



# FOUR DECADES OF GAMING

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## COMPELLING STORY:

The Video game market is expected to be worth over 90 billion U.S. dollars this year in 2020. There are more than 2.5 billion video gamers worldwide. Out of all the video game consoles, and all the various video game genres, which game is the all-time best? Are the gaming trends and preferences consistent across the world?

## DATA DESCRIPTION

### & SOURCES:

This dataset is a summary of video game sales and ratings worldwide, over a span of four decades. The dataset covers several platforms and various developers. There are 16 variables and over 16,000 records. The data was collected from Kaggle at the following link: <https://www.kaggle.com/rush4ratio/video-game-sales-with-ratings>  
R-Packages: Plyr, treemap, reshape2, ggplot2

## THE AUDIENCE:

The audience for this analysis would primarily be both developers and individual gamers. Anyone who is interested in the gaming statistics over the last four decades. Developers may be interested to see the user trends and which games are the most successful. Individual gamers would be interested to see where their favorite games fall in the statistics as well as to see what other games are highly rated and sold that they may be interested in playing.

