

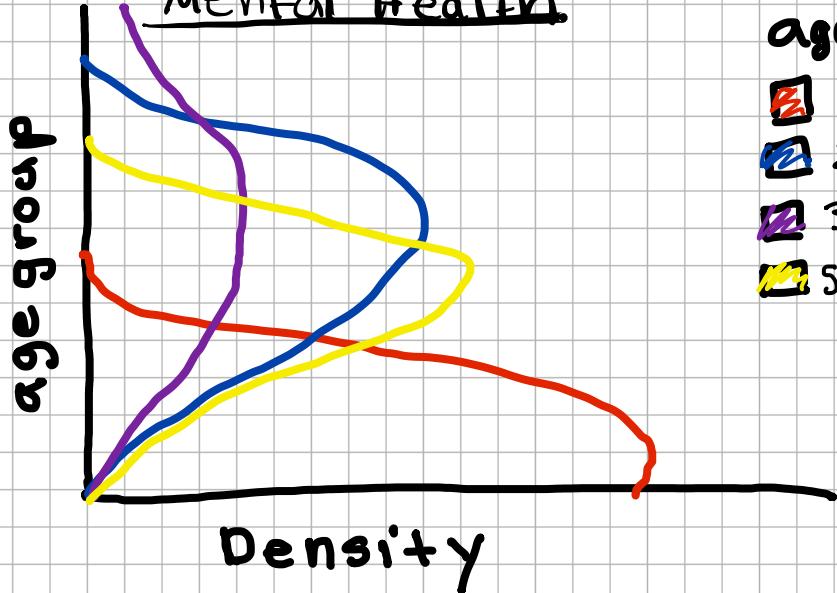
# Group D Process Book

Theme: Evaluate the videogame industry and how it has changed due to covid-19.

Tab 1

Impact of covid-19 on mental health for individuals who play games

Mental Health



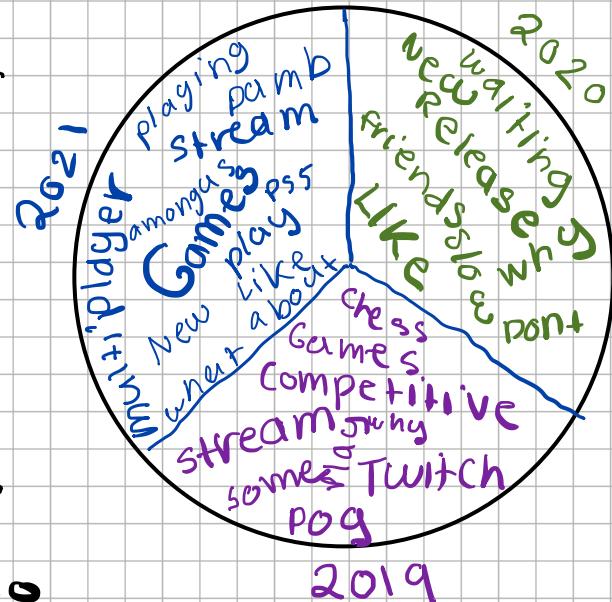
agegroup

- 16-24
- 24-34
- 34-54
- 54-80

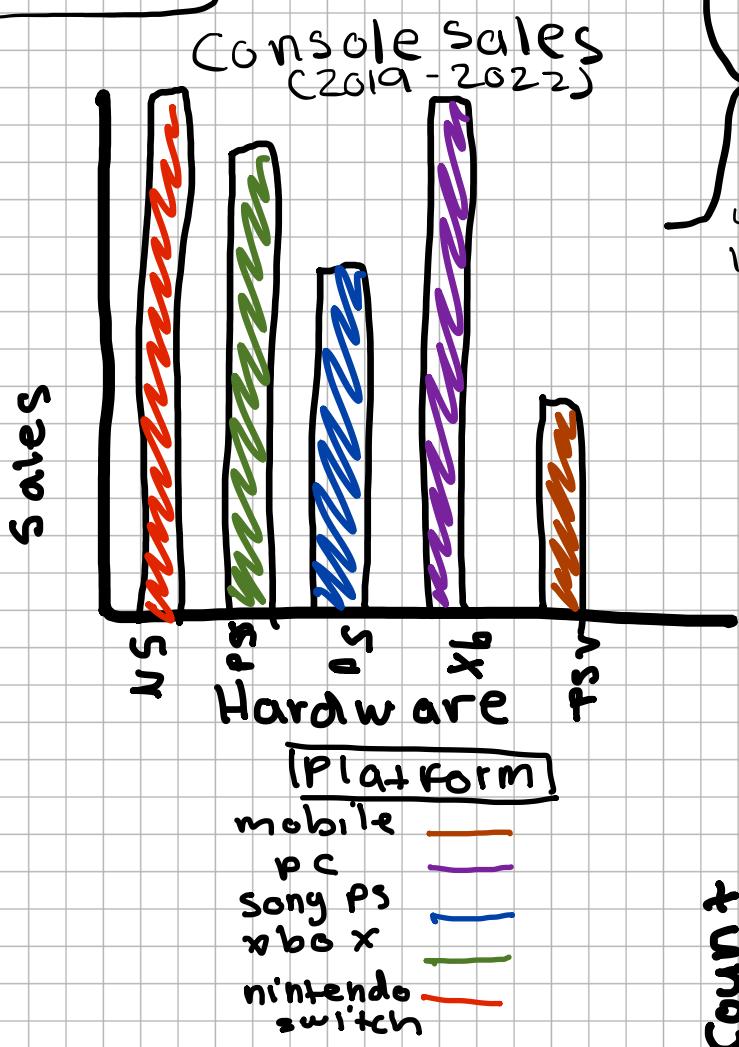
This density graph shows how each demographic group, in this case age, felt towards gaming and the impact of gaming on their own lives.

Twitter Response

Other impacts of covid-19 on gaming can be observed through reactions and discussions on twitter. We expect to see some indication that people began to play games that were collaborative during a time when it was difficult to meet in person

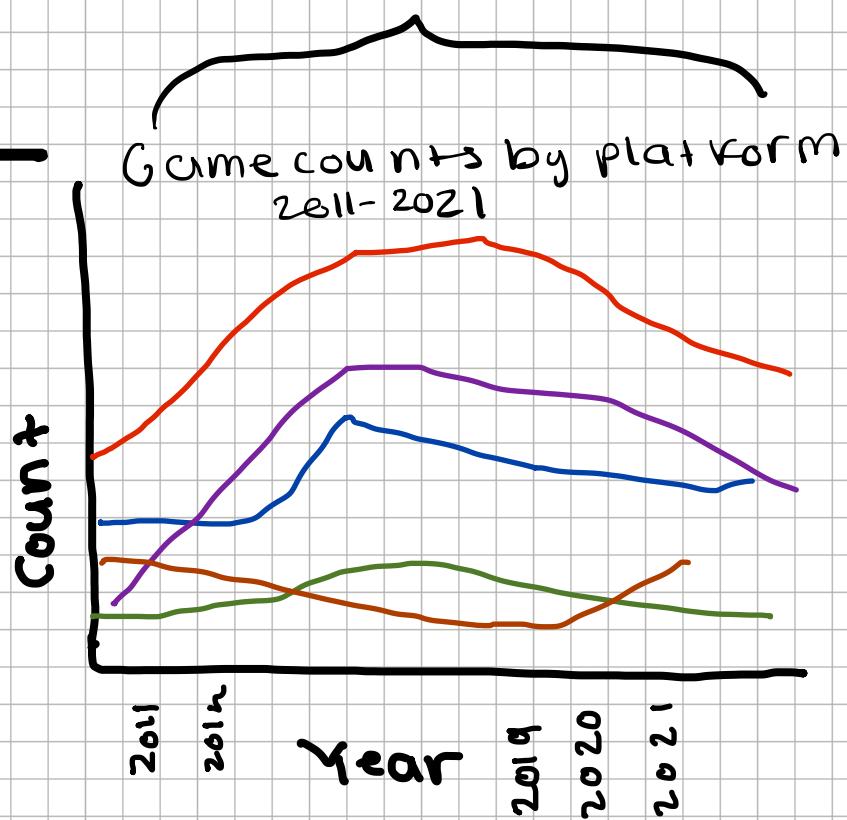


Tab 2

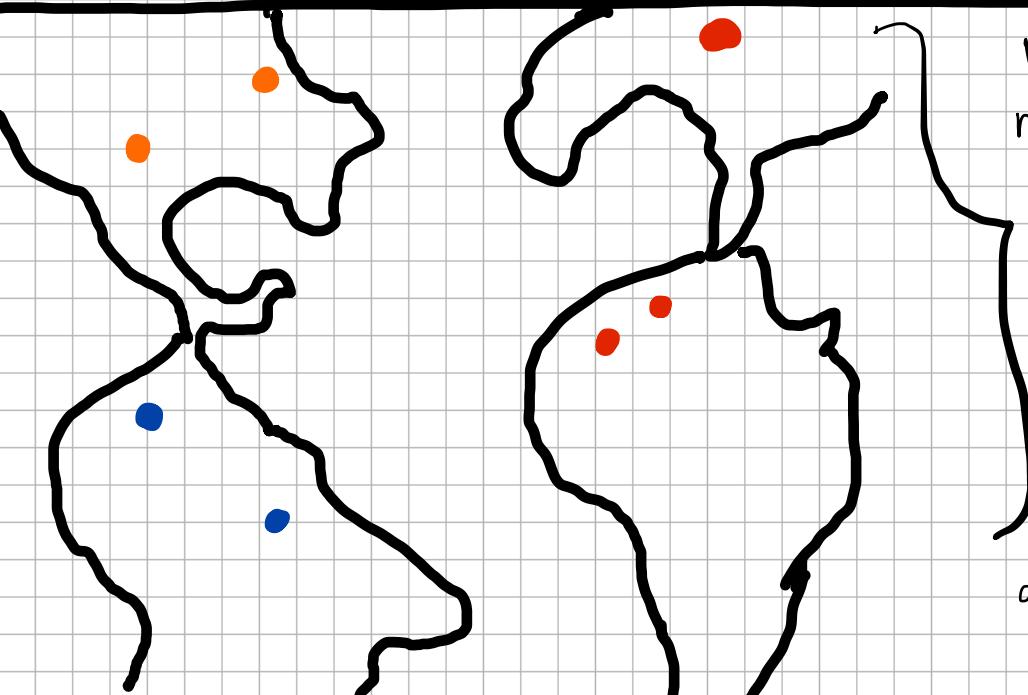


Consoles and hardware meant for multiplayer formats may sell more or there was an increase in sale of certain consoles since many people were home longer. We are still looking for data.

We hope to see which platforms were most popular for game releases over time

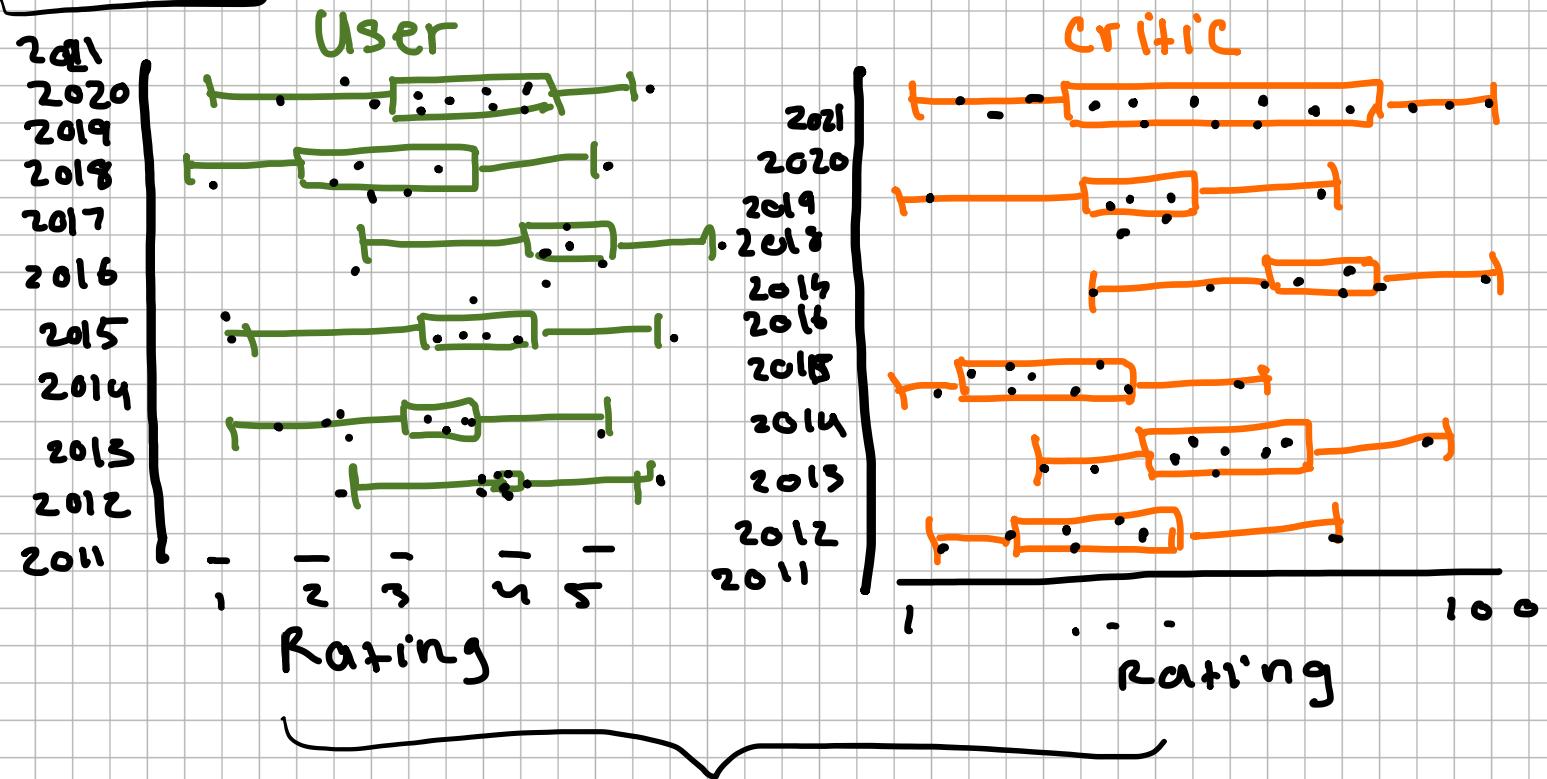


Tab 3

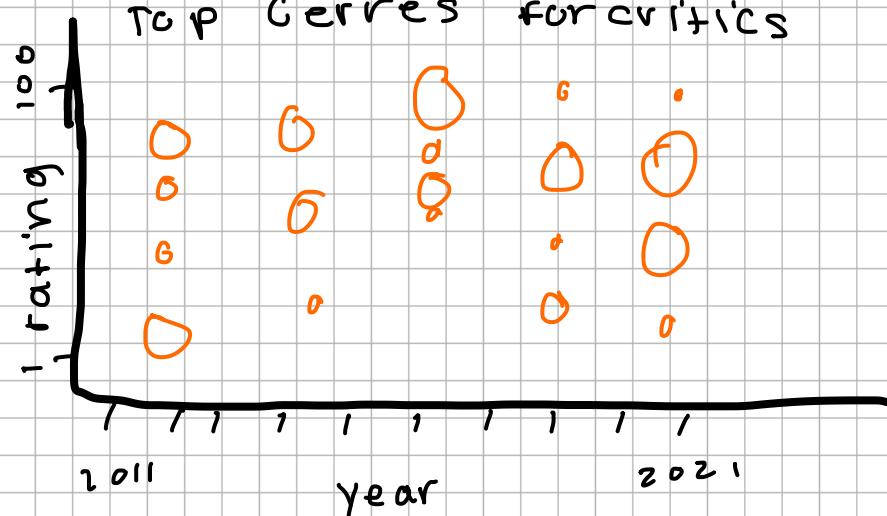
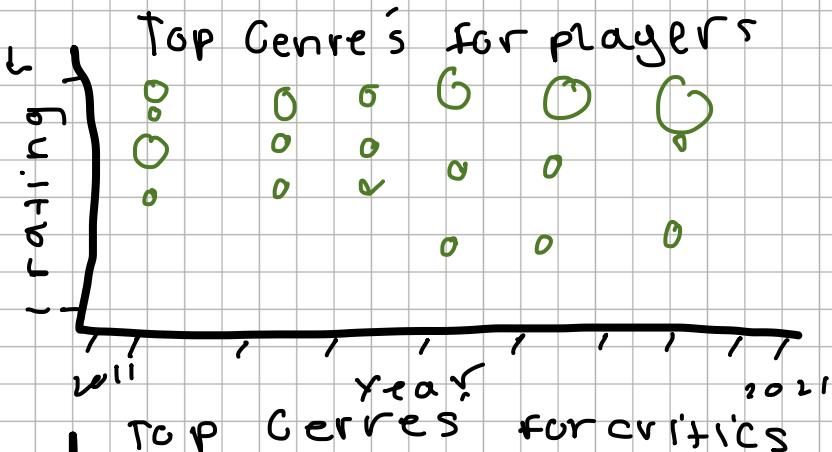


We want to show a map where users can see the distribution of the game industry world-wide and where it's concentrated! We are still collecting data for this.

## Tab 4 User vs. critic



We want to show a comparison between user ratings of games and critic rating of games. We there will be some distinction between the two, for instance, critics may be more consistent.



We also want to analyze the change in popularity of genres over time and see if any change occurred before and after covid-19.

# Brainstorming App Layout and Design

- MUST haves:
- Dark Theme
  - Scrolling menu/sidebar
  - Tabs
  - Shiny App
  - Introduction tab
  - citation tab
  - Interactivity on most plots

## Preliminary Design:

