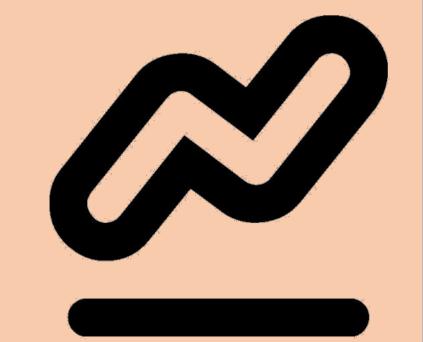


Studies on Video Game Market

-- Targeted for Game Companies and Game Players



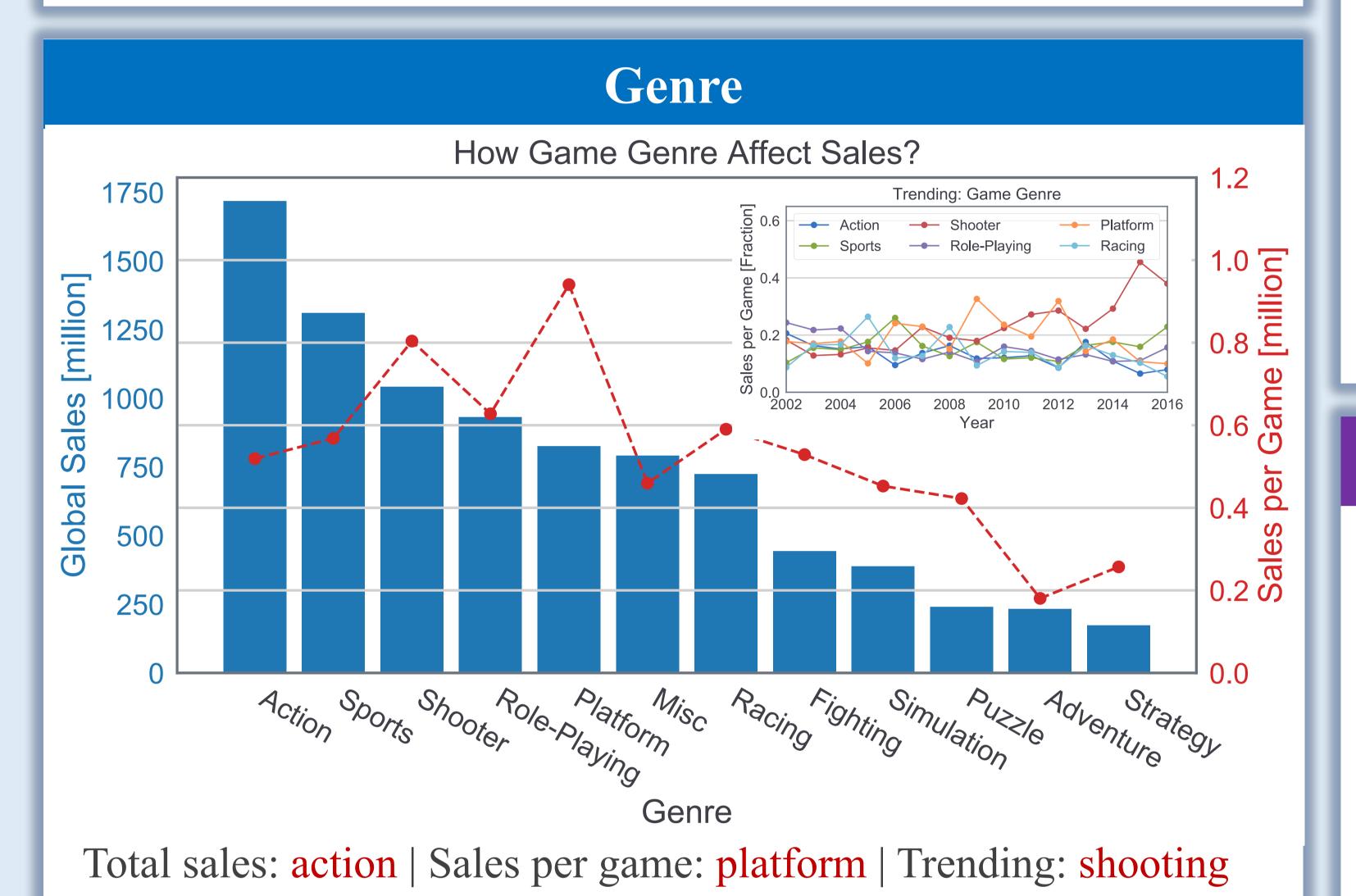


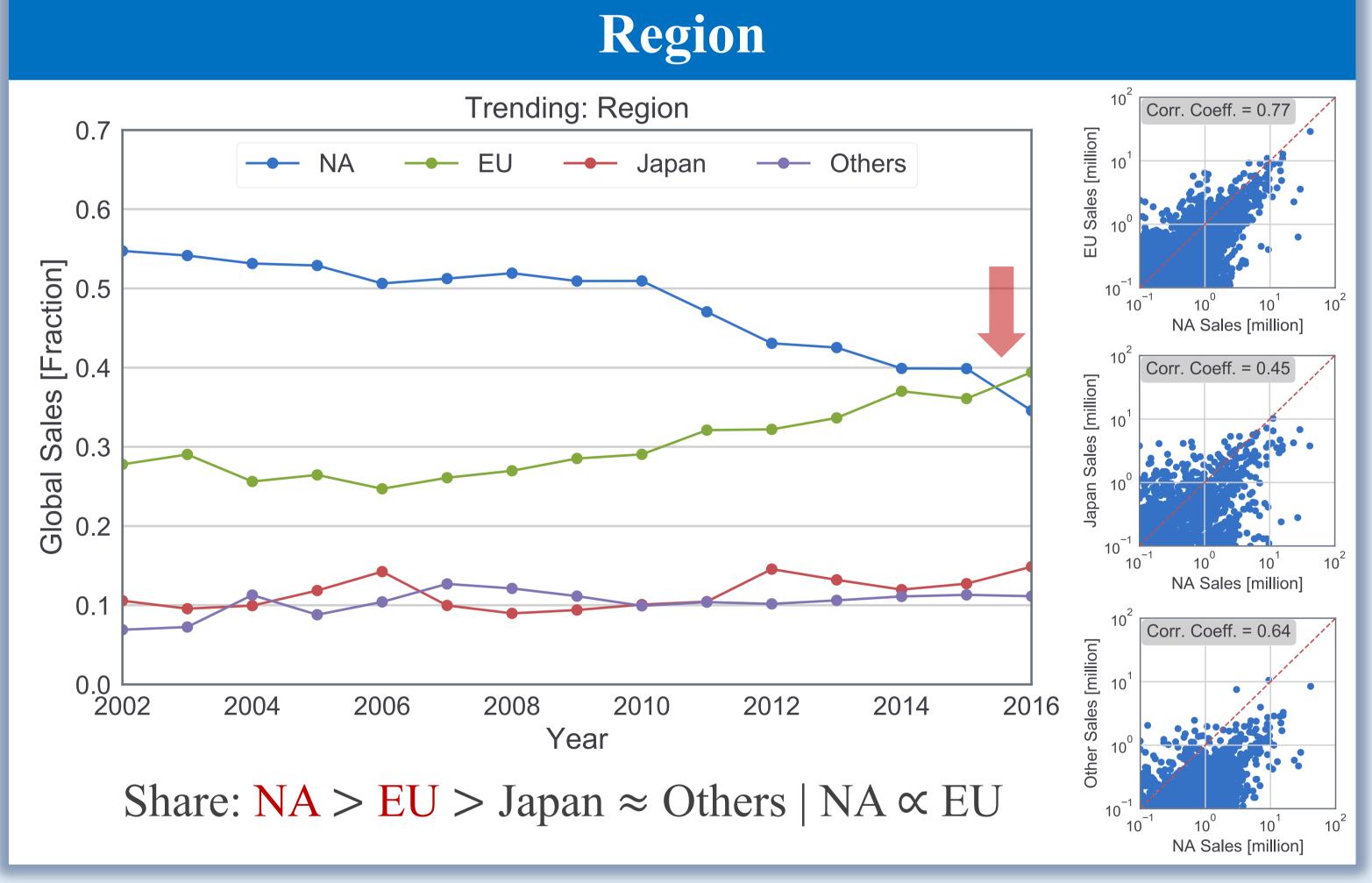
Project and Impact

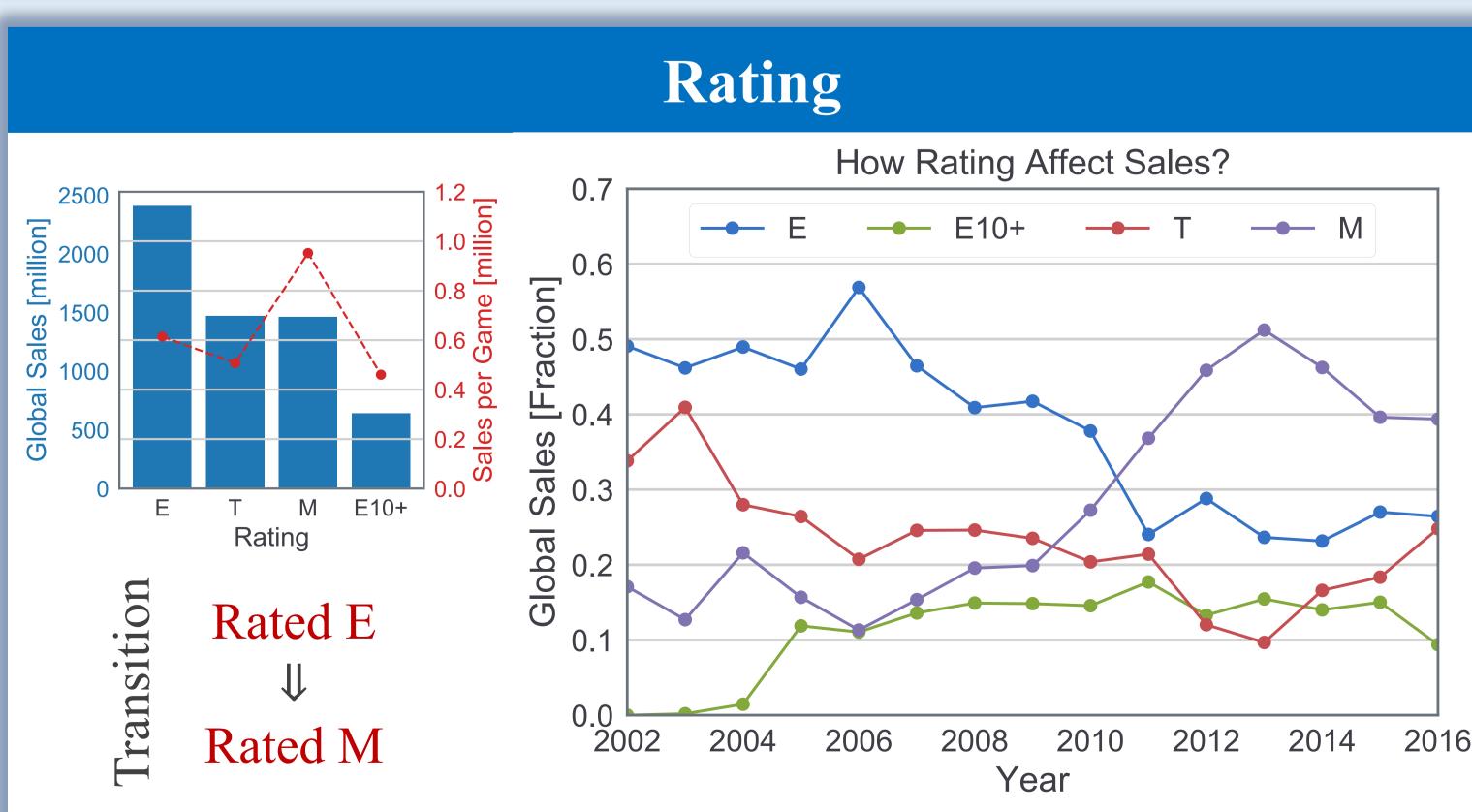
- Gaming industry thriving: data↑ ⇒ opportunities↑
- Project: build a website provide advisories for:
 - Small companies and individual developers
 - Game players
- Why this project will make an impact?
 - Intuitive: data visualization

Easy to use & FREE!

• Freedom: customizable research





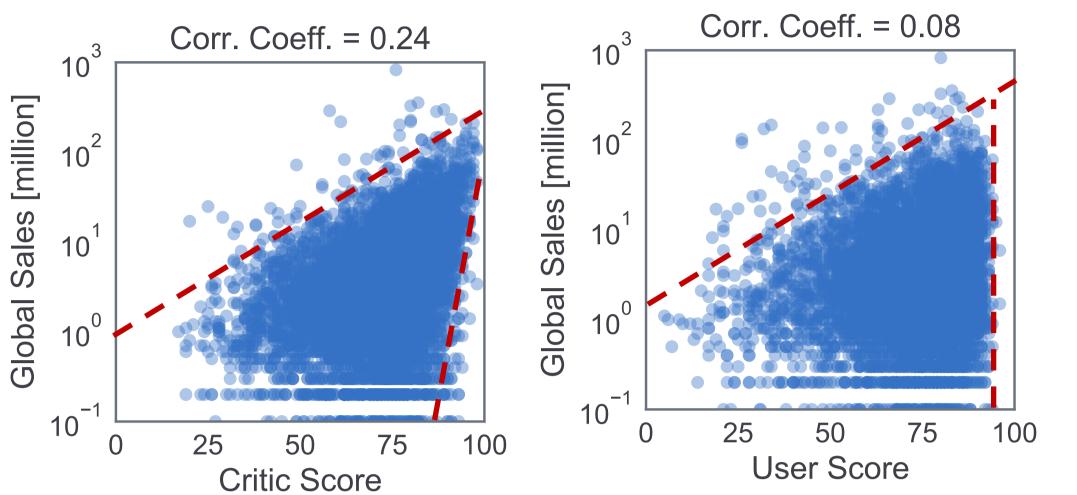


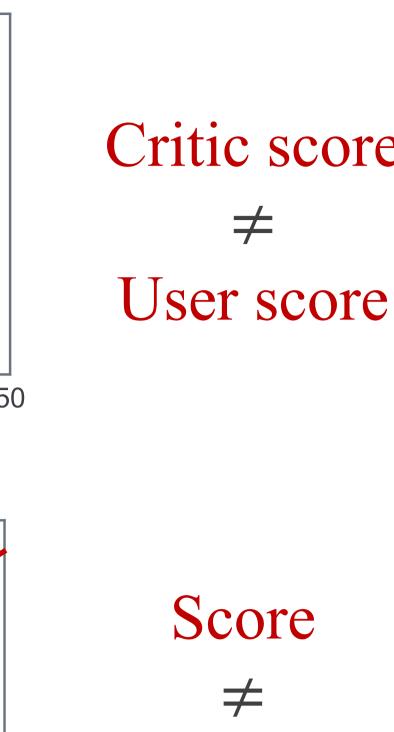
Data Source: MetaCritic | Project Location: Github

About me: LinkedIn | Github | LeetCode

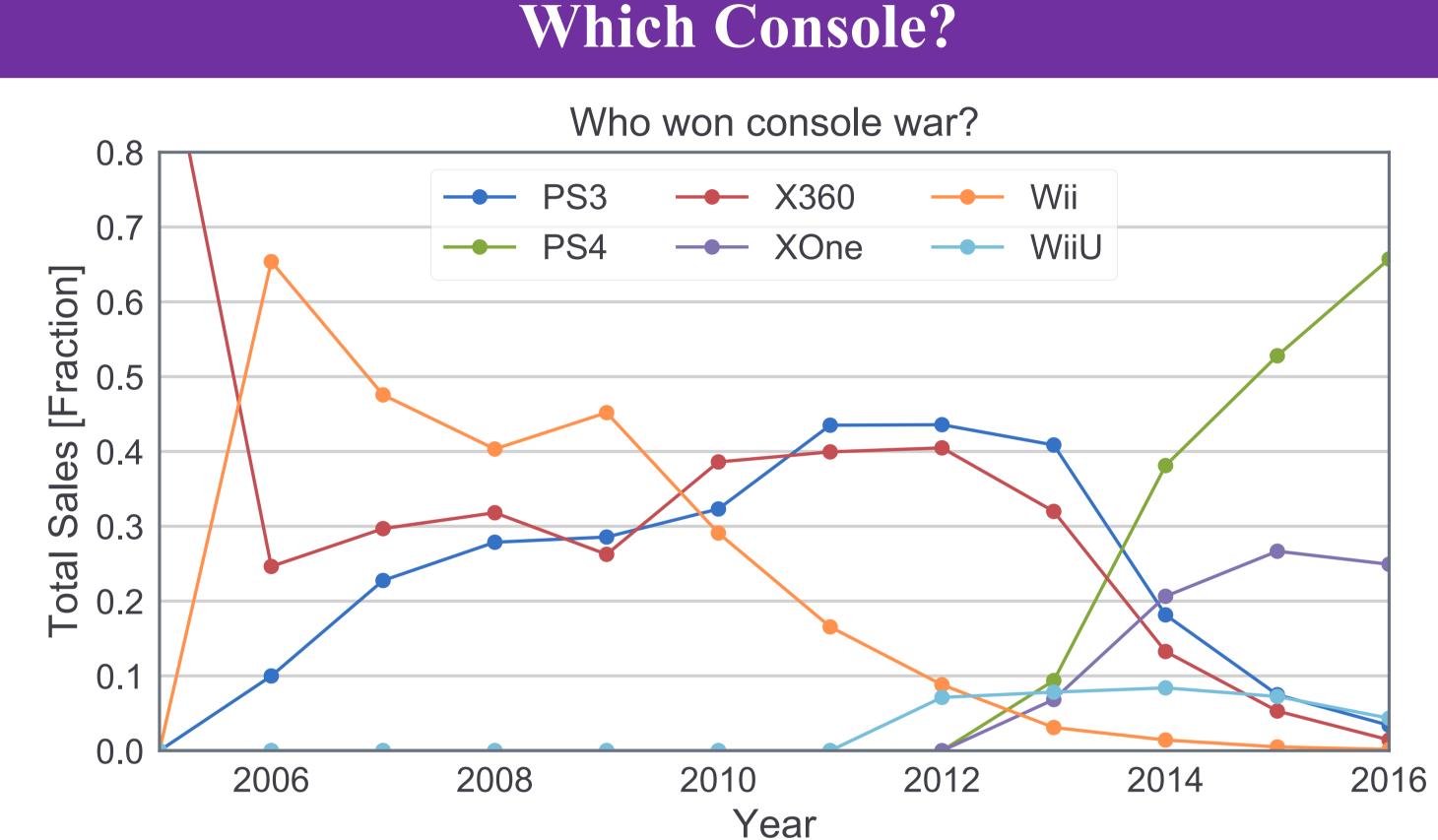
Corr. Coeff. = 0.58 Difference mean:1.42 std:12.72 User Score Critic score 750 User score 250 User - Critic Critic Score Corr. Coeff. = 0.08 Corr. Coeff. = 0.24

Critic or User Score?

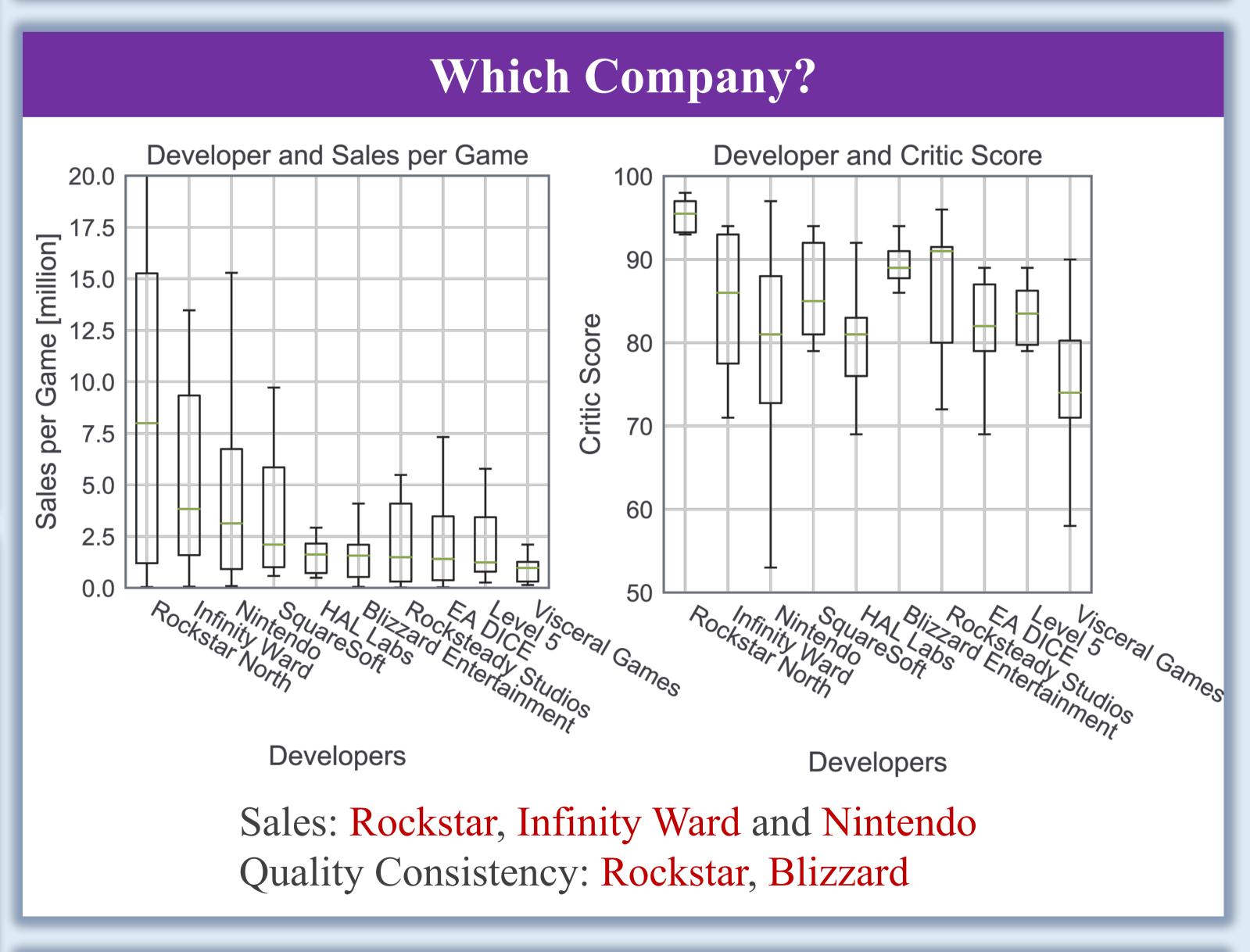




Sales



Last console war: Nintendo won | This console war: Sony is winning



Summary and Outlook

- Many interesting patterns discovered:
 - For game company: genre | region | rating
 - For game player: score | console | company
- Next steps: more data | website | user customizable plot
- Further thoughts: easily generalized to movies / songs