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MADE BY: SATHYAJITH
MENON



VIDEO GAME SALES

EXPLORE THE SALES OF VG



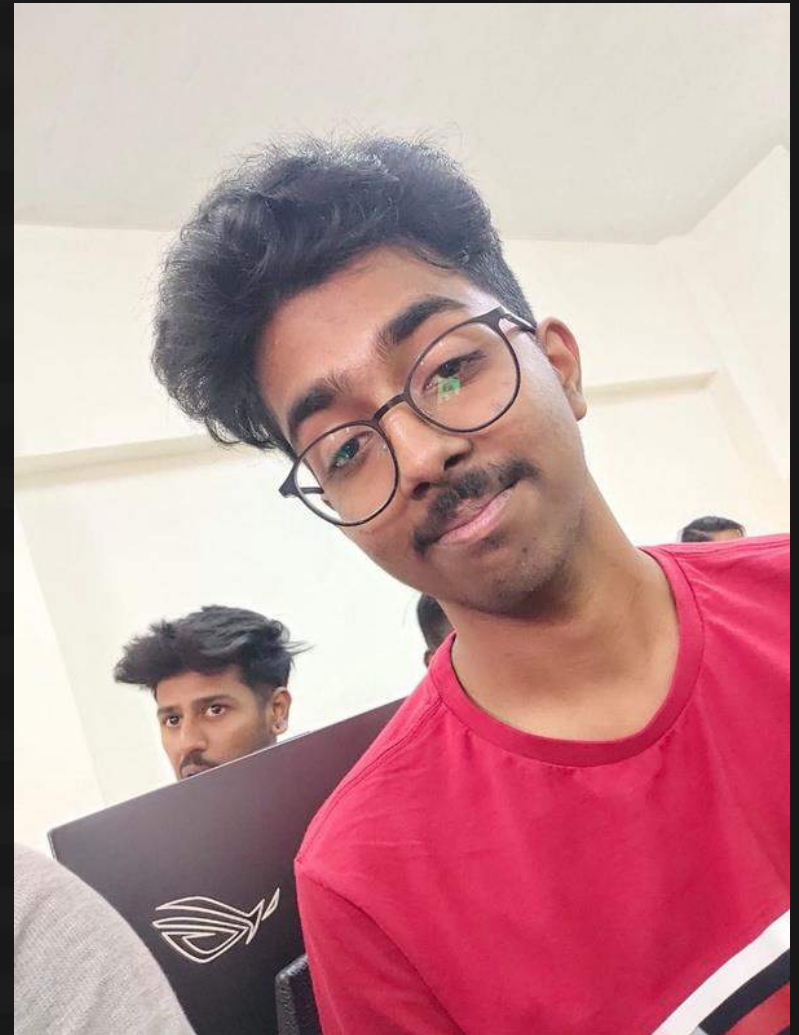
WHAT ARE VIDEO GAMES?

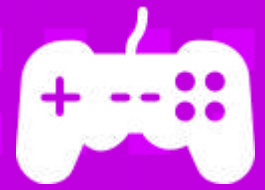
Video games are electronic games that involve player interaction with a user interface or input device to generate visual feedback for a player on a two- or three-dimensional video display device, such as a TV screen, computer monitor, or handheld device. These games are typically designed for entertainment, but they can also serve educational, therapeutic, or training purposes. Video games are a subset of the broader category of electronic games, which includes various forms of digital and computerized interactive experiences

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EDWIN ELDHOSE

THE PERSON WHO GAVE ME THE IDEA OF
TAKING THIS TOPIC - GAME SALES





Action

These games typically focus on physical challenges, including combat, fast-paced movement, and hand-eye coordination. Examples include "Super Mario," "Devil May Cry," and "Grand Theft Auto."

Adventure

Adventure games emphasize exploration, puzzle-solving, and storytelling. They often feature intricate narratives and character development. Examples include "The Legend of Zelda," "Tomb Raider," and "Uncharted."

Role-Playing Game

allow players to assume the roles of characters and engage in character development, often involving leveling up, acquiring skills, and making moral choices. Examples include "The Elder Scrolls," "Final Fantasy," and "The Witcher."

Simulation

Simulation games aim to replicate real-world or fictional activities, such as city building, life management, or vehicle operation. Examples include "The Sims," "SimCity," and "Flight Simulator."

Sports and Racing

These games simulate real-world sports or racing activities, offering a competitive or immersive experience. Examples include "FIFA," "NBA 2K," "Gran Turismo," and "Mario Kart."

Shooter

Shooter games focus on combat and shooting mechanics, often involving firearms. They can be first-person (FPS) or third-person (TPS). Examples include "Call of Duty," "Halo," and "Gears of War."

Puzzle

Puzzle games challenge players with logic, pattern recognition, and problem-solving tasks. Examples include "Tetris," "Portal," and "Candy Crush."

Fighter

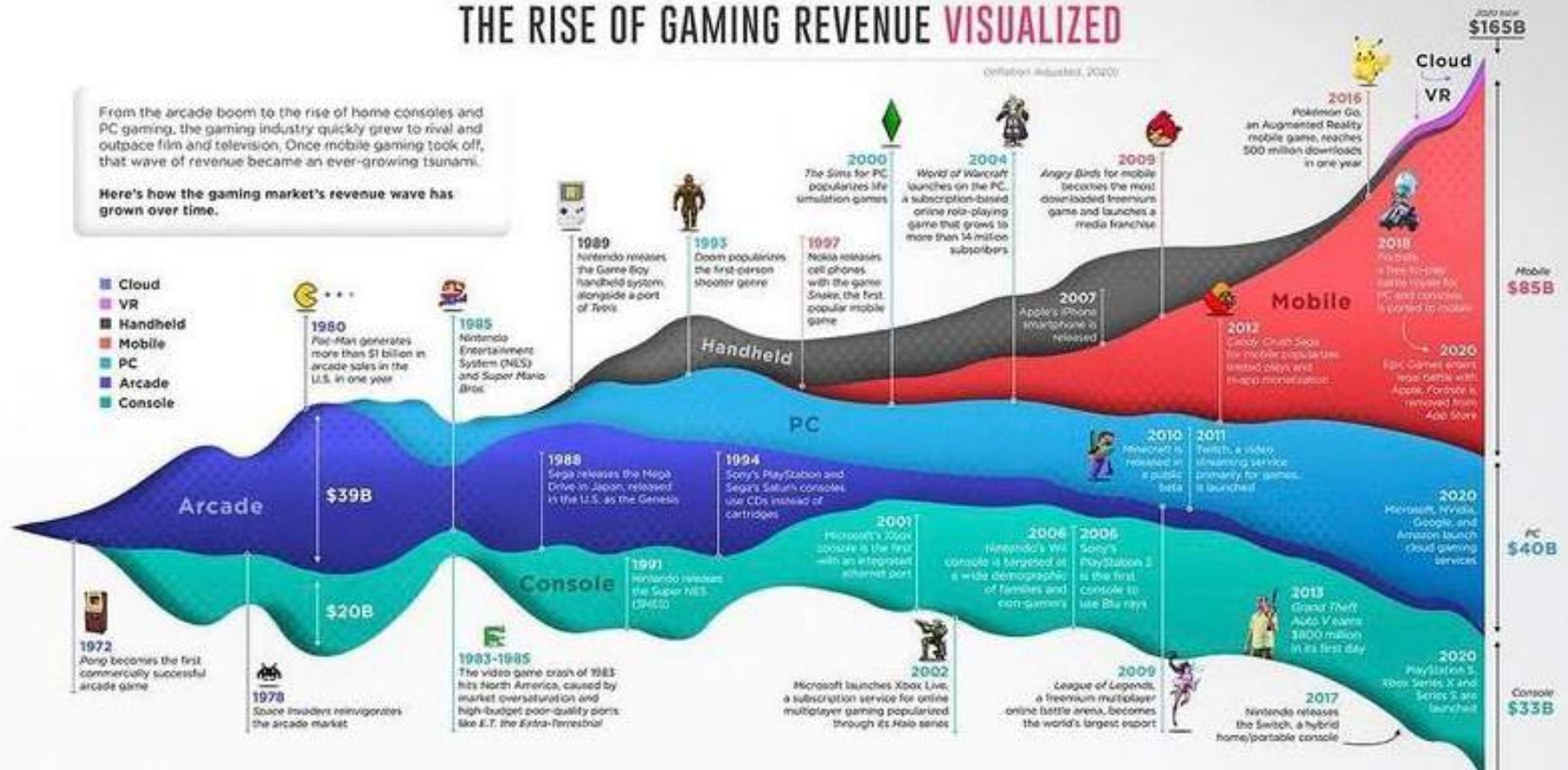
Fighter games are centered around one-on-one or group combat, typically in the form of hand-to-hand combat or martial arts. Examples include "Street Fighter," "Mortal Kombat," and "Super Smash Bros."

REVENUE RISE IN DIFFERENT PLATFORMS

THE RISE OF GAMING REVENUE VISUALIZED

From the arcade boom to the rise of home consoles and PC gaming, the gaming industry quickly grew to rival and outpace film and television. Once mobile gaming took off, that wave of revenue became an ever-growing tsunami.

Here's how the gaming market's revenue wave has grown over time.



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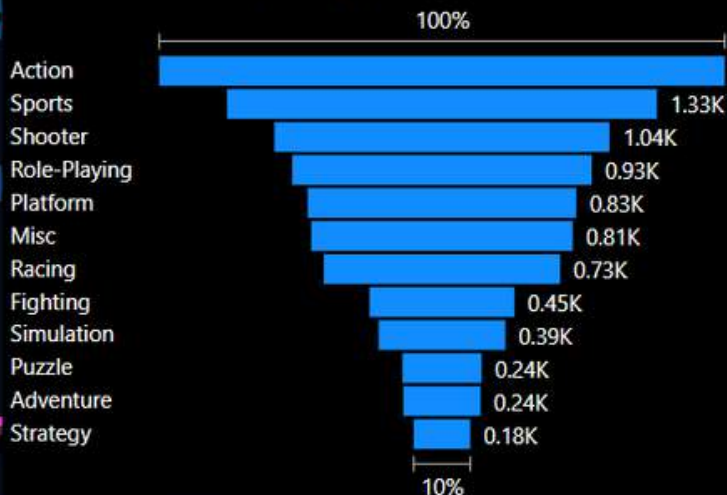
DASHBOARD



Genre

- ☐ Action
- ☐ Adventure
- ☐ Fighting
- ☐ Misc
- ☐ Platform
- ☐ Puzzle
- ☐ Racing
- ☐ Role-Playing
- ☐ Shooter
- ☐ Simulation
- ☐ Sports
- ☐ Strategy

Sum of Global_Sales by Genre



Sum of Global_Sales by Platform



8.92K

Sum of Global_Sales

2.43K

Sum of EU_Sales

797.75

Sum of Other_Sales

1.29K

Sum of JP_Sales

4.39K

Sum of NA_Sales

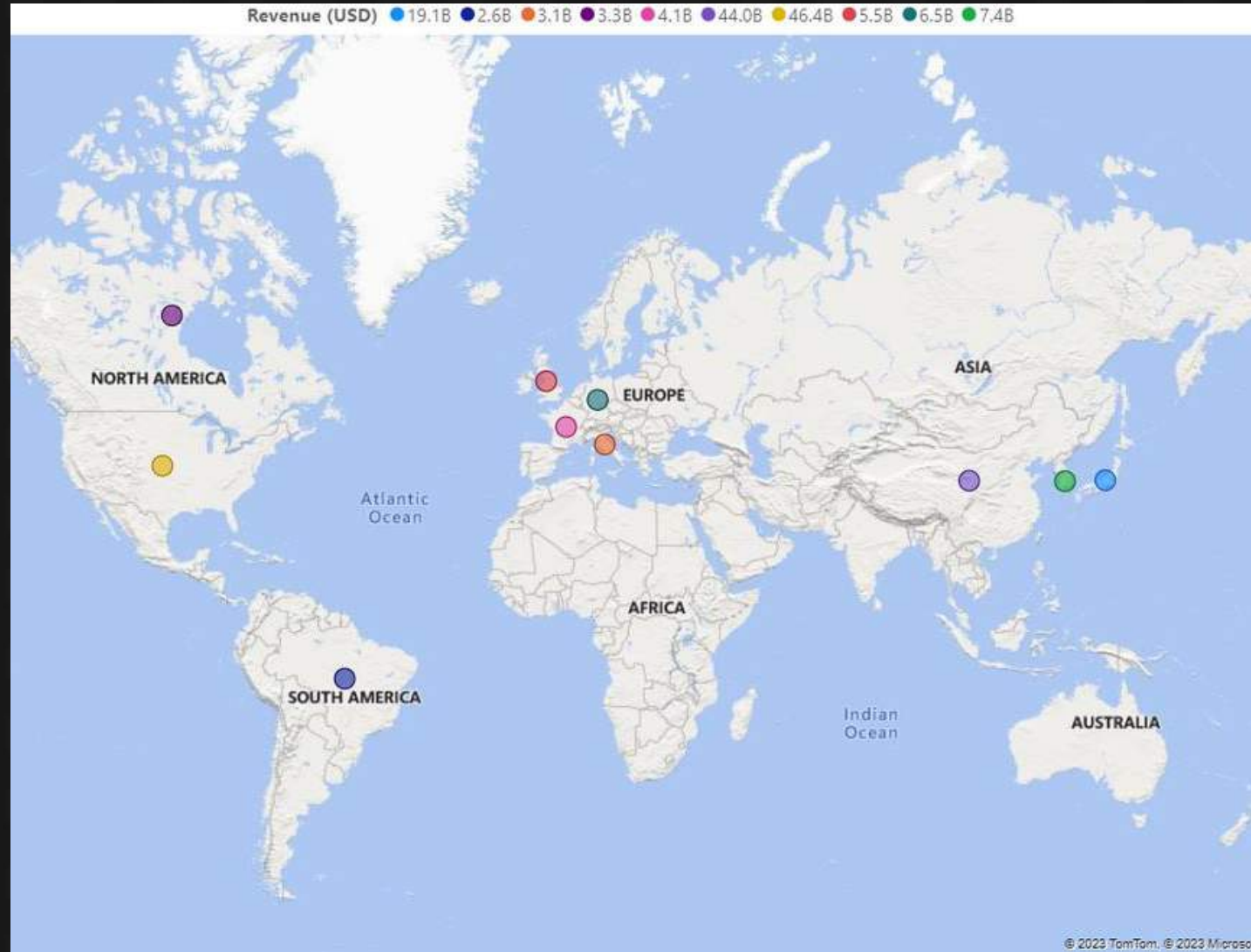
19.1B

First Revenue (USD)

MOST REVENUE GENERATED ACROSS THE WORLD

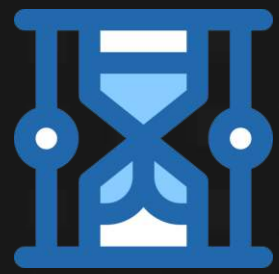


Market		
1.		United States
2.		China
3.		Japan
4.		South Korea
5.		Germany
6.		United Kingdom
7.		France
8.		Canada
9.		Italy
10.		Brazil



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GAMERS BY AGE IN THE US

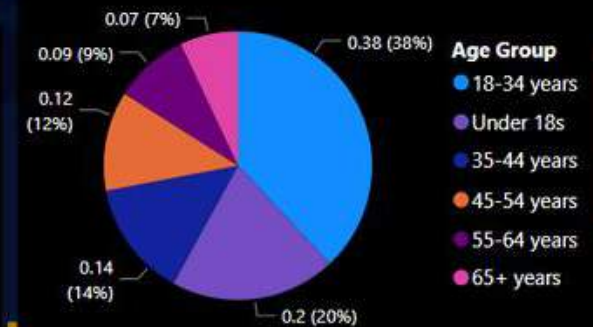


Age Group	Number of Gamers	Sum of Proportion
18-34 years	1.17 billion	0.38
35-44 years	433 million	0.14
45-54 years	371 million	0.12
55-64 years	278 million	0.09
65+ years	216 million	0.07
Under 18s	618 million	0.20
Total		1.00

1.17 billion

First Number of Gamers

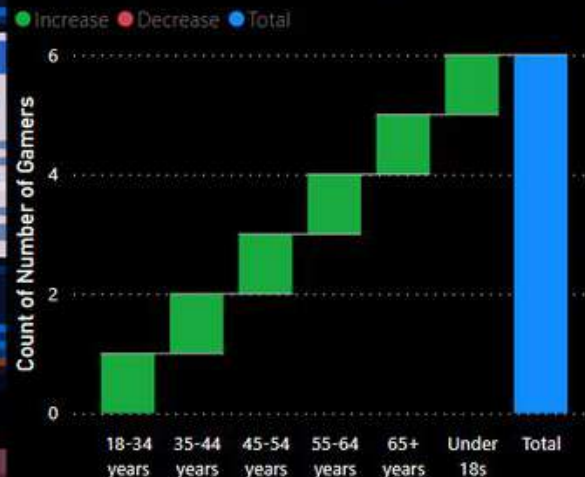
Sum of Proportion by Age Group



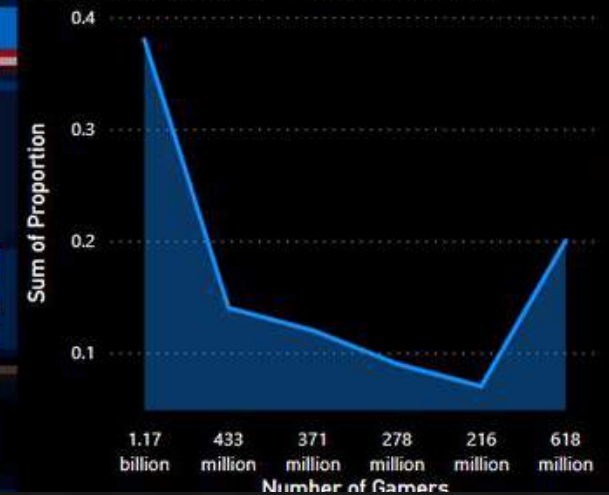
18-34 years

First Age Group

Count of Number of Gamers by Age Group



Sum of Proportion by Number of Gamers



REVENUE CREATED BY VIDEO GAMES



\$23.8B

First Console games

\$3.4B

First Integrated video games advertising

Year	Mobile games - social/casual	PC games	Console games	Integrated video games advertising	Total
2017	\$67.7B	\$25.5B	\$23.8B	\$3.4B	\$120.4B
2018	\$83.2B	\$27.3B	\$25.0B	\$3.7B	\$139.2B
2019	\$103.9B	\$28.9B	\$25.6B	\$4.0B	\$162.4B
2020	\$132.9B	\$31.3B	\$28.6B	\$4.1B	\$196.9B
2021	\$148.0B	\$33.7B	\$28.3B	\$4.2B	\$214.2B
2022F	\$167.0B	\$35.2B	\$29.2B	\$4.3B	\$235.7B
2023F	\$185.8B	\$36.6B	\$30.0B	\$4.7B	\$257.1B

\$120.4B

First Total

\$25.5B

First PC games

\$103.9B

First Mobile games -social/casual

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THANK YOU!

I HOPE YOU'VE LEARNED
SOMETHING NEW FROM ME

