

# Video Games Reviews Report

Pedro Andrés Hernández Amador

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## Problem Statement

The video game industry is one of the most profitable industries worldwide; in fact, in 2020 video games generated more revenue in the United States than movies and sports combined; however, money is not everything.

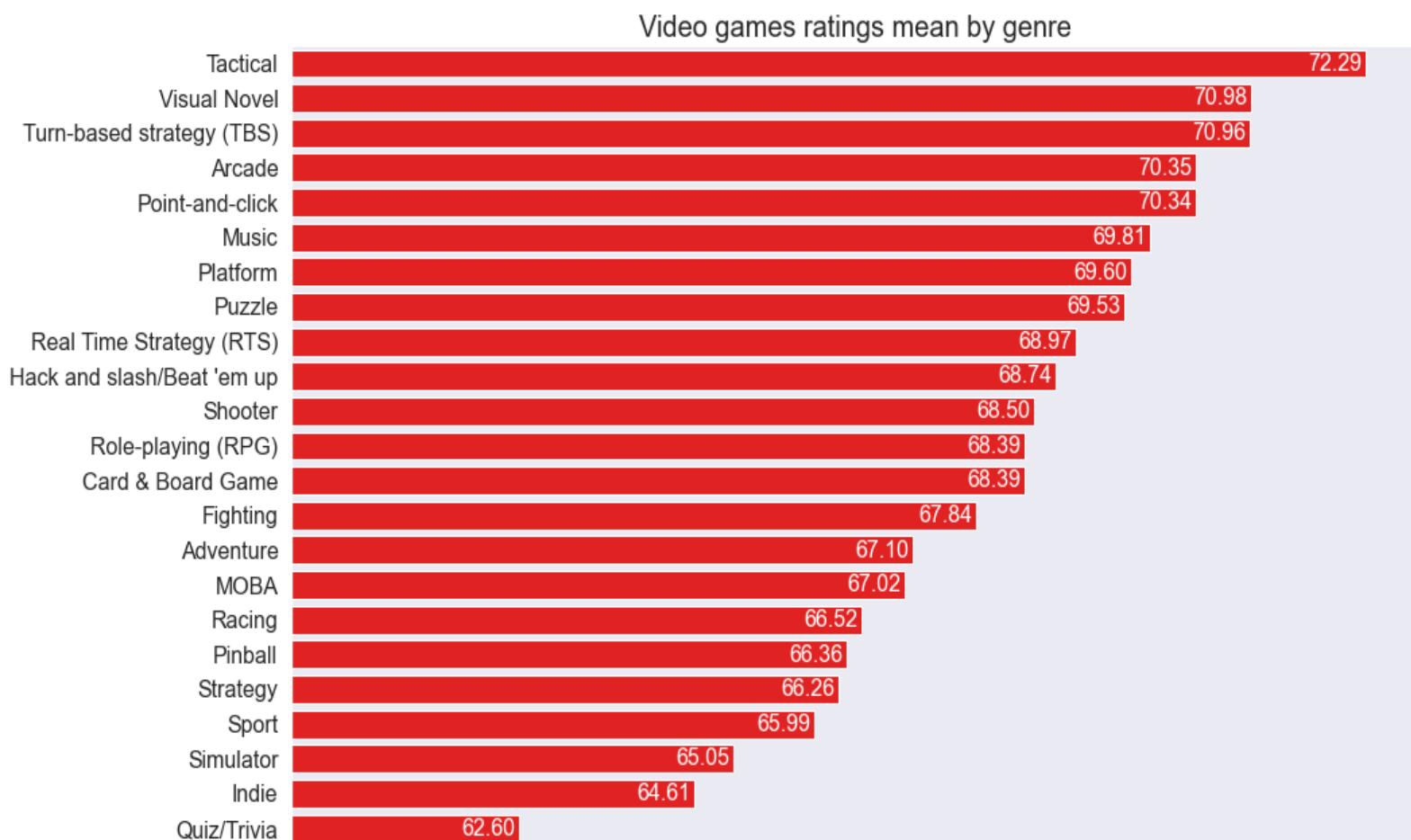
In this industry, profits are the harvests for provide enjoyable game experiences to the users which is something very complex to achieve since many factors are involved such as history plot, characters development, balanced difficulty, art design, creative game mechanics, etc. Therefore, video games creators must be aware about the reception of their products because their success depends on it, both financially and in terms of prestige. The way players can feedback is reviewing and scoring the games on official web sites.

The aim of this work is to analyze video games reviews to know which video game genres tend to be well received, as well as to find out which video games platforms and families are the most successful in terms of users satisfaction.

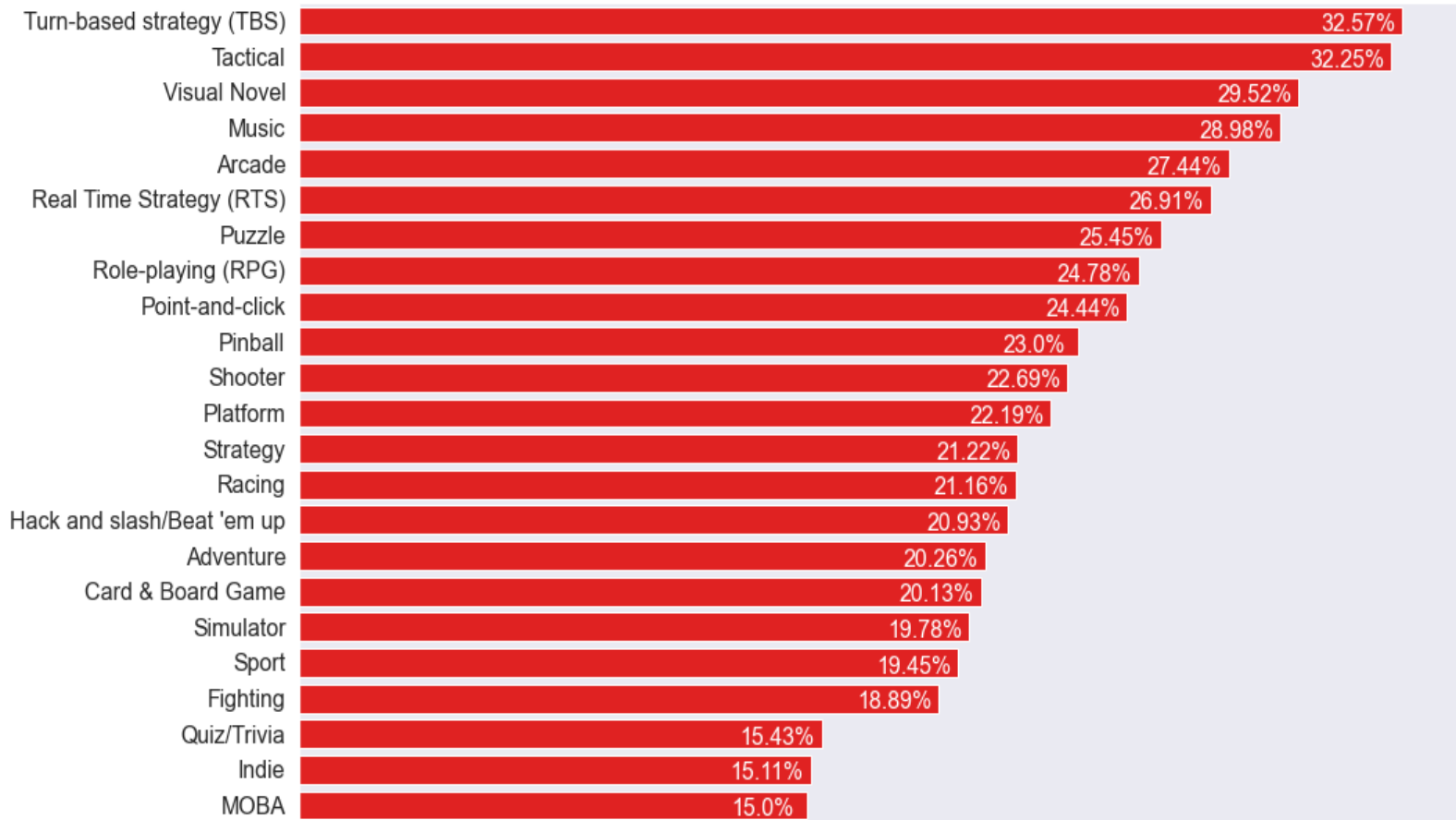
Data about platforms and videogames will be retrieved from IGDB using its API.

## Results

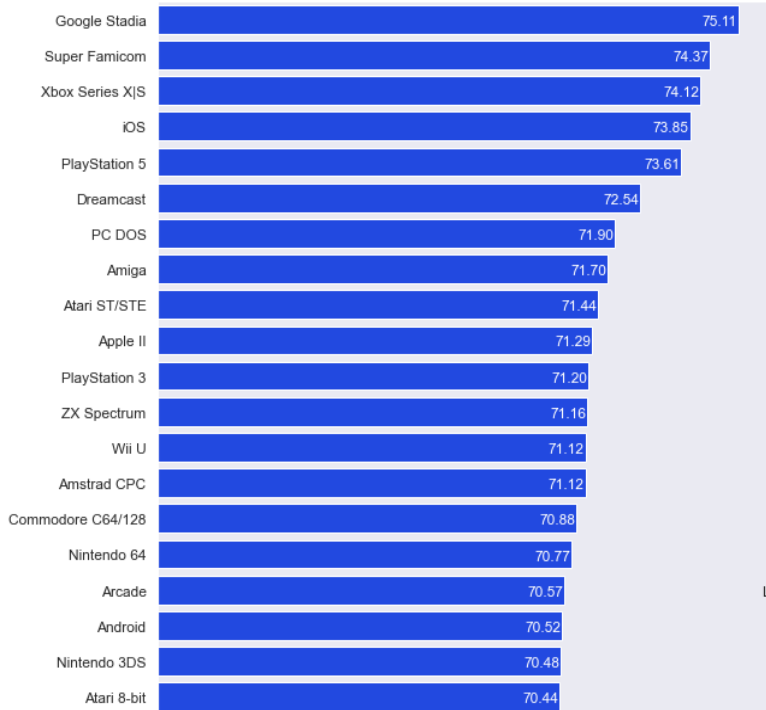
Reviews were analyzed grouping video games by genre, platform and platform families. When platforms were taken into account, only those with 100 games or more were considered. A review is a "positive review" if it is greater than or equal to 80.



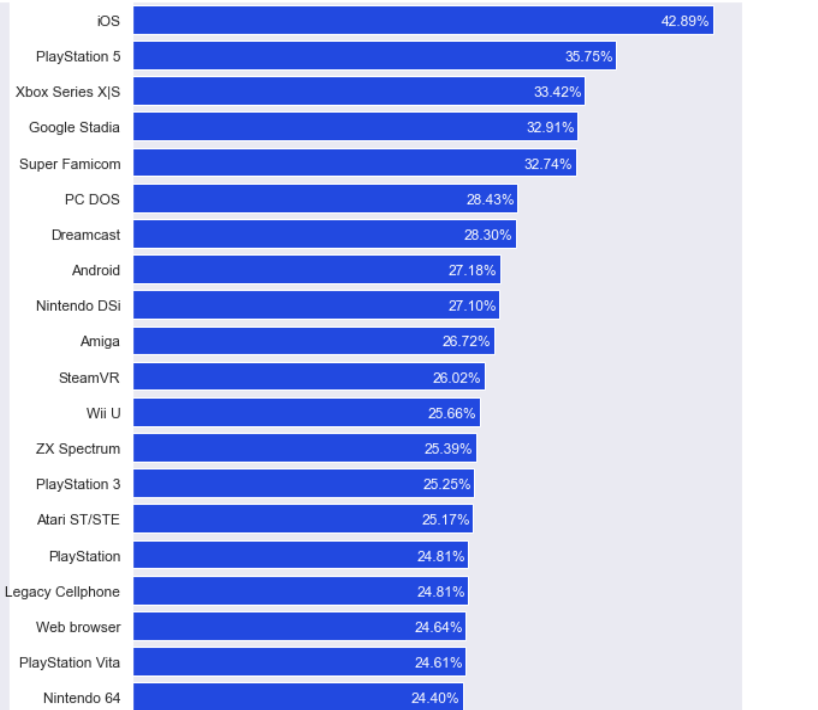
Video games positive reviews percentage by genre



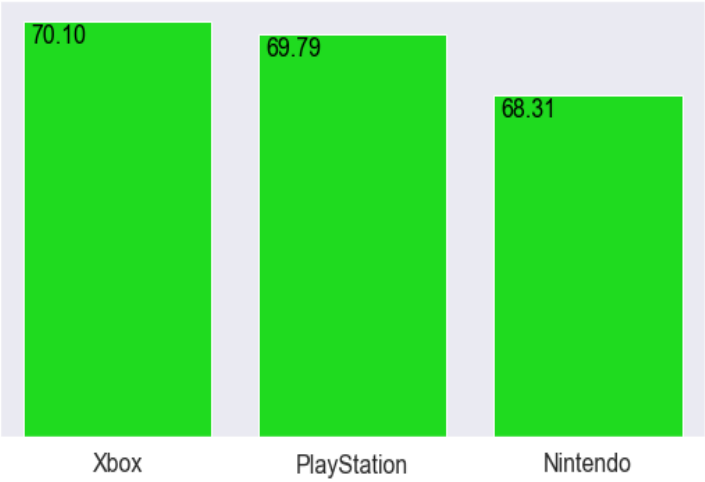
Top twenty platforms based on their video games ratings mean



Top twenty platforms based on their video games positive reviews percentage



Video games ratings mean by platform family



Video games positive reviews percentage by platform family

