JAKE HENSON
AND
LAURA PANTLEO

GAME REVIEWS; SALES AND PROBABILITY ANALYTICS

OUR TOPIC

We both love video games and hope to get into game development and design so we decided to work with data involving what makes a video game successful.
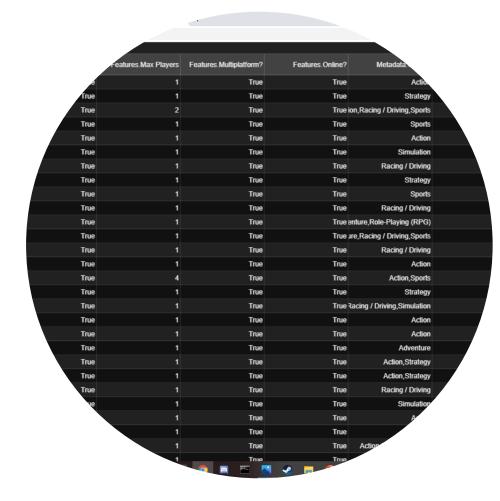
For our project we will look at:

Ratings, Reviews, and Price

How many hours are logged in a game

Genre and Console Type

OUR DATASET

- Video_games.csv

- Has info on:
  - Genres
  - Console Types
  - Release and Re-sale Pricing
  - Publishers
  - Time Played
  - Reviews
  - Etc.

OUR QUESTIONS

Does Metacritic score have an effect on used price? How does this relate to when the game was released?

Does a game's length correspond with a higher Metacritic score?

What are the most popular genres for each console?

What are the most popular genres produced by each publisher?

What genres tend to have the highest/lowest ratings?

DEMO TIME

CONCLUDING REMARKS

Video games cool

Heck corona virus

This genre popular

This game still pricey

The price of video games keeps going up and imma be broke