Critique of Project #8

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## Feedback

Jose's topic was on the relationship between videogame reviews and sales. The title of the project makes it clear what analysis they intend to do as well as the data they intend to scrape.

Jose's motivations for the project comes down to interest from hobby. I can relate to this as well, especially since I enjoy videogames myself. They mentioned that they have always been interested in the business side of the gaming industry and with this analysis they hope to accomplish a better understanding of the relationship between review scores of games and their respective sales.

Data that they scraped and hoped to scraped was from VGChartz.com and metacritic.com where VGChartz would contain the sales portion of the data while metacritic would contain the review scores. They initially had troubles scraping data from metacritic but they came across an excel file that had data from both websites joined together already, so they intended to use document scraping to extract the data. The only issue I had with this was that the data was a bit outdated and it would have been nice to see recent sales and reviews, especially in the past couple of years because if my memory serves correct, we saw a huge jump in sales and overall gaming from consumers during the peak COVID years and I would like to see this relationship highlighted.

Overall, I enjoyed the project presentation quite a bit as I have learned a bit about an industry that I am very fond of. One critic I have over the project would be that if it was possible, could they have filtered sales by country? It would be great to see the sales differences on different genres in the US versus Japan. As RPGs are more popular in Japan and FPS being more popular in the US. The part of analysis I enjoyed the most was the Sales & Score Graph portion where they highlighted the disparity of the relationship between critic/user review scores and sales. This made sense in that anyone can leave a user score on metacritic so this can lead to review bombs that are not necessarily reflective of the content they are reviewing whereas critic scores are more pivotal to sales overall. I also enjoyed how they described the issues they ran into while scraping the data and how they needed to revise method/look for other means of obtaining the data they needed for analysis. This made me feel a bit at ease with the data I scraped with my project as I also had struggles with obtaining the data I needed with my analysis.