

PROJECT REPORT TEMPLATE

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

1. INTRODUCTION:

Video game sales analysis is the process of collecting and analyzing data about the sales of video games in order to understand market trends and consumer behavior. This type of analysis can be useful for a variety of purposes, including identifying the most popular games and genres, predicting future sales and developing marketing strategies .

Video game sales analysis typically involves collecting data from sources.

1.1 Overview

Video games can be used to help improve test scores, teach life and jobs skill, improve brain function and encourage physical exercise.

1.2 Purpose

The video games can create a more interactive social environment and can improve learning.

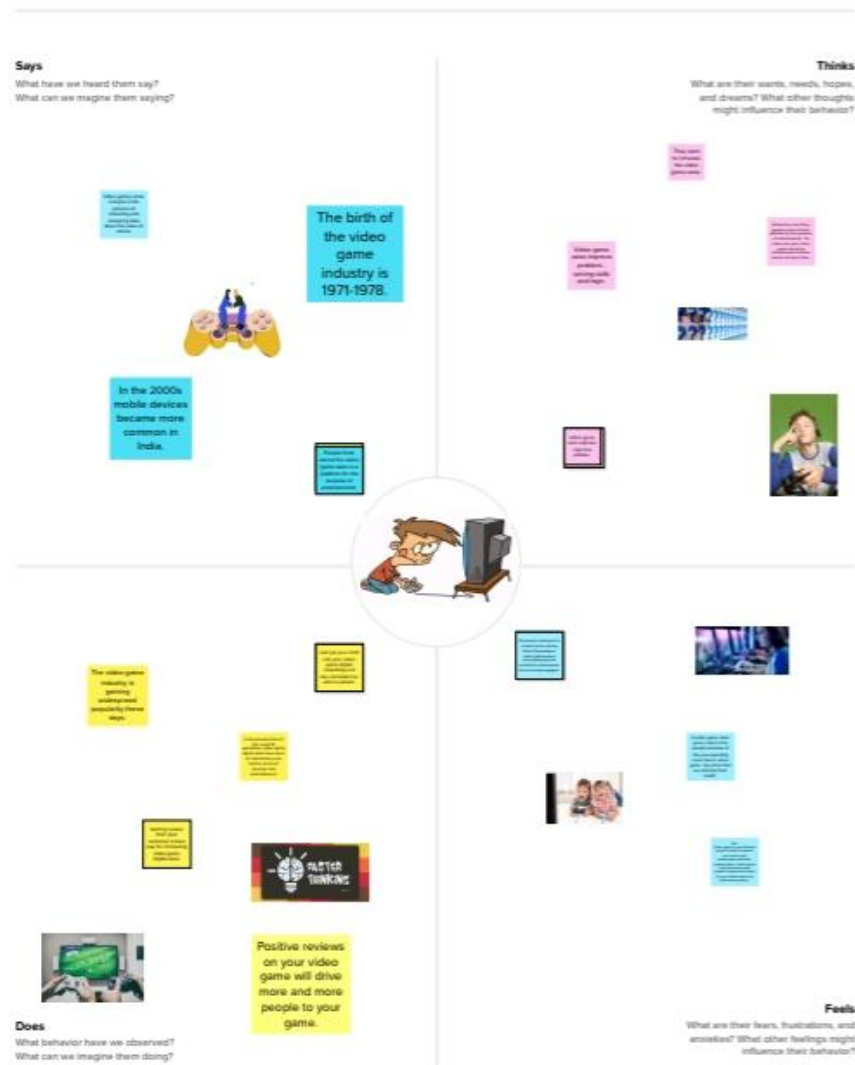
2. PROBLEM DEFINITION & DESIGN THINKING

2.1 Empathy Map

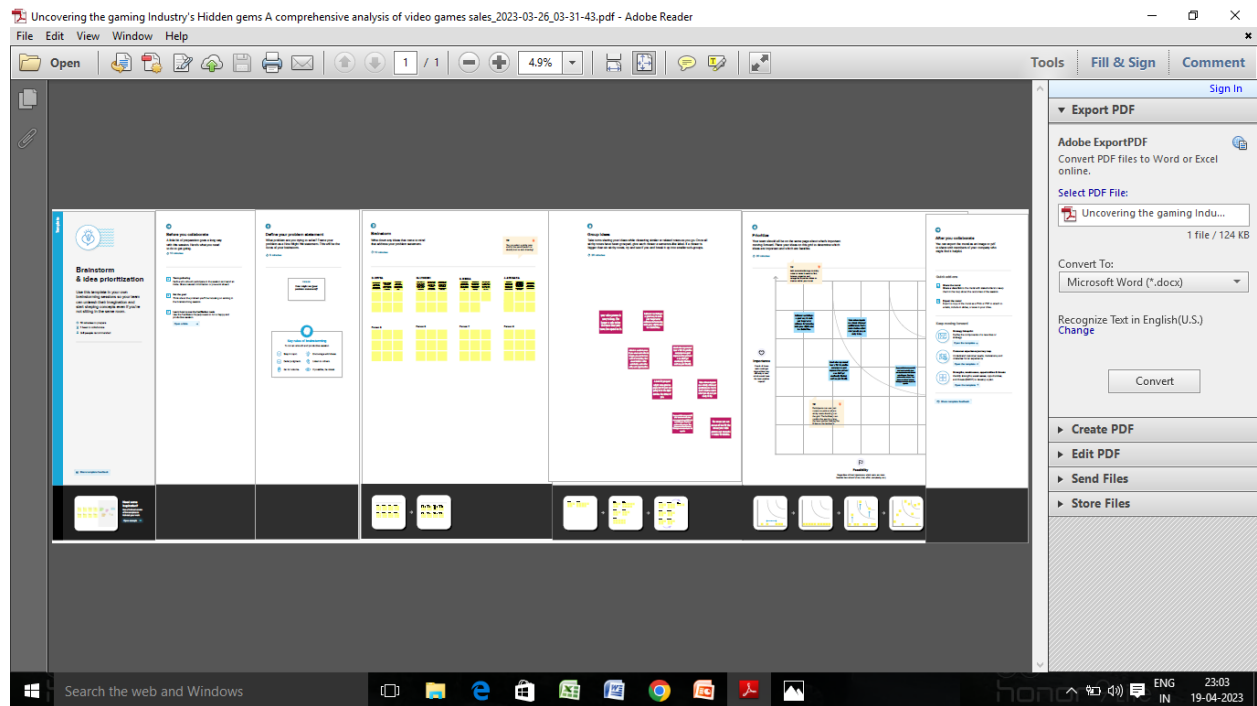
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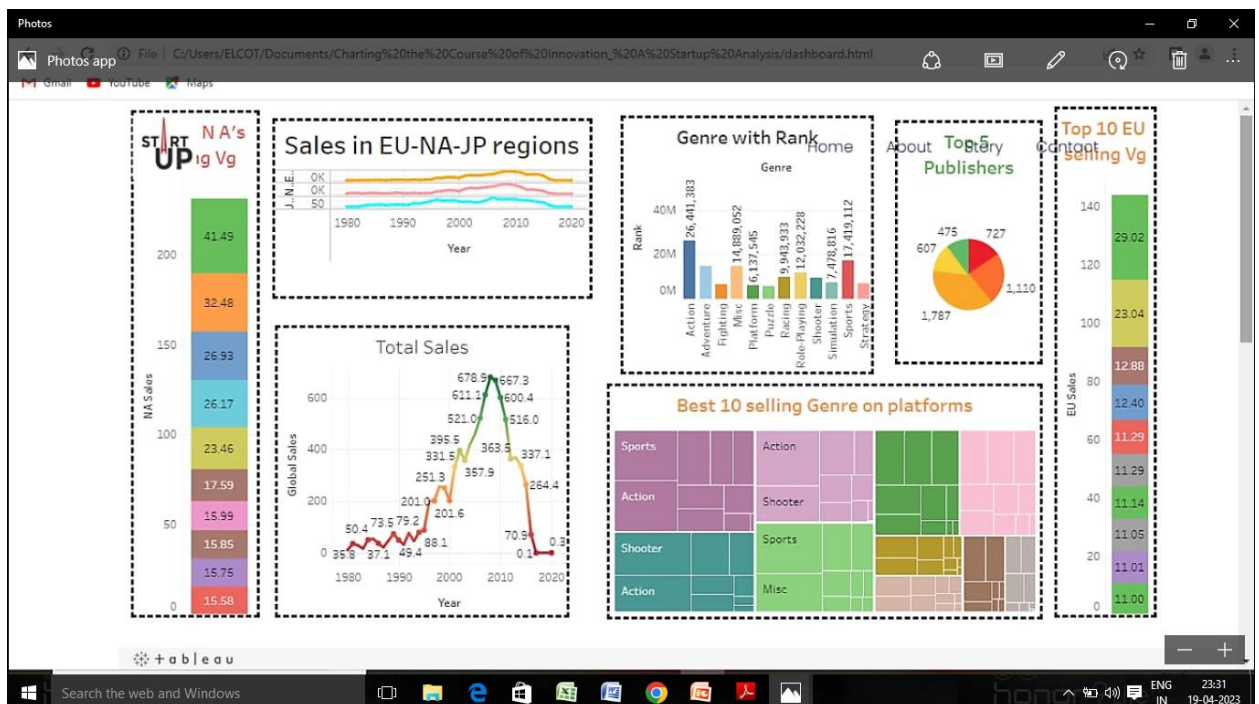
The information you add here should be representative of the observations and research you've done about your users.



2.2 Ideation & Brainstorming Map



3.RESULT





4. ADVANTAGES & DISADVANTAGES

ADVANTAGE: They speed up response time

The encourage team work

They stimulate creativity, focus and visual memory

The improve strategy and leadership

They teach languages

Critically thinking

DISADVANTAGE: Too much screen time translate into laziness and may cause weight gain

Addict gamers tend to forgot to drink water eat food on time.

5. APPLICATIONS

The purpose of the project is to examine three practical uses of video games beyond their intended purpose of entertainment.

Aside from game the project will investigate educator video game developers and organization that create or utilize video games for purpose other than to entertain.

6. CONCLUSION

Video games are form of media that is often associated with negative health consequence.

However, when games are played in moderation and with mindfulness,

They are stress relief as well as a catalyst for mental health.

7. FUTURE SCOPE

Revenue is expected to show and annual growth rate (CAGR 2023 to 2027) of 11.03% resulting in the projected market volume of us\$4.20bn by 2027.