VIDEO GAMES.

with

DATA Analyst

Long-term Internship

PROJECT Report.

Team members :

Team Leader : PAmu poornima

Team member : pasupureddy YESWANTH

Team member : PALIKILA ROHIT Reddy

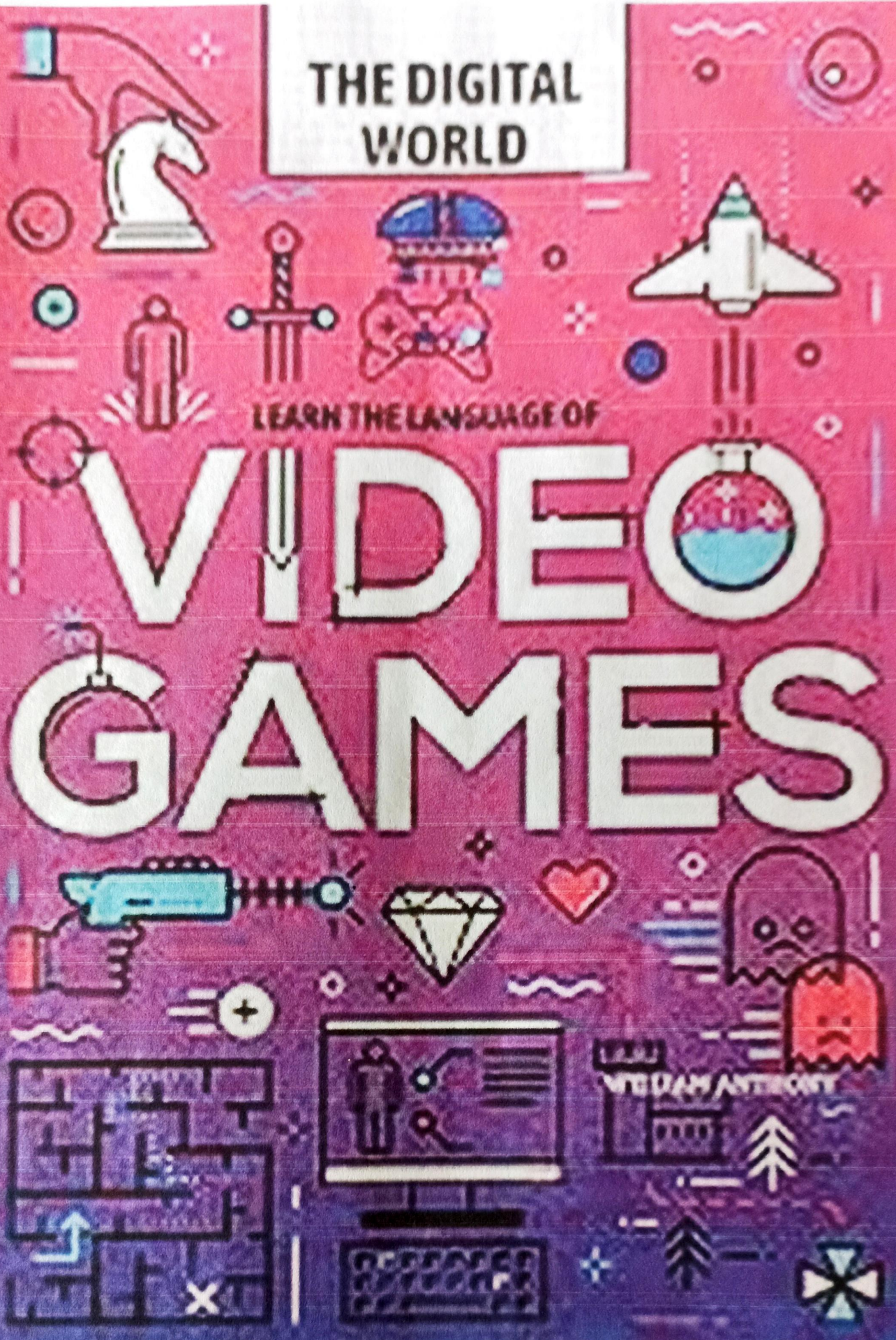
Team member : pappala Hareesh

Team member : Paila Sunil Kumar.

