



A COMPREHENSIVE ANALYSIS OF VIDEO GAME SALES:

Project Based Experimental Learning Program



Miniproject on

COMPREHENSIVE ANALYSIS OF VIDEO GAME SALES

In MATHEMATICS

By

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RAJAPALAYAM RAJUS' COLLAGE

A Linguistic Minority Co-Educational Institution,
(Affiliated to Madurai Kamaraj University)
(Re-Accredited (3rd Cycle) with "B++" Grade (CGPA 2.93/4.00) by NAAC)
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Synopsis:

- Introduction
- Problem Definition & Design Thinking
- o Result
- Advantages & Disadvantages
- Applications
- Conclusion
- Future Scope
- Appendix

• Introduction:

• Overview:

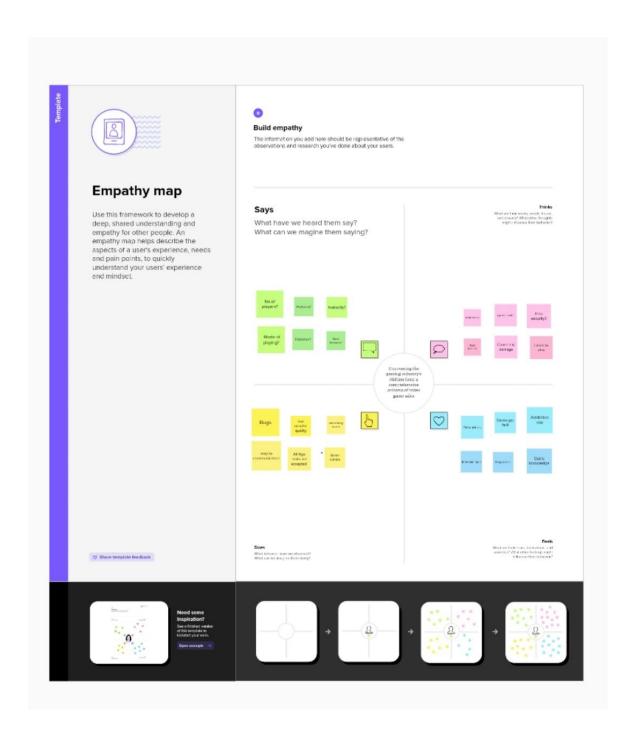
Online games have evolved over time, from simple text-based games like Multi-User Dungeon to highend open-world games such as Red Dead Online. They can be classified into two types: browser-based games and downloadable video game titles with online connectivity components. Various genres of online games are available, such as simulation, puzzle, action, racing, and strategy-based games. Players have the option of playing against other players in real time or against the computer. The latest developments in online gaming also allow multiplayer participants to have full-fledged video-based interaction for better coordination during the game. Here is a brief history of the online gaming industry.

Purpose:

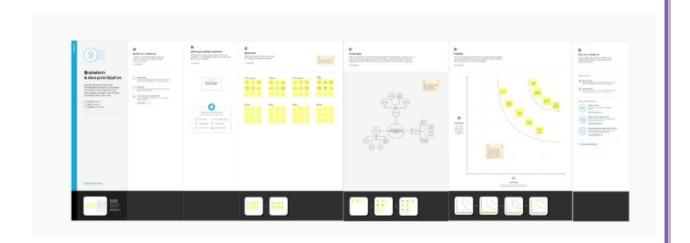
This project shows the history of the video game sales in 3 main regions, by using these data we can predict that what type of game can sell out in those regions. Information is Wealth.

• Problem Definition & Design Thinking:

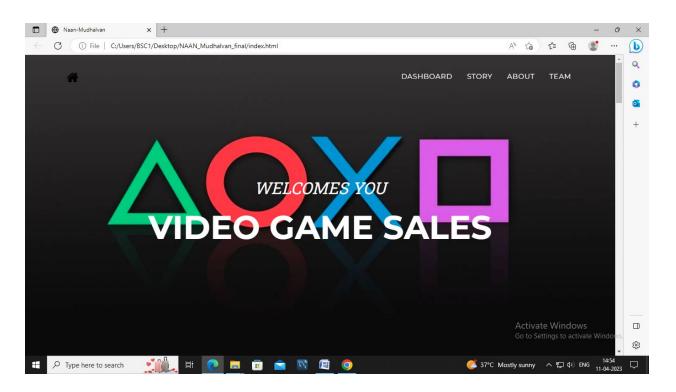
• Empathy Map:



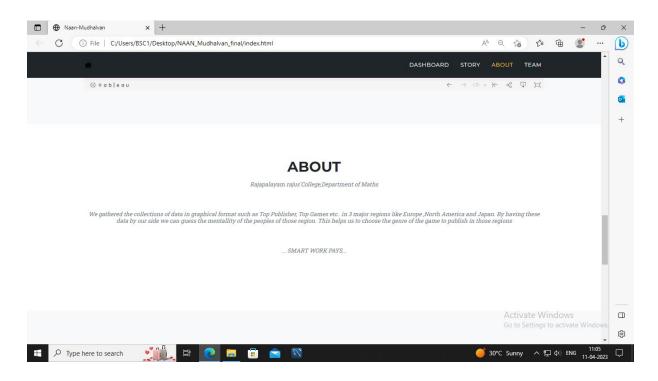
• Ideation & Brainstorming Map:



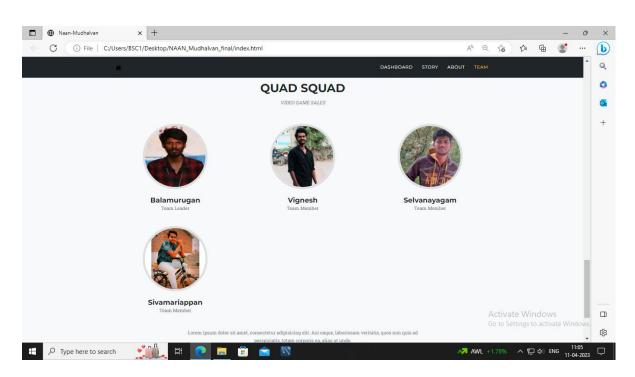
• Result:



