

UNCOVERING THE GAMING INDUSTRY'S COMPREHENSIVE ANALYSIS OF VIDEO GAME SALE



Says

What have we heard them say?
What can we imagine them saying?



Thinks

What are their wants, needs, hopes, and dreams?
What other thoughts might influence their behavior?



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COLLAGE
STUDENT

Expresses excitement about diving into video game sales data.

Believes that hidden gems could hold untapped potential for gamers and developers.

Mentions a passion for discovering underrated games.

Talks about the importance of data-driven insights in the gaming industry.

Is curious about the criteria for identifying hidden gems within sales data.

May wonder how this analysis will impact the gaming community.

Actively researches and collects video game sales data.

Engages with gaming communities and forums to discuss findings.

Enthusiastic and motivated to uncover hidden gems.

Analyzes trends and patterns to identify potential hidden gems.

Hopeful about making a positive impact on gamers and developers.

Eager to share findings and insights with others in the gaming industry.



Does

What behavior have we observed?
What can we imagine them doing?



Feels

What are their fears, frustrations, and anxieties?
What other feelings might influence their behavior?

 [See an example](#)