THE DIGITAL WORLD

LEARN THE LANGUAGE OF

VIDEO GAMES



WILLIAM ANTHONY

THE GAMING INDUSTRY

Introduction :

overview :

Video games have evolved from simple pixelated adventure to immersive, interactive experience. They encompass various genres like action, adventure, role-playing, and simulations providing players with diverse worlds to explore and challenges to conquer. with advances in technology, gaming has become a mainstream form of entertainment.

Certainly Here's a concise overview:
video games have evolved significantly since their inception. Initially, they where simple pixelated experiences, but how they compress complex narratives, stunning graphs, and immersive gameplay. From classic arcade games to modern AAA titles, video games cater to a diverse range of tastes and preference

Purpose :

the purpose of video games varies depending on the individual player and the game itself. For many, they serve as a form of entertainment and relaxation., providing an escape from everyday life. others play for social interaction, either competing against friends or cooperating with them in multiplayer games. video games can also offer intellectual stimulation.

Literature Survey :

1. effects on players : studied on the cognitive, emotional, and behavioral effects of video games on players of different ages and backgrounds.

2. Social Interaction :

exploration of how video games ficilitate social interaction and communication among players, both online and offline. this includes studies on mutiplayer dynamics, community formation

3) Educational potential : Examination of the Educational value of video games and their use as tools for learning and skill development. this includes research on serious games, gamification, and the effectiveness of Educational game design in various contexts.

4) Industry trends :
Analysis of industry practices, market trends, and technological innovations in the video game industry. this includes studies on games development processes, business models.

THEORITCAL Analysis :
theoritcal analysis of video games involves applying various theoretical frameworks to understand and interpet different aspects of gaming culture, design, and player Experiences.

Narratology :
Analyzing video games as narrative Experience, focussing on storytelling techniques, character development, plot structures, and the way in which players interacts.

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Dashboard Layout

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Device Preview

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Sheets
- sales in differen...
- Genre with Rank
- Total Sales
- Top10 publishers
- Best 10 selling ...
- Top10 EU sellin...
- Top10 Japan ...
- Top10 ...

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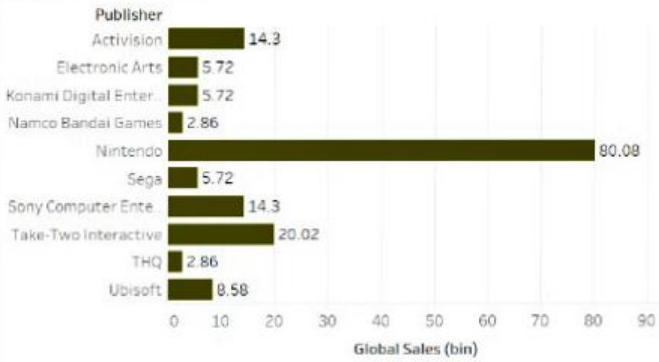
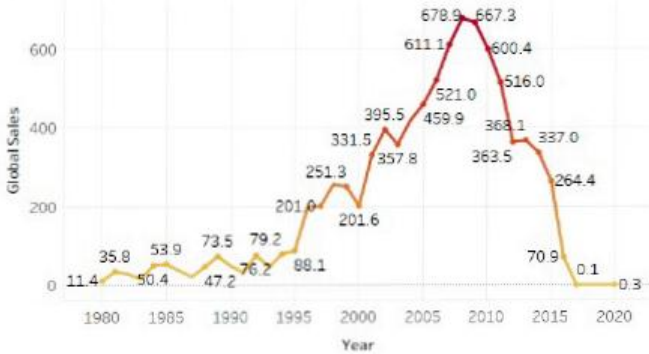
video game sales dashboard

Top10 publishers

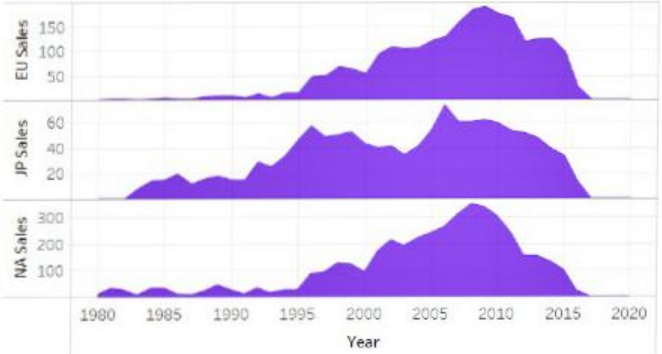


Genre with Rank

Total Sales



sales in different region



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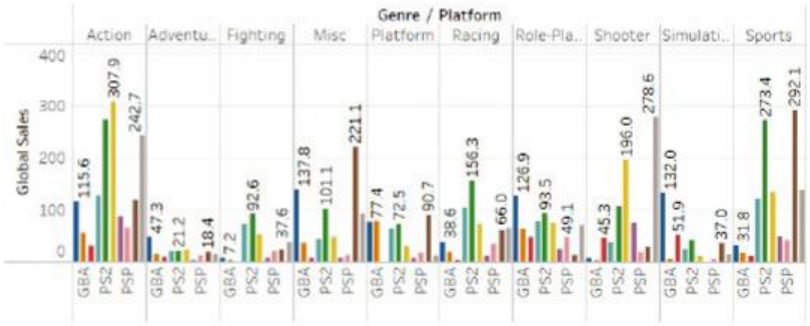
top selling video games in different counties dashboard

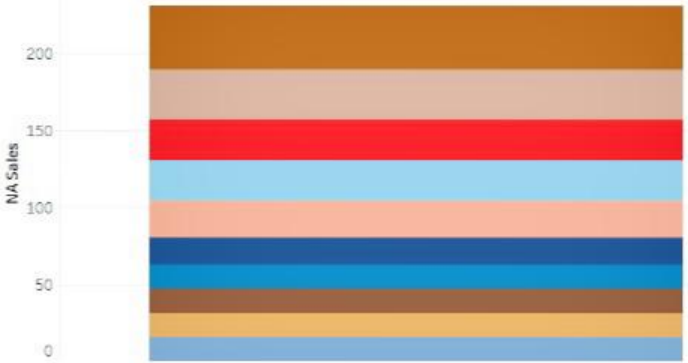
Best 10 selling Genre on platform



Top10 EU selling videogames

Top10 Japan selling video games

Top10 NorthAmerican selling videogames



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Experimental investigation:

Experimental investigation of video games involves designing and conducting scientific studies to explore various aspects of gaming, player behaviour, and their effects. Here are some common areas of research in experimental investigation of video games.

Cognitive effects: Studying how playing video games effects cognitive function such as attension, memory, spatial skills, problem-solving, and mutitasking experimental designs may include measuring cognitive.

Emotional Responses: investigation how video games influence emotional experience, including postive emotions like enjoyment and excitement, as well as negative emotions like frustration or anxiety.

Experimental may use self-report measures, physiological indicators or behavioral observation to assess emotional responses to gaming.

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Story 1

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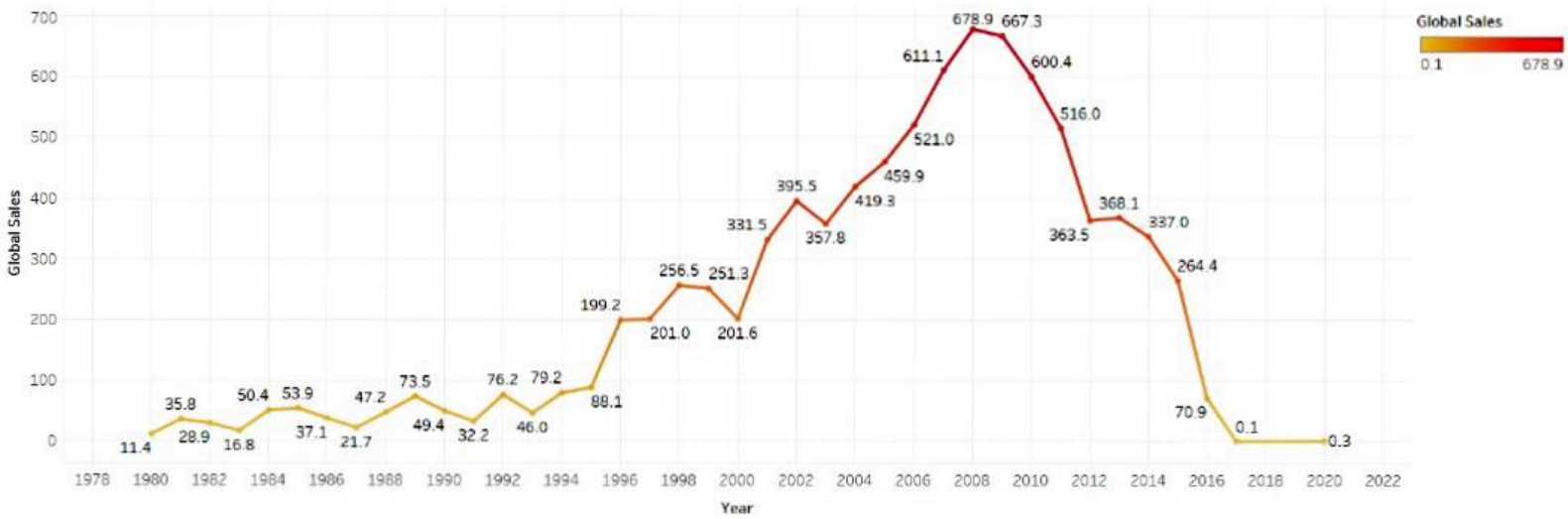

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This pie chart illustrating game sales in Europe, where Wii Sports stands out with the highest sales among other titles, provides a clear visualization of the distribution of sales among different games in the region.In this chart, each game is represented by a slice of the pie, with the size of the slice corresponding to its sales figures. Wii Sports occupies the largest slice, indicating that it has the highest sales among the listed games in Europe.This visualization immediately highlights the significant popularity and success of Wii Sports in the European gaming market compared to other titles. It suggests that Wii Sports has resonated strongly with European

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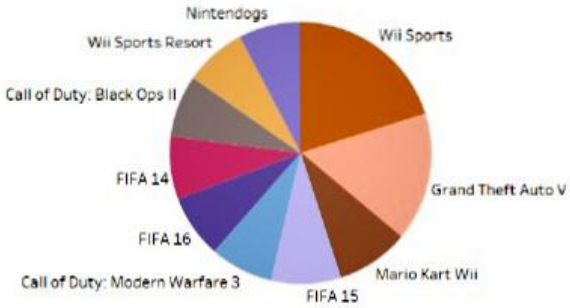

Name
- Wii Sports
- Grand Theft Aut..
- Mario Kart Wii
- FIFA 15
- Call of Duty: Mo..
- FIFA 16
- FIFA 14
- Call of Duty: Bla..
- Wii Sports Resort
- Nintendogs

EU Sales
144.12

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Flow chart :

Collected the given data.

Preprocused the above data.

uploaded into IBM cognos.

Created data modules

created data visulations.

like dashaboard and Story.

we used chats like pic, bubble.

charts. like chart etc.

we Analysed all data

and created document

we sended our HTML file

to flask

Completed our porfar.

Applications :

creating a flowchart for the development process of video games can be complex but exciting. Here's a simplified version.

1. Conseptualization :
   - Brainstorming game ideas.
   - Selecting a concept.

2. Design :
   - game mechanics : Define how the game will work.
   - story boarding : map out the game's narattive and progression.
   - Level design : plan the layout of game travels.

3. Development :
   - programming : writing the code to bring the game to life.
   - Designing, characters, Environments, and other visual elements.

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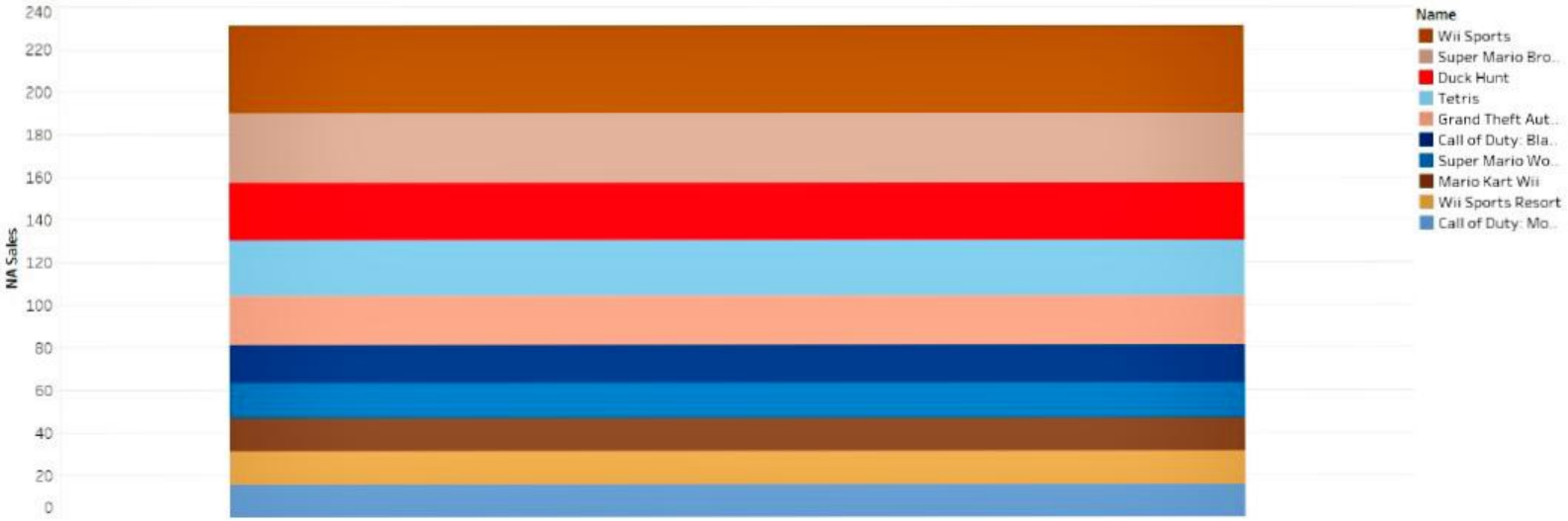
It is a tree chart showcasing the top 10 selling video games in Japan, where Mario Kart Wii emerges with the highest sales among the listed titles, offers a visually engaging representation of the popularity and sales performance of these games in the Japanese market. In this chart, each game is represented by a branch or node within the tree structure, with the thickness of the branch or size of the node indicating its sales figures. Mario Kart Wii stands out prominently as the top-selling game, with the largest branch or node in the chart. This visualization effectively communicates the dominance of Mario Kart Wii in the Japanese gaming market.

In this stacked bar chart displaying the top 10 selling video games in North America, where Wii Sports emerges with the highest sales among the listed titles, provides a visual representation of the sales performance of these games in the North American market. In this chart, each game is represented by a stacked bar, with different segments of the bar corresponding to the sales figures of each game. The segment representing Wii Sports stands out as the tallest within the stacked bars, indicating its position as the top-selling game in North America.This visualization effectively conveys the significant popularity and sales success of Wii Sport.



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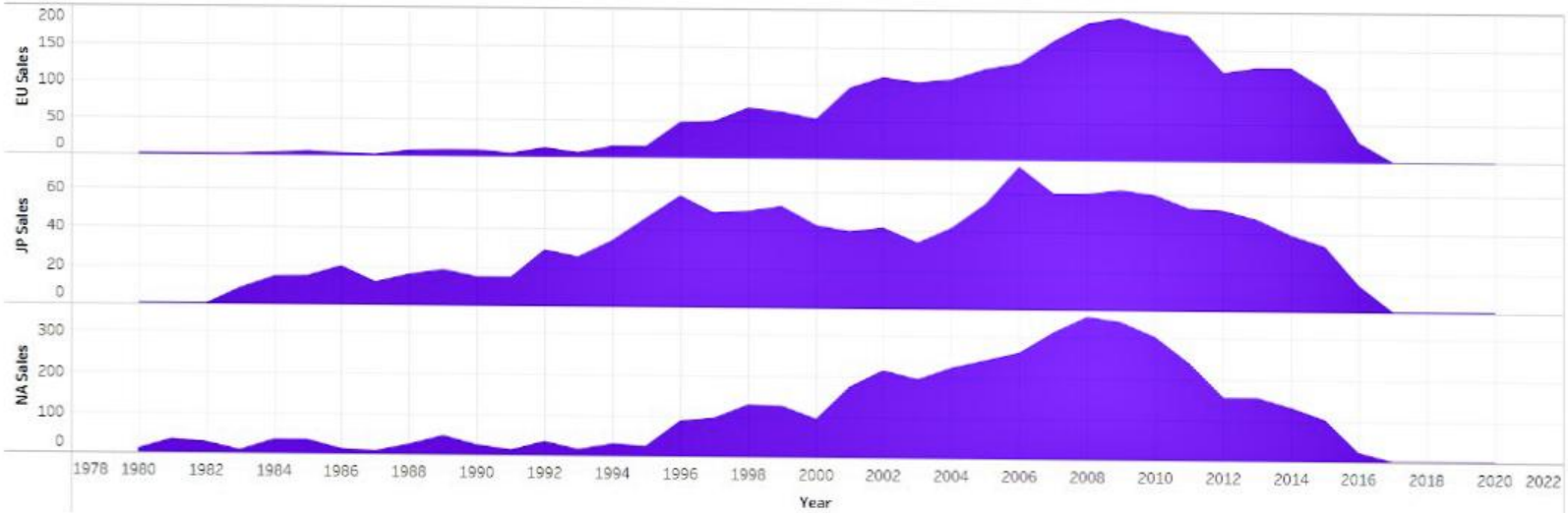

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Conclusion:

Certainely :, the conclusion of video games can vary greatly depending on the game itself. Some games have multiple ending based on player choices, while others have a fixed conclusion. Ultimately, the conclusion serves to wrap up the storyline and provide a satisfying resolution to the player's journey.

Result: the results of playing video games can vary of each individual some people find enjoyment, relaxation, and stress relief, while others might experiesl frustration or addiction if not managed properly. Research suggests that moderate gaming can have positive effects on cognitive skills, problem solving abilities, and social connections, but excessive gaming can lead to negative impacts.

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Genre
- Action
- Adventure
- Fighting
- Misc
- Platform
- Puzzle
- Racing
- Role-Playing
- Shooter
- Simulation
- Sports
- Strategy

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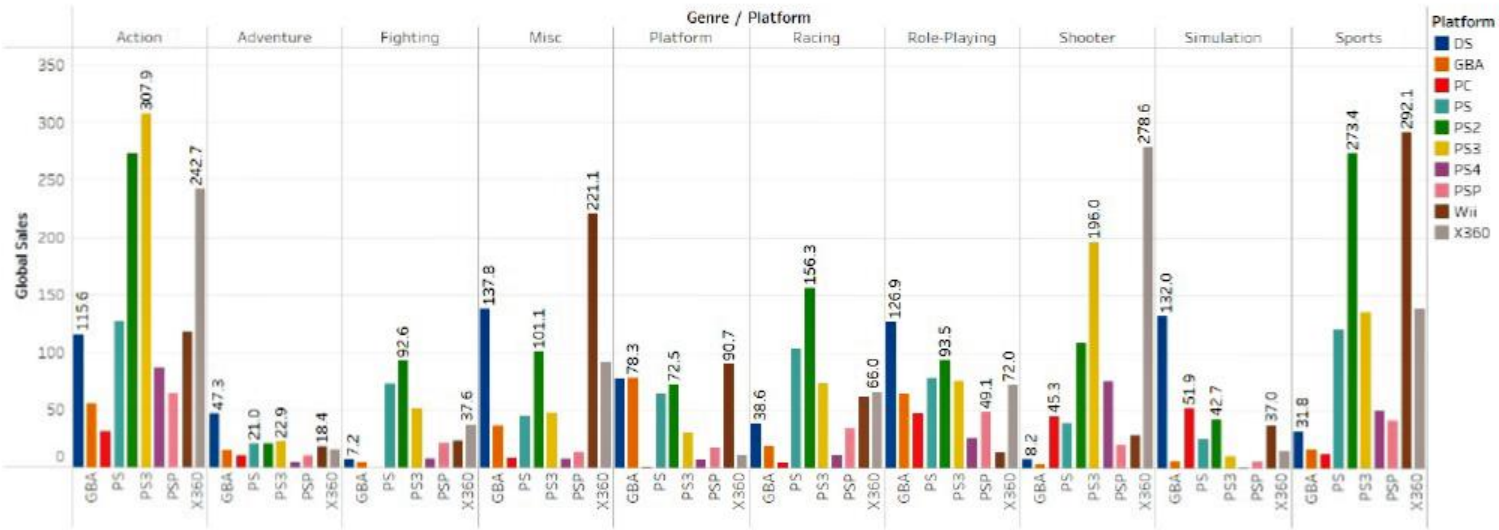

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Advantages :

1) Entertainment : video game provide an immersive form of entertainment that can be enjoyable and engaging.

2) Skill development : certain games can help develop cognetive skills

Disadvantages :-

1) Addiction : excessive gaming can lead addiction, causing negative impact on mental health.

2) Health Risks : prolonged periods of gaming can contribute to physical health issues such as eyestrain.

Future Scope :

1) virtual Reality and Augmented technologies continue to evolve, offering immersive gaming experiences that blur the lines.

2) cloud gaming : cloud gaming services allow players to stream games directly to their devices.

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This area chart shows how sales have changed over time in Japan, Europe, and North America, from 1980 to 2020. Each region has its own colored area on the chart. By looking at this chart, you can see if sales went up, down, or stayed the same in each region over the years. It helps us understand which regions were doing well in terms of sales and which ones faced challenges. For example, if one region's colored area is consistently higher than the others, it means sales were generally better there. On the other hand, if a region's colored area is mostly flat or declining, it suggests sales might not have been as strong in that area.

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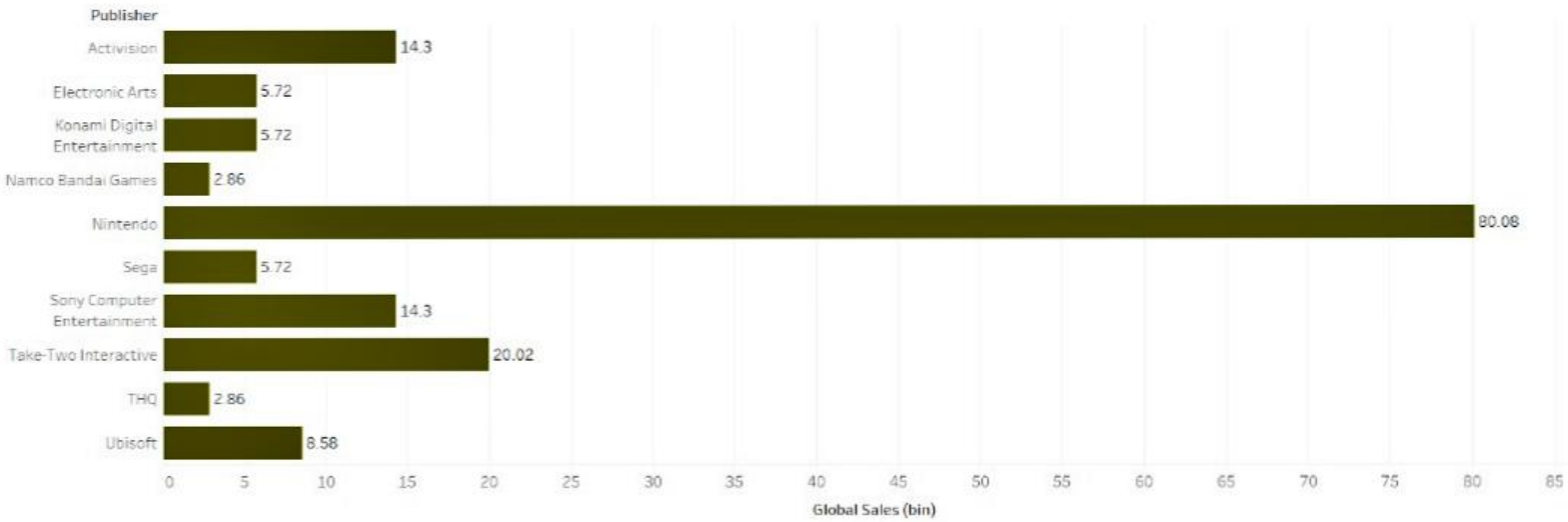
This graph chart illustrating global game sales from 1980 to 2020 provides a comprehensive overview of the gaming industry's growth and evolution over four decades.In this chart, the x-axis represents the years from 1980 to 2020, while the y-axis represents the global sales figures, typically measured in a currency such as USD.Viewers can observe the trend of global game sales over time, including periods of rapid growth, fluctuations, or plateauing. This visualization allows for the identification of key milestones or turning points in the industry, such as the introduction of new gaming platforms, the release of groundbreaking titles, or shifts in consumer.

This bar chart showcasing gaming publishers and their respective global sales, where Nintendo emerges with the highest global sales, offers a clear snapshot of the dominant players in the gaming industry and their market performance. Each bar in the chart represents a different gaming publisher, with the height of the bar corresponding to their global sales figures. The bar representing Nintendo stands out as the tallest, indicating its position at the top in terms of global sales among the listed publishers.This visualization highlights Nintendo's significant presence and success in the gaming market compared to its competitors. .



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This bar chart detailing the genre and platform of video games, where the action genre emerges with the highest representation among categories such as shooter, RPG, and others, offers a comprehensive overview of the popularity of different game genres across various platforms. In this chart, each genre is represented by a separate bar, while different platforms are distinguished within each genre. The height of each bar indicates the proportion or number of games belonging to that genre/platform combination.The bar representing the action genre stands out as the tallest among the genres, indicating its dominance or prevalence compared to other genres.

This pie chart illustrating game sales in Europe, where Wii Sports stands out with the highest sales among other titles, provides a clear visualization of the distribution of sales among different games in the region.In this chart, each game is represented by a slice of the pie, with the size of the slice corresponding to its sales figures. Wii Sports occupies the largest slice, indicating that it has the highest sales among the listed games in Europe.This visualization immediately highlights the significant popularity and success of Wii Sports in the European gaming market compared to other titles. It suggests that Wii Sports has resonated strongly with European

It is a tree chart showcasing the top 10 selling video games in Japan, where Mario Kart Wii emerges with the highest sales among the listed titles, offers a visually engaging representation of the popularity and sales performance of these games in the Japanese market. In this chart, each game is represented by a branch or node within the tree structure, with the thickness of the branch or size of the node indicating its sales figures. Mario Kart Wii stands out prominently as the top-selling game, with the largest branch or node in the chart.This visualization effectively communicates the dominance of Mario Kart Wii in the Japanese gaming market.

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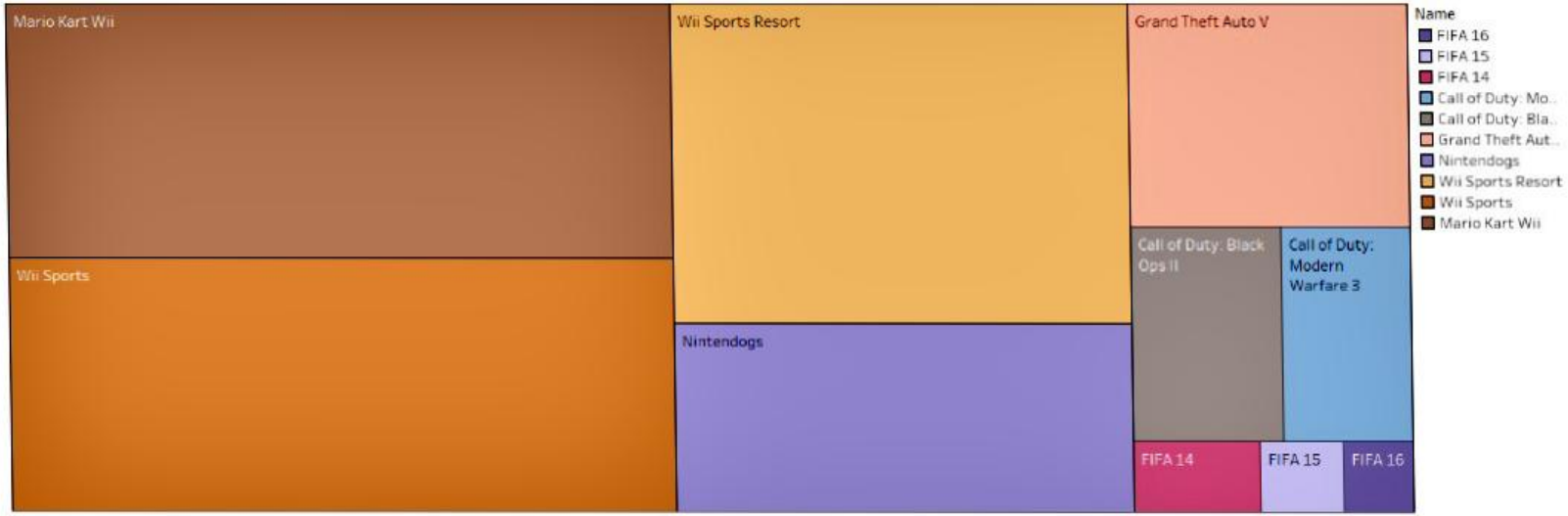

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