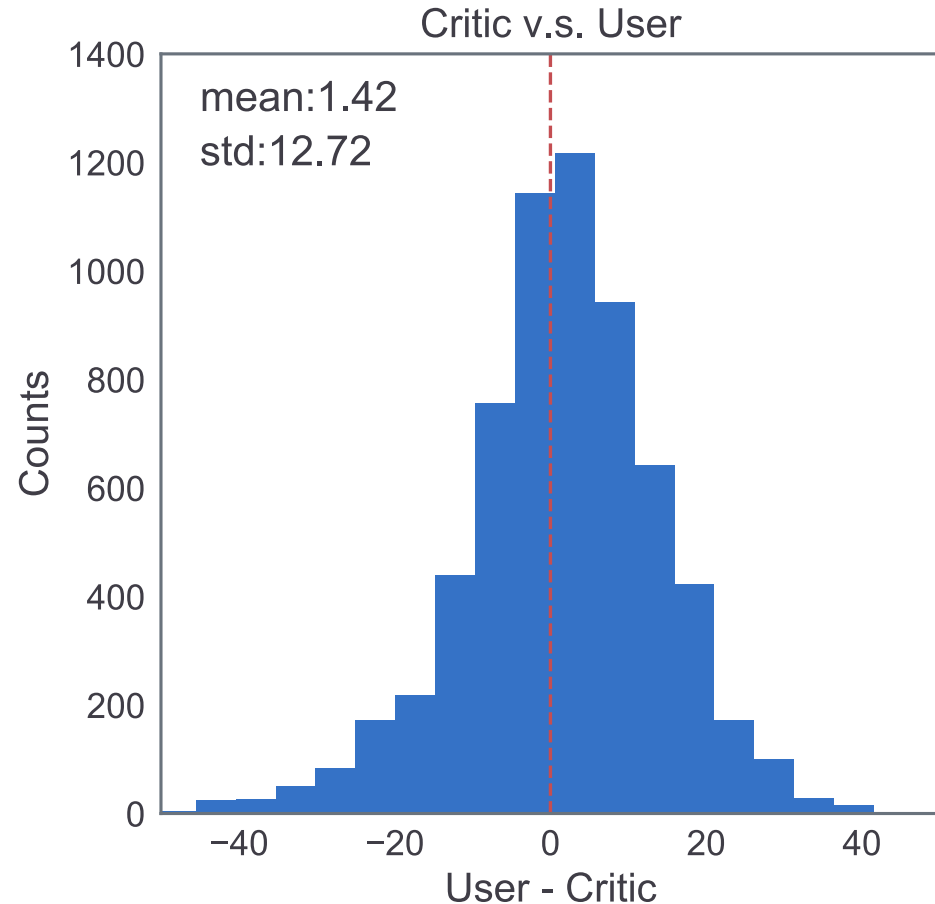
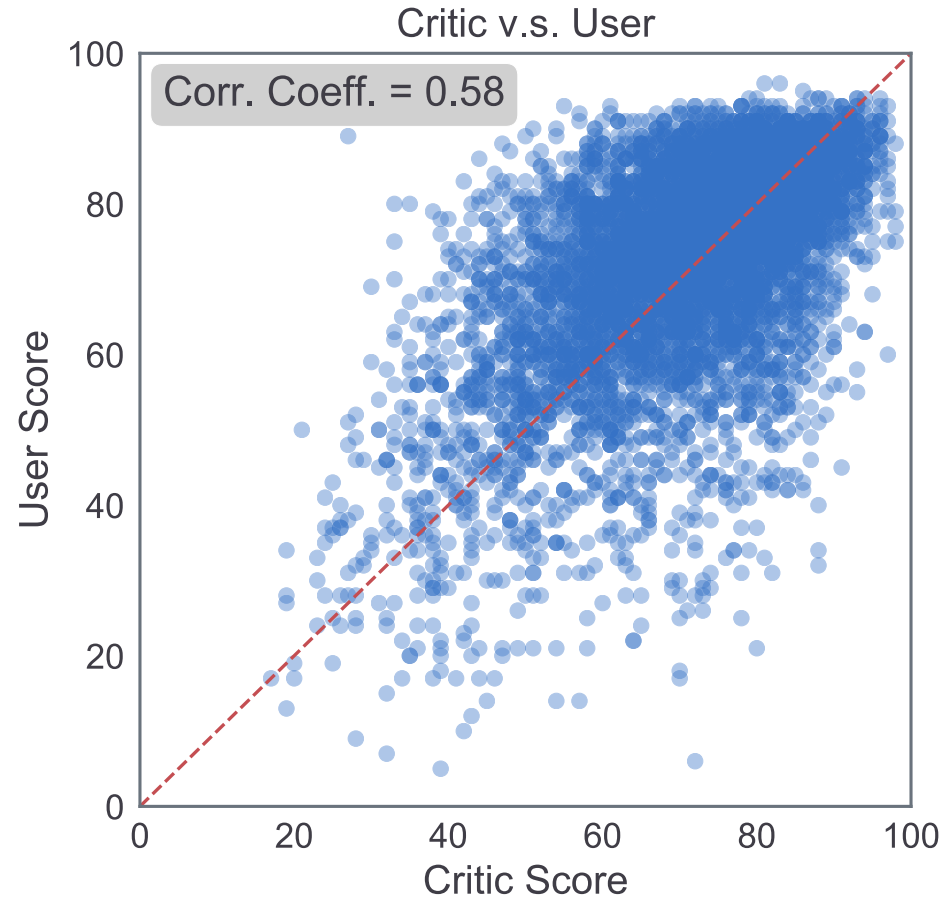
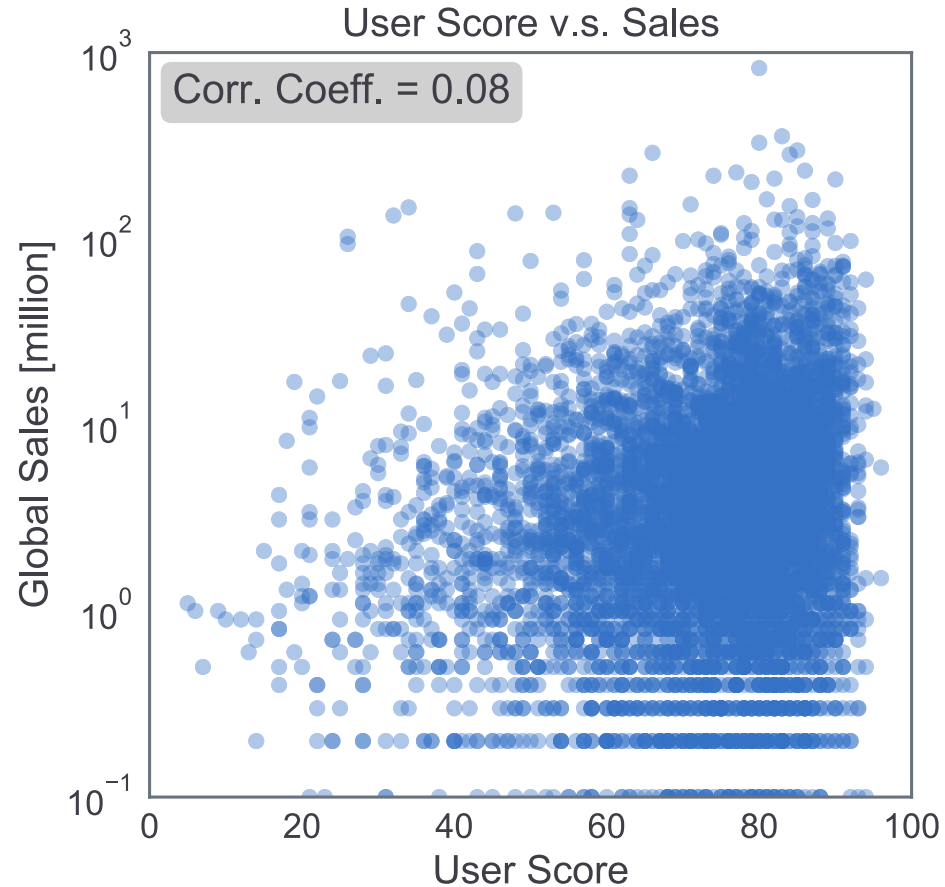
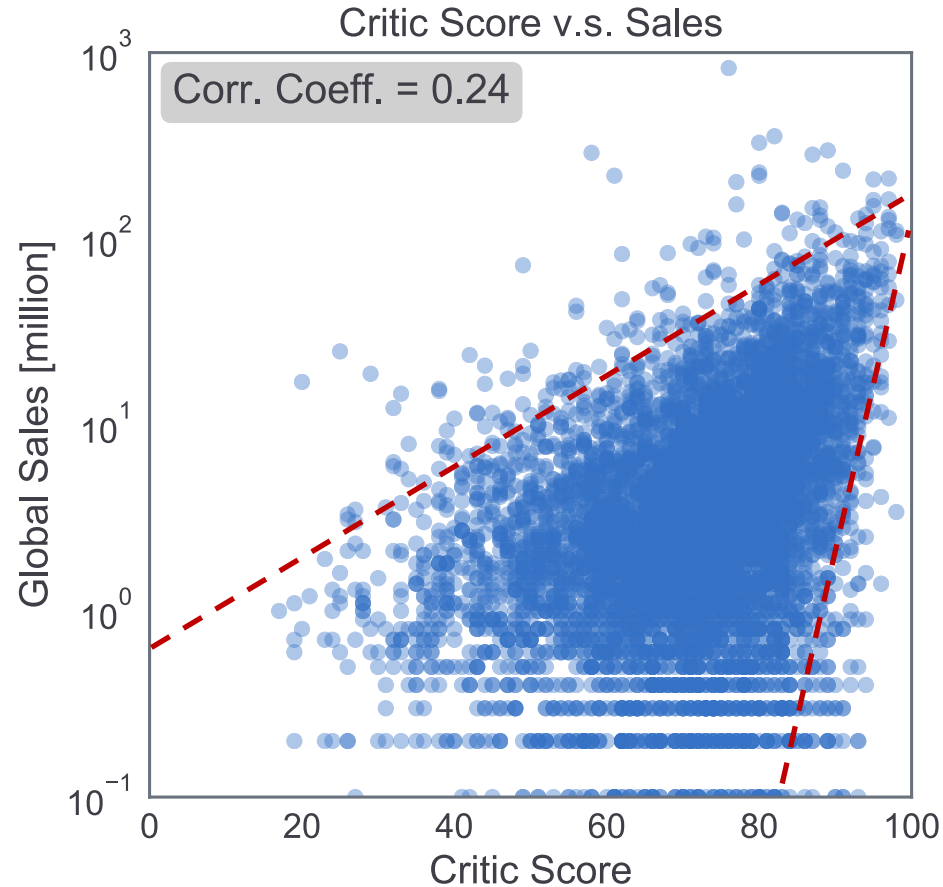


- My previous presentation is mainly targeted for **game companies** and developers;
- However, **game players** have very different interests: game quality and popularity.
- My preliminary analyses help game player choose the game by answering the following questions:
 - Should I trust the **critic score or user score**?
 - Which developers make **good and popular** game?
- Goal is to build a webpage to provide game players with **personalized suggestions**.

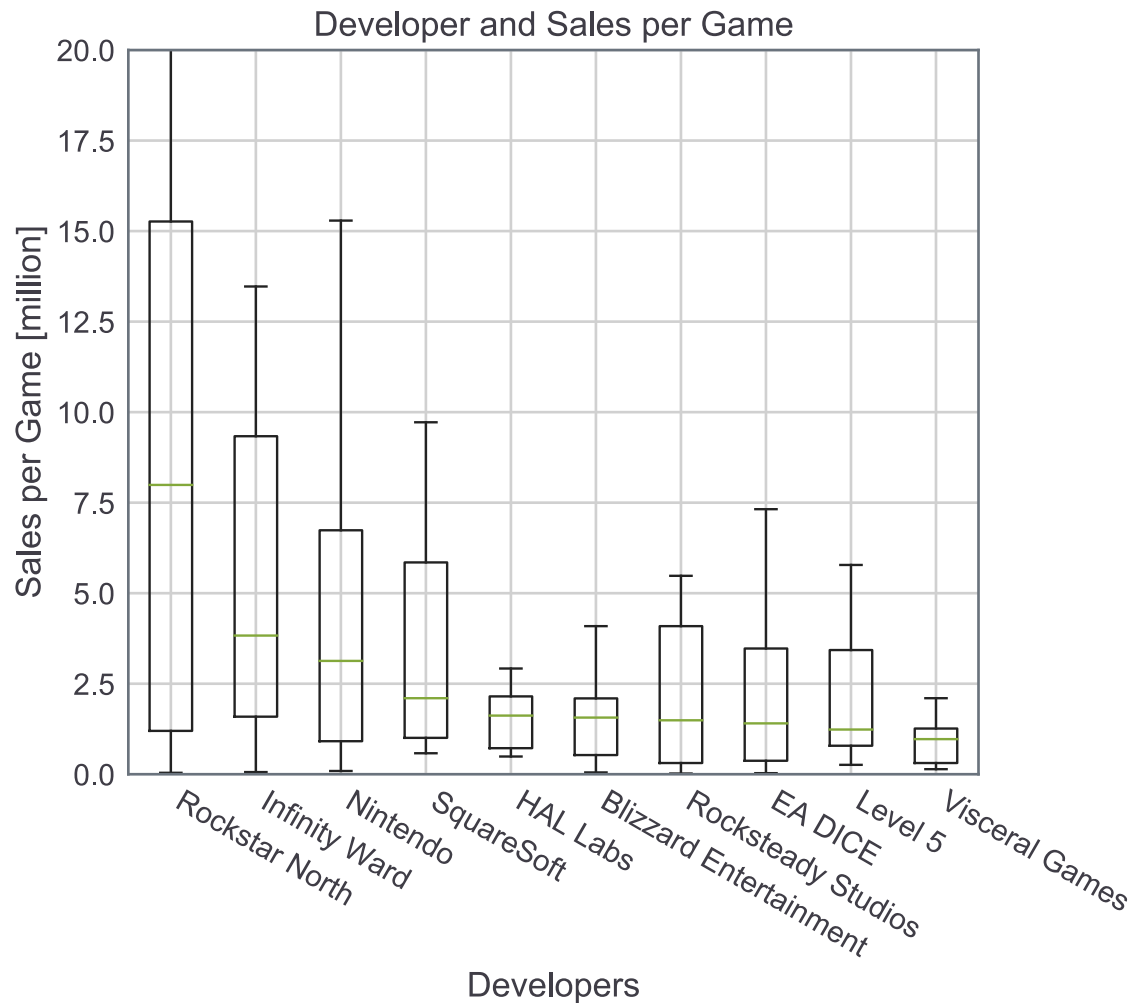


- Critic and user scores are not strongly correlated;
- Both scores have similar mean, but the differences can easily go beyond 10 points depending on the game;

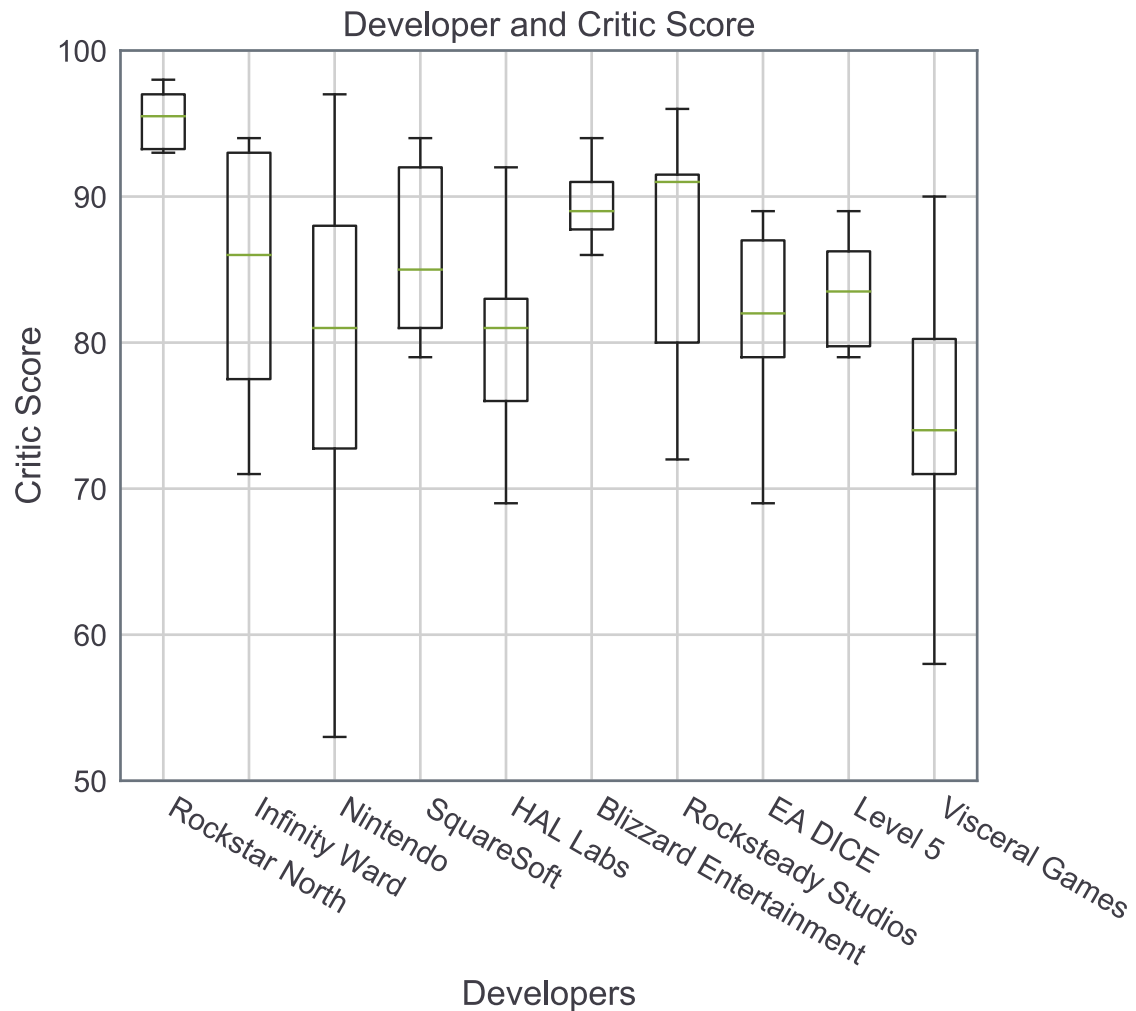


- Even though correlation between **critic score** and sales are not strong, critic score sets upper and lower bounds for the sales;
- **User score** can not predict the sales

- **Observations and thoughts on game score:**
 - **Critic** and **user scores** are correlated, but the difference can sometimes be very large;
 - **Critic score** could roughly predict the sales of the game, while **user score** couldn't;
 - Player should trust **critic score** since it balances quality and popularity.
- **Future work:** case study of the outliers where critic and user scores are very different, which might provide additional insights.



- Players care more about sales per game:
Rockstar and Infinity Ward lead the industry;
- Large variation observed: not all games from the famous developers are best sellers;



- Rockstar and Blizzard have highest critic score, while keeping small variations;
- Game qualities from Nintendo vary the most.

- **Suggestions for game players:**
 - If you prefer popular games, go for **Rockstar, Infinity Ward and Nintendo**;
 - If you prefer good games, **Rockstar and Blizzard** are the safe choices;
- **Future work:** players also have different tastes on game genre and platform. More studies are needed to provide additional suggestions.