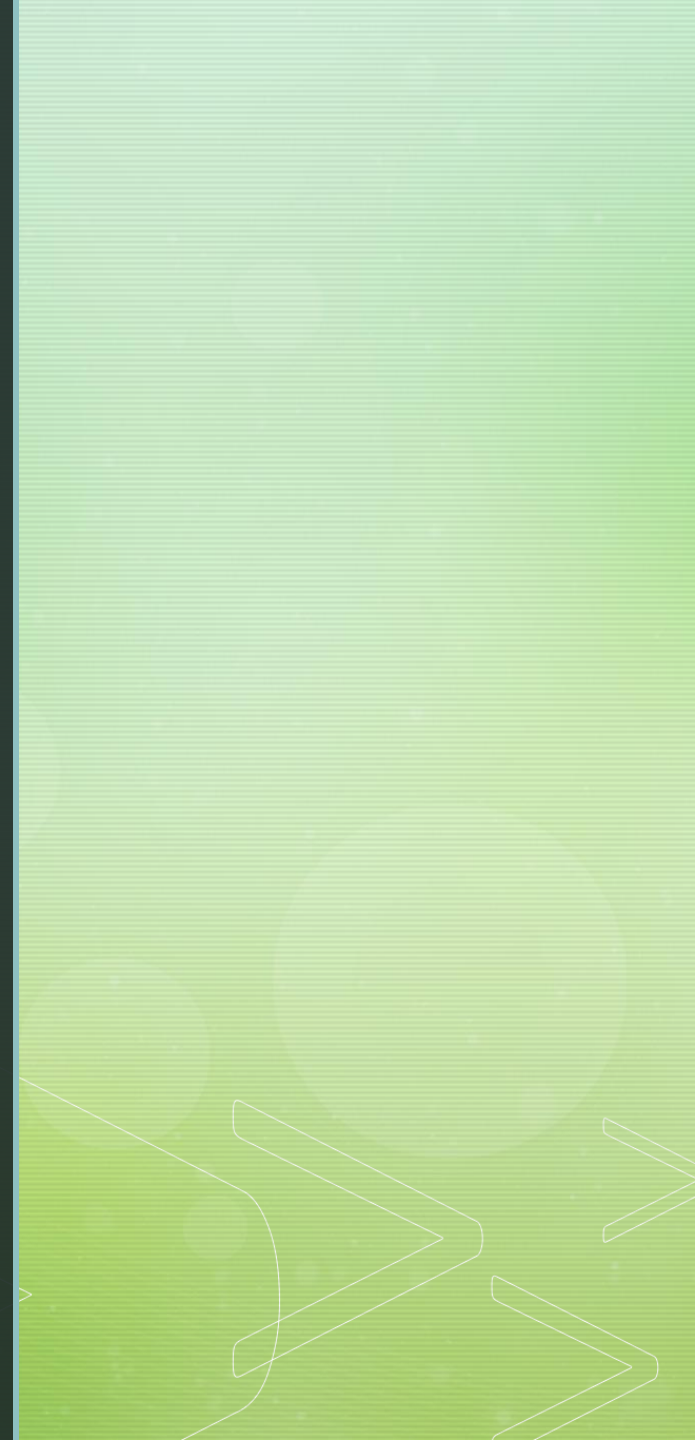


# Popular Video Games and Developers





# Intro to Group #9

- Mason DeJesus
- Mrunmai Gadbail
- Nicholas Buse
- Hassan Aftab

# Thesis

- Quantity vs Quality
- Developers with fewer titles care more than larger developers and produce better products.

# Data Cleaning

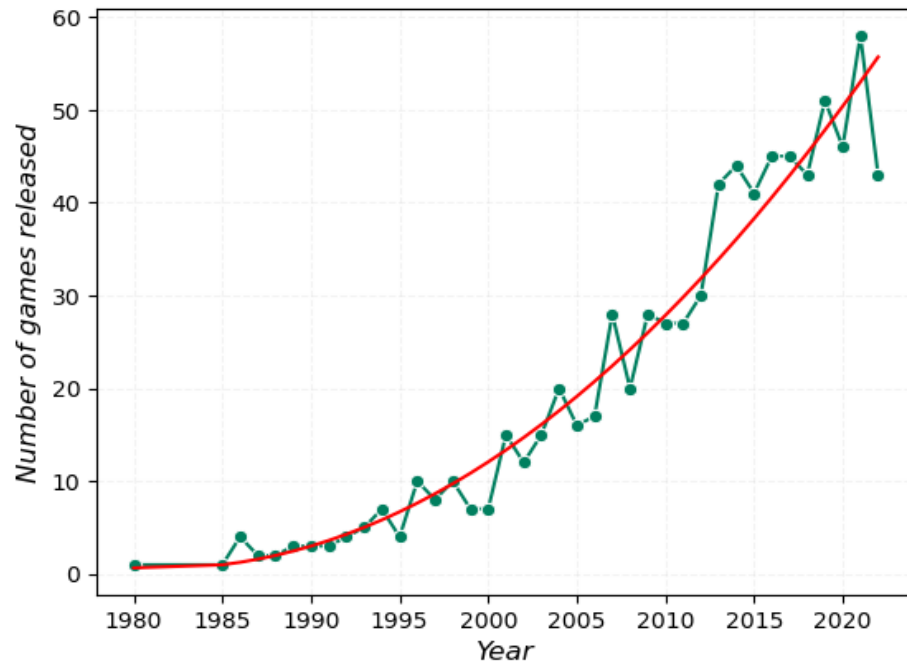
- Changed Datatypes
- Changed Columns to a list
- Added two columns
- Filtered for >200 Reviews to screen outliers



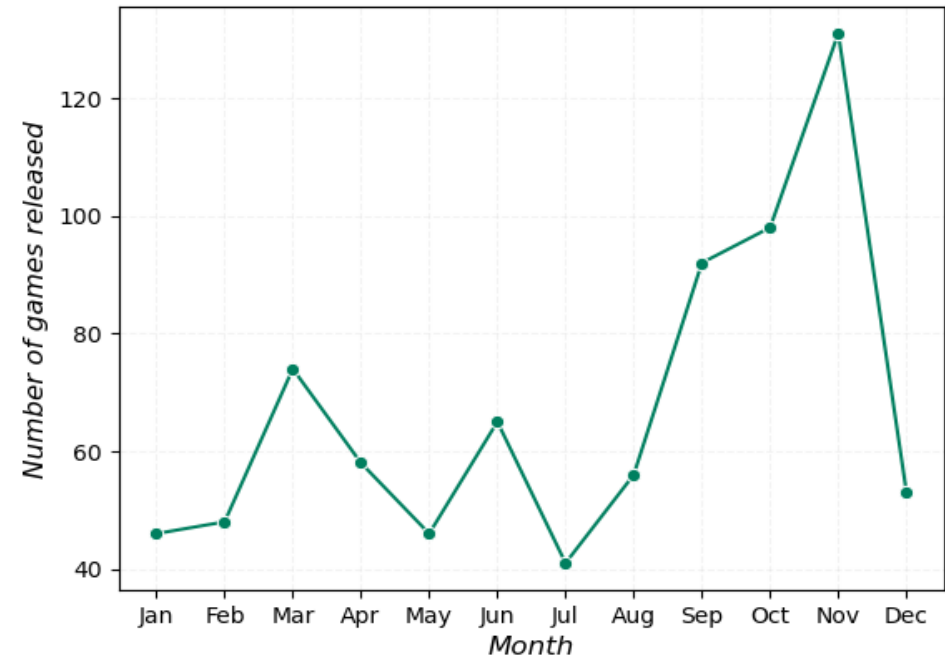
What are the most popular game titles?



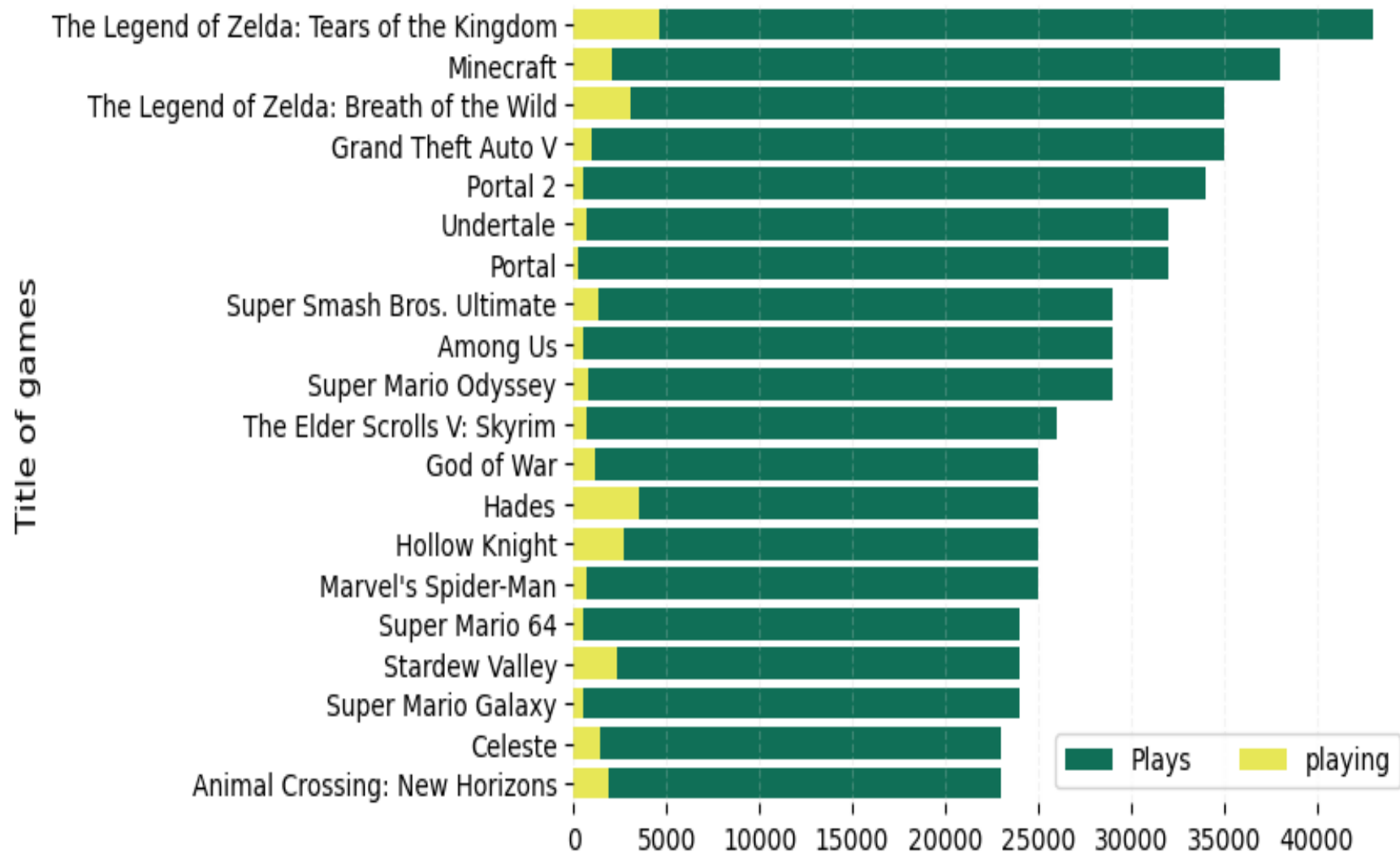
**Games released each Year**



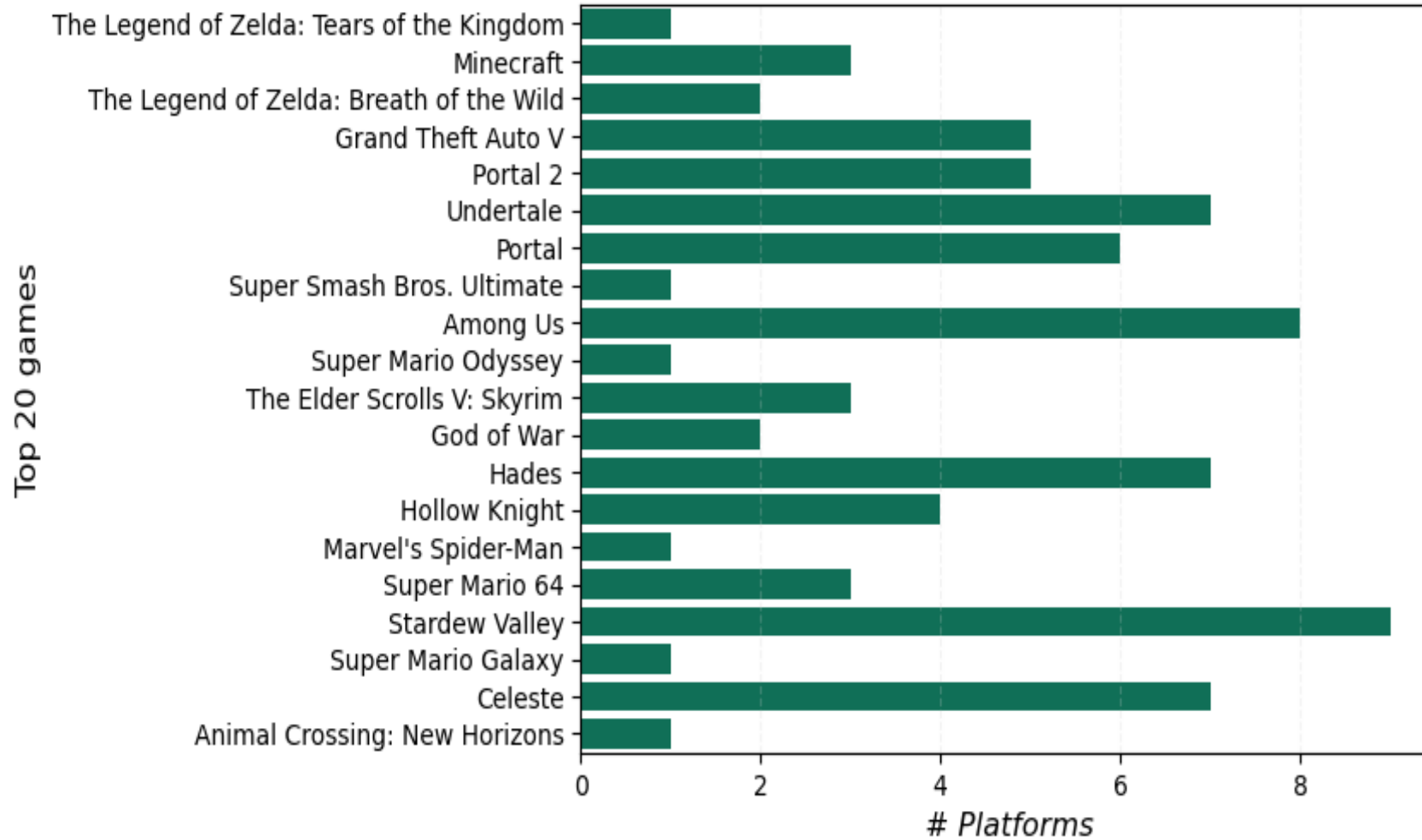
**Games released each month**



## Plays vs Playing



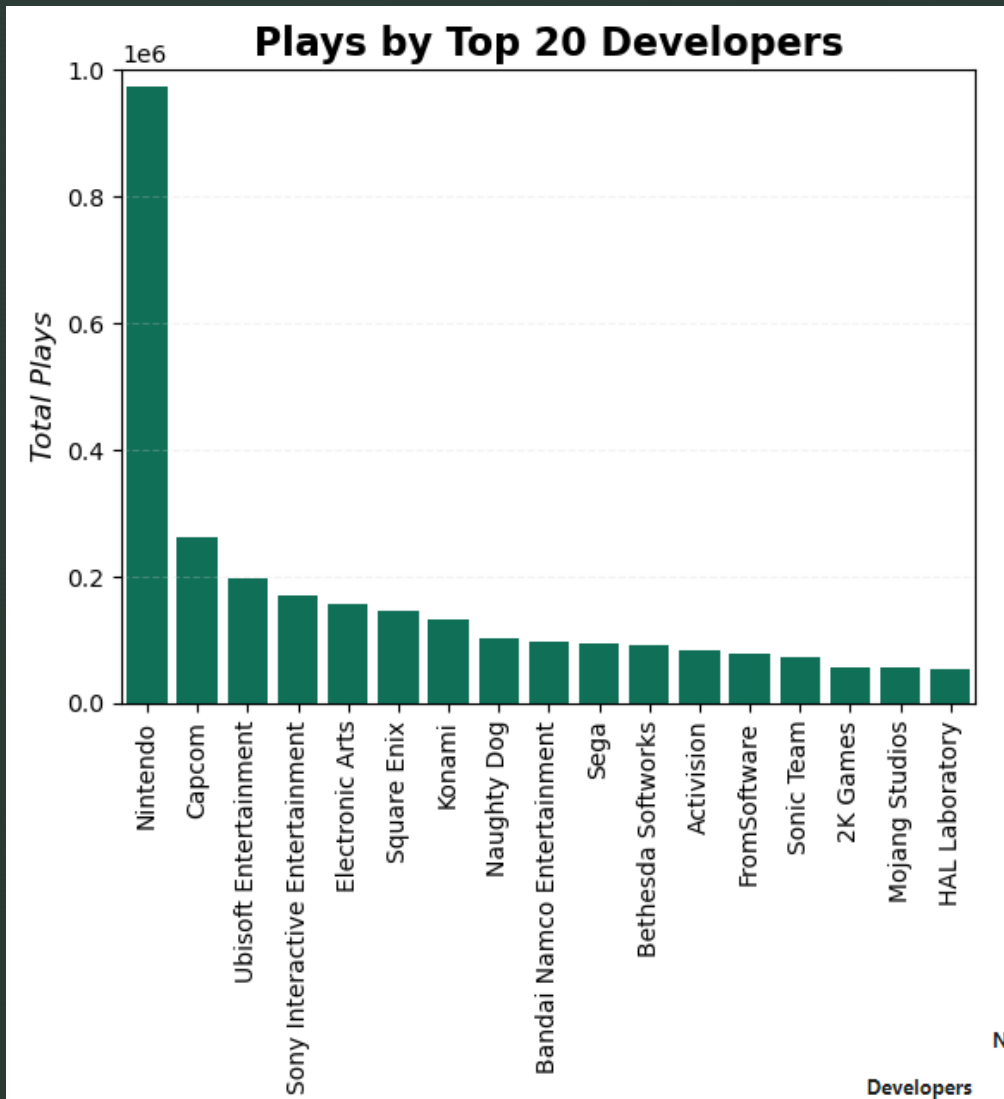
## Top 20 games and number of platforms







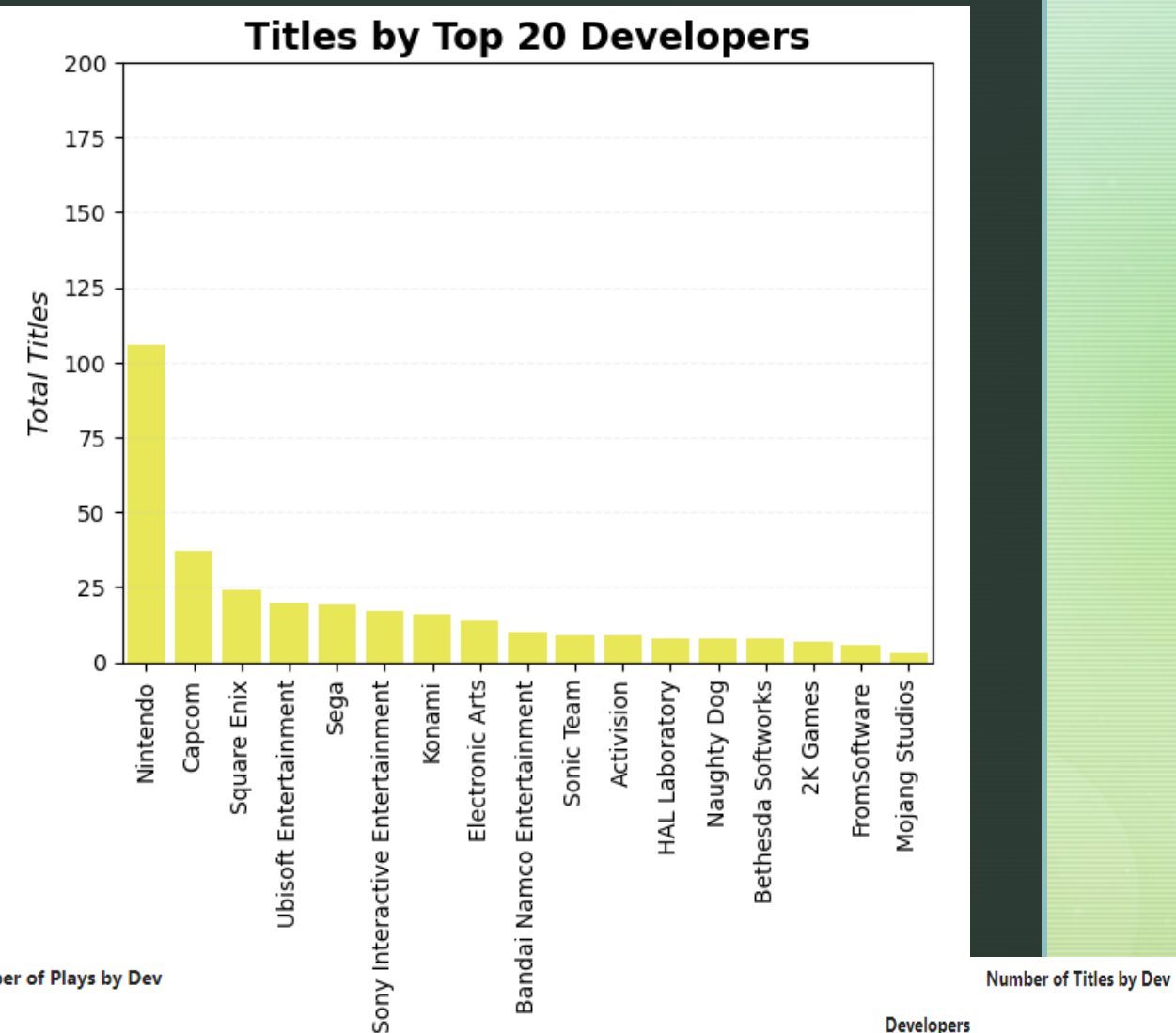
# What are the Top 20 Developers



Developers

Developers	
Nintendo	972700.0
Capcom	260600.0
Ubisoft Entertainment	195400.0
Sony Interactive Entertainment	168400.0
Electronic Arts	156500.0

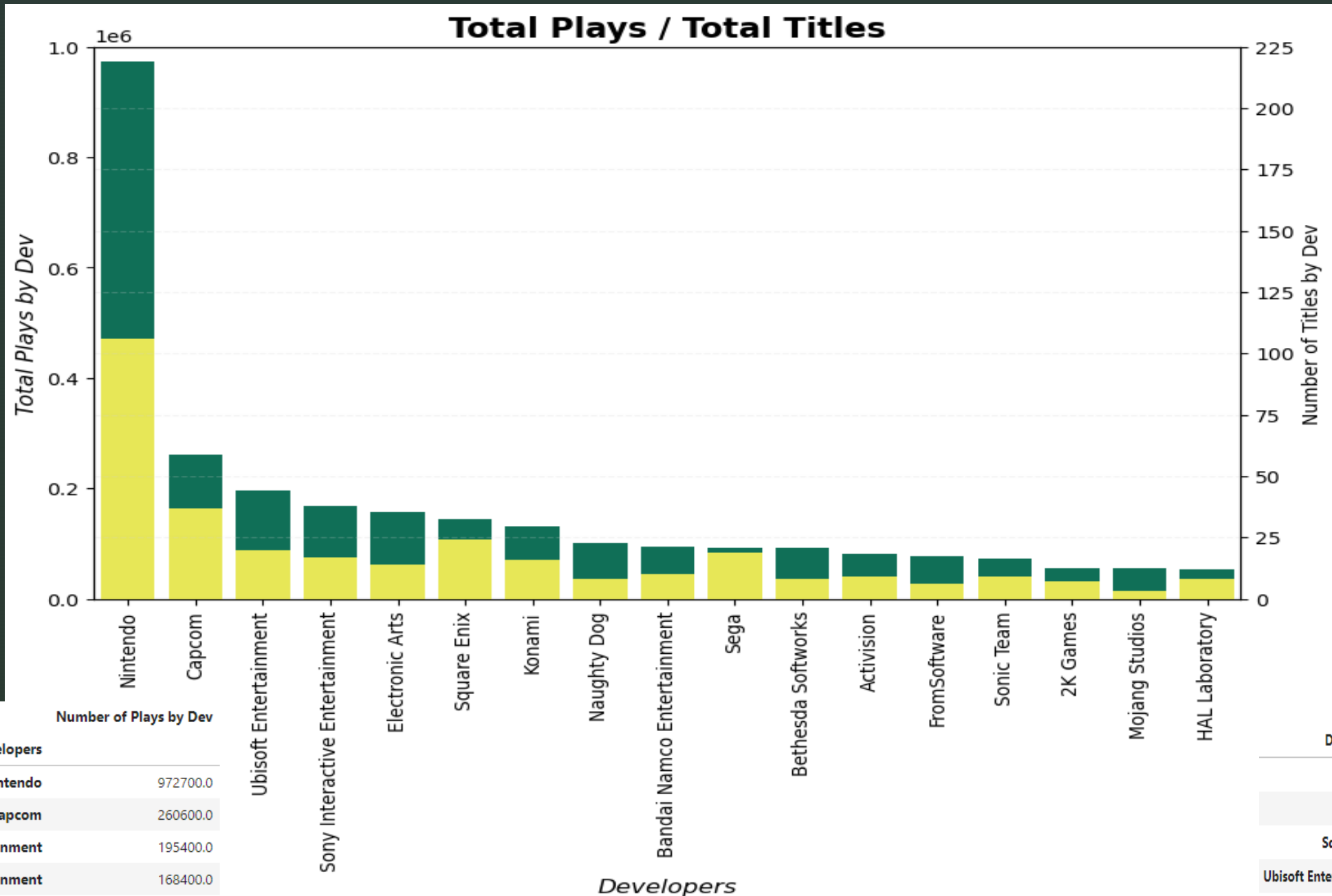
Number of Plays by Dev



Developers

Developers	
Nintendo	106
Capcom	37
Square Enix	24
Ubisoft Entertainment	20
Sega	19

Number of Titles by Dev



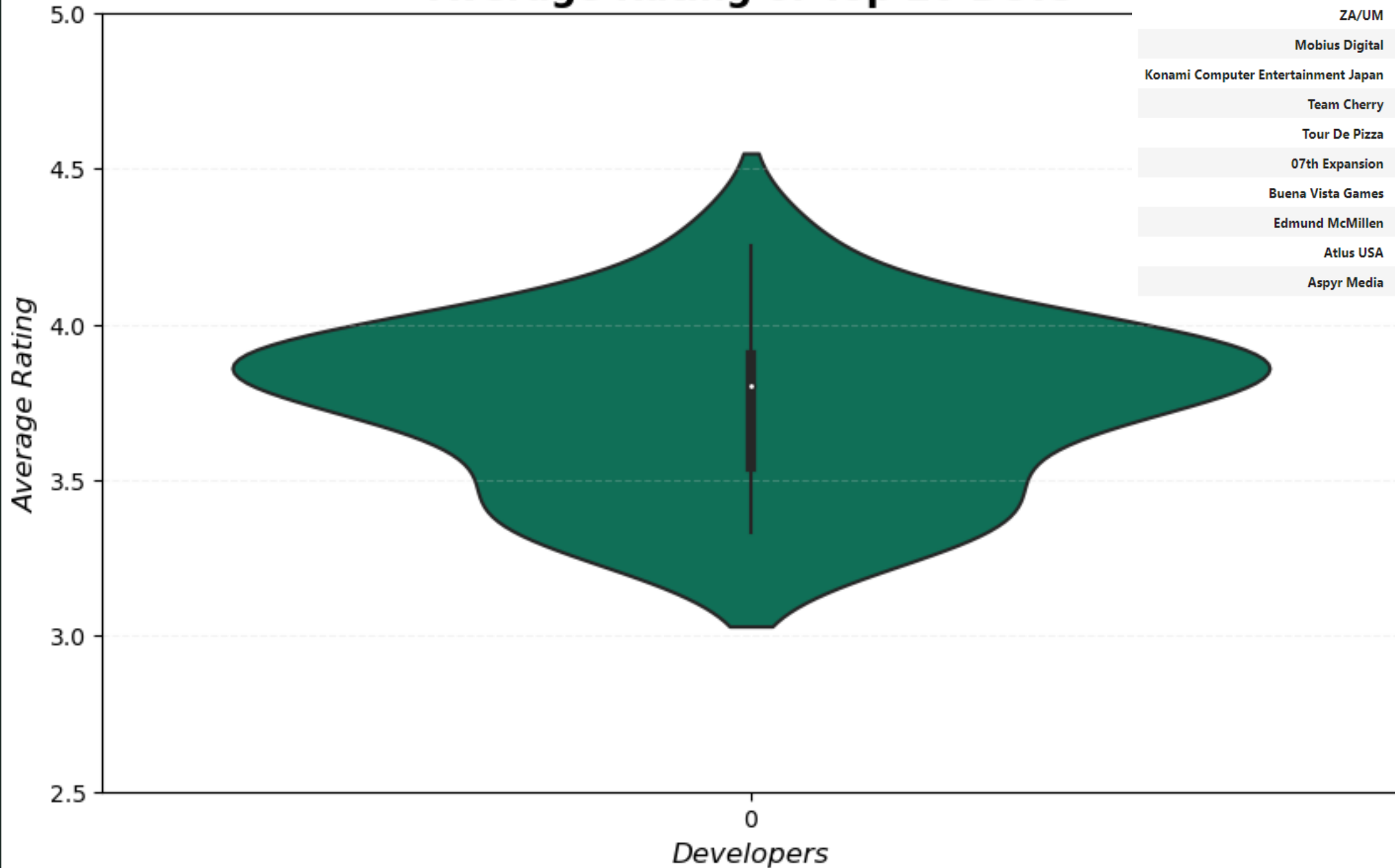
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Number of Titles by Dev

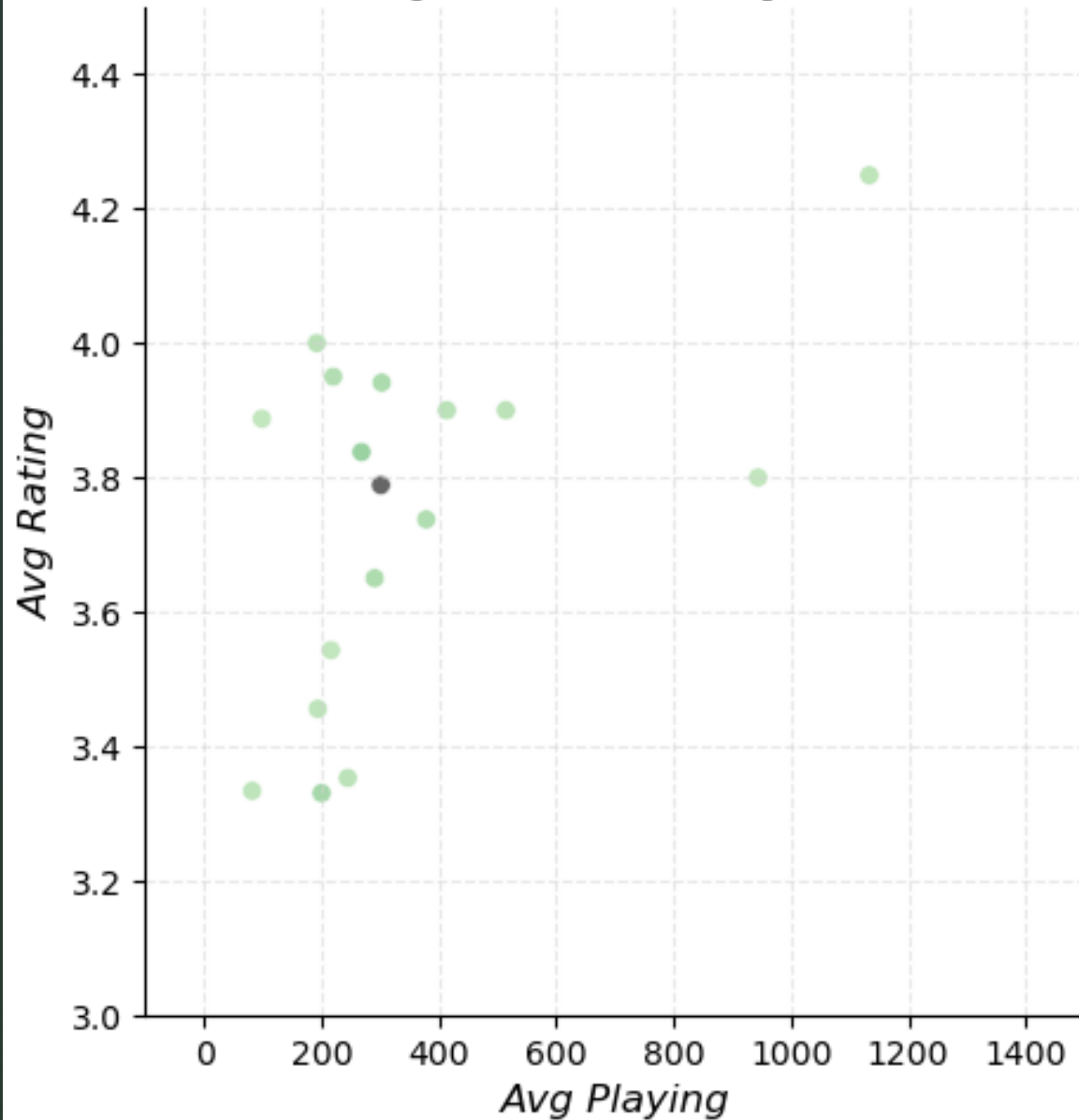
Developers	
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Ubisoft Entertainment	20
Sega	19

## Average Rating of Top 20 Devs

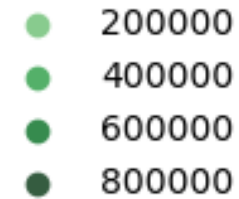


Developers	Average Rating by Dev		Number of Titles by Dev	
ZA/UM	4.60		2	
Mobius Digital	4.55		2	
Konami Computer Entertainment Japan	4.55		2	
Team Cherry	4.45		2	
Tour De Pizza	4.40		1	
07th Expansion	4.40		1	
Buena Vista Games	4.40		2	
Edmund McMillen	4.40		1	
Atlus USA	4.40		1	
Aspyr Media	4.40		1	

## Top 20 Developers

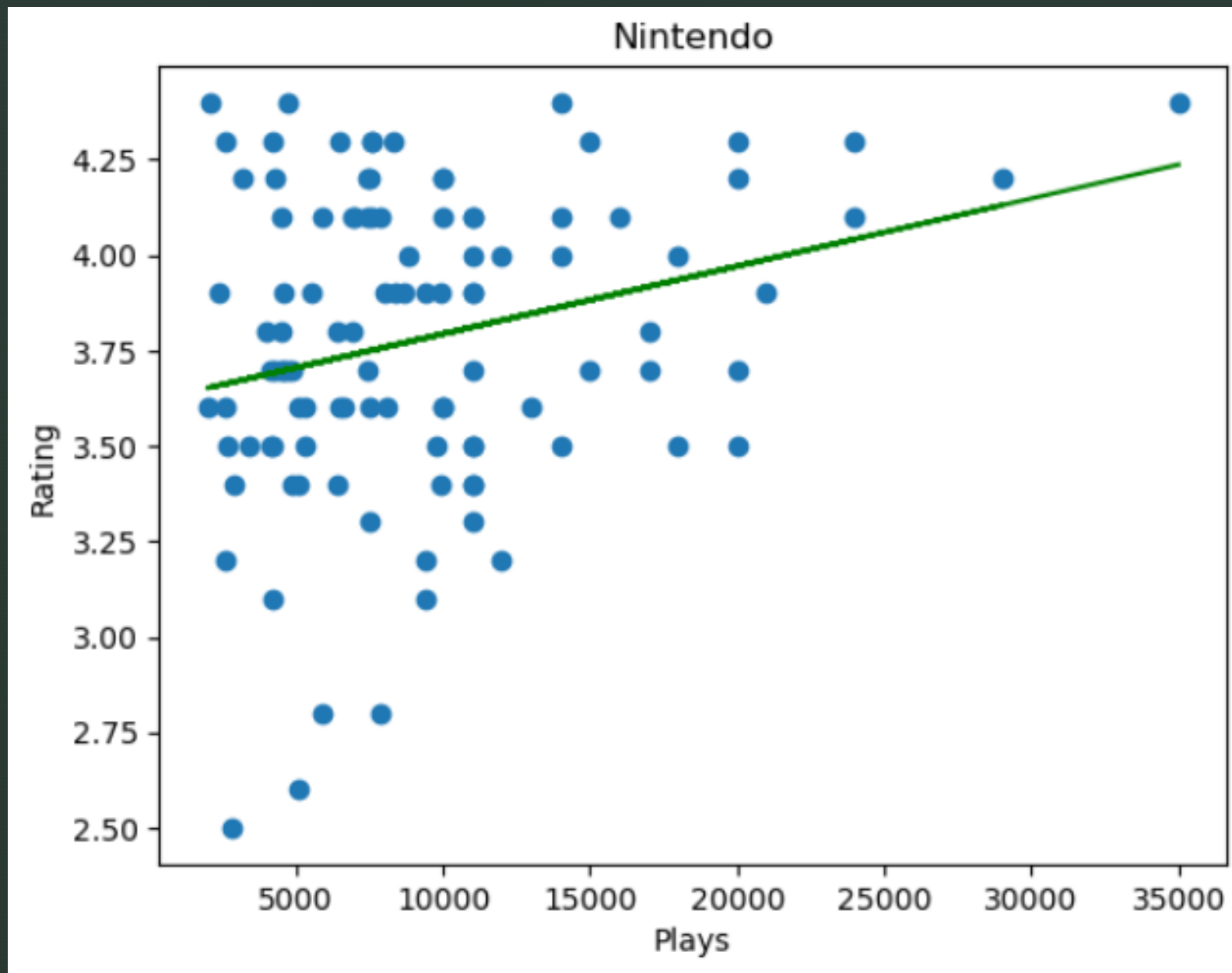


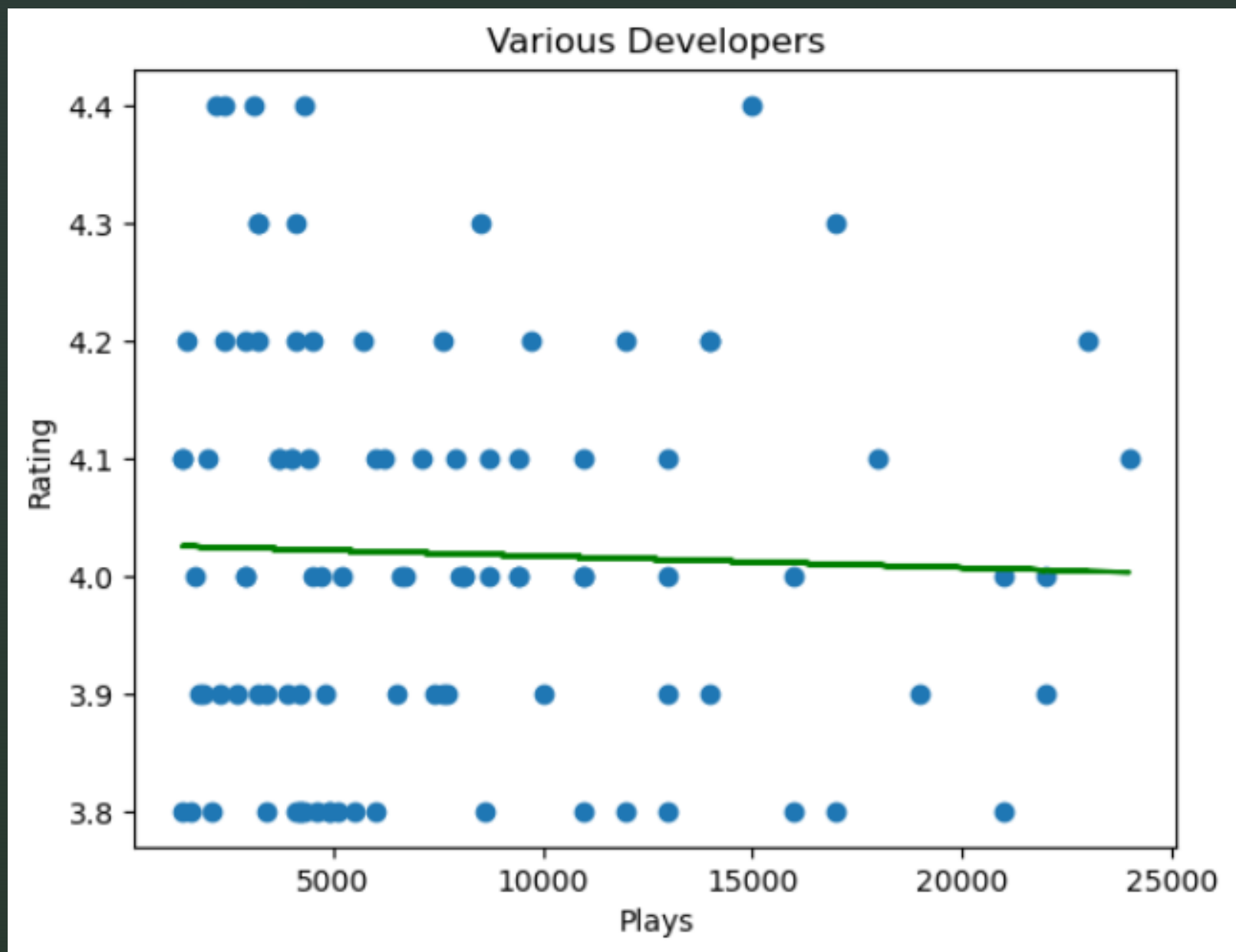
Total Number of Plays by Dev



Developers	Avg Rating by Dev	Avg Number Playing by Dev	Sum of Plays by Dev
Nintendo	3.788679	301.216981	972700.0
Capcom	3.837838	268.270270	260600.0
Ubisoft Entertainment	3.330000	200.200000	195400.0
Sony Interactive Entertainment	3.941176	302.647059	168400.0
Electronic Arts	3.650000	290.714286	156500.0

Regression - Does a higher amount of plays mean higher ratings?

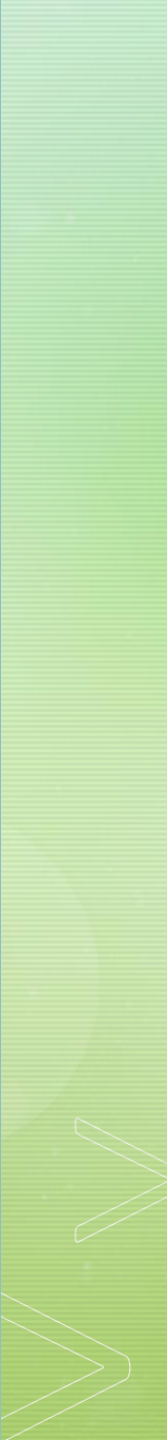








# Call to Action

- "Developers with fewer titles care more than larger developers and produce better products."
  - Quality vs Quantity turns into Customer vs Company Profit
  - From a customer's perspective, Indie and small developers make better games for niche markets.
  - From an investor's perspective, Nintendo has the system to produce profit. They produce profitable games.
- 

# Bias and Limitations

- More Detail
  - User base/Concurrent players
  - Not sure if the game is linear/live service/limited
- Dataset is static (not an API)
  - Dataset isn't constantly updated (last update was mid-2023)
- Unclear of the origin of the data

# Future Work

- Dataset that had an api feed like Steam
- Analyze bias in Rating vs Number of Reviews
- Playthroughs/Completions of the games
- Separate Game Developers from Game Producers
- Estimate or exact size of the development team.

# Works Cited

- Chaves, Matheus Fonseca. *Popular Video Games*, 11 July 2023,  
[www.kaggle.com/datasets/matheusfonsecachaves/popular-video-games/data](https://www.kaggle.com/datasets/matheusfonsecachaves/popular-video-games/data).



Questions?

