Methodology

Dataset: Video Game Sales Data (CSV) by Jason Holm on Kaggle <u>dataset</u>

Characteristics Used: Total Number of Copies Shipped (in Millions), Critic Review Score (out of 10), and User Review Score (Out of 10)

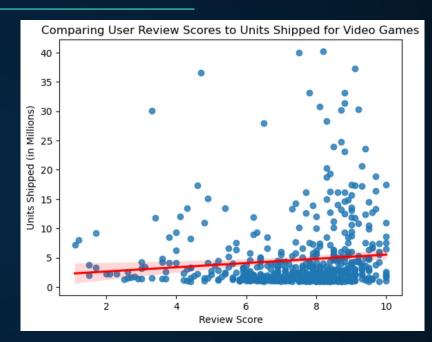
Tools Used: Jupyter Notebooks, pandas, seaborn, and matplotlib.

3 - Results



Do Critic Reviews Accurately Predict/Reflect
The Commercial Success of Video Games?
Generally, no.

Nearly half of the scoring scale is identical and a large portion of the line of best fit is not reflective of possible sales.



Do User Reviews Accurately Predict/Reflect The Commercial Success of Video Games? Generally, yes.

All possible review scores are accounted for, and a positive trendline is present.

4 - Future / Additional Questions

- 1) Would the answers to these questions change depending on the year the game was released/reviewed?
- 2) Are the review scores more or less accurate in certain sales ranges (ex: for games that shipped between 5-6 million copies)?
- 3) How has the accuracy of these reviews improved or declined over time, if at all?

5 - Appendix / Things to Keep in Mind



One game selling over 80 million copies was removed



one million copies was removed



a critic and user score was removed



