

The background of the entire image is a complex financial candlestick chart. It features green and red candlesticks representing price movements over time. Overlaid on the chart are several technical indicators: a blue line that appears to be a moving average, a red dashed line representing an upward trend, and various other colored lines in blue, red, and green. The chart is set against a dark blue background with a grid of horizontal and vertical lines. The text is overlaid on the left side of the image, with a green semi-transparent rectangle behind the authors' names and a blue semi-transparent rectangle behind the title.

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AND  
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**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.



	Features.Max Players	Features.Multiplatform?	Features.Online?	Metadata
	1	True	True	Action
True	1	True	True	Strategy
True	2	True	True	ion,Racing / Driving,Sports
True	1	True	True	Sports
True	1	True	True	Action
True	1	True	True	Simulation
True	1	True	True	Racing / Driving
True	1	True	True	Strategy
True	1	True	True	Sports
True	1	True	True	Racing / Driving
True	1	True	True	Adventure,Role-Playing (RPG)
True	1	True	True	re,Racing / Driving,Sports
True	1	True	True	Racing / Driving
True	1	True	True	Action
True	4	True	True	Action,Sports
True	1	True	True	Strategy
True	1	True	True	Racing / Driving,Simulation
True	1	True	True	Action
True	1	True	True	Action
True	1	True	True	Adventure
True	1	True	True	Action,Strategy
True	1	True	True	Action,Strategy
True	1	True	True	Racing / Driving
True	1	True	True	Simulation
True	1	True	True	A
True	1	True	True	
True	1	True	True	Action
True	1	True	True	

# 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

Video games cool

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