

#### 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.

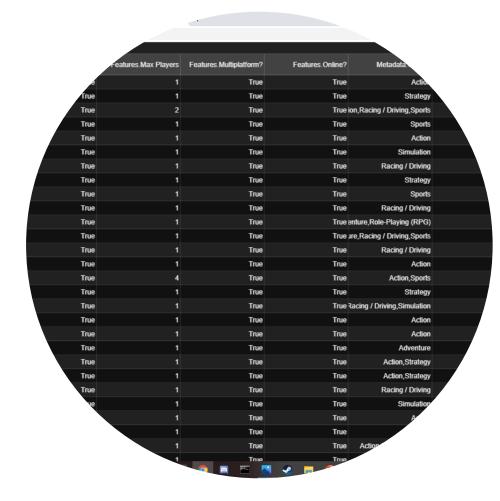


For our project we will look at:

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?



Is there a relationship between amount of players and game rating?



Is a dollar per hour of game play a good way to determine a game's price?

# DEMO TIME

## CONCLUDING REMARKS

Heck corona virus

Multi-player games tend to score higher

Price and game length are not completely directly related

Game length and review score aren't entirely related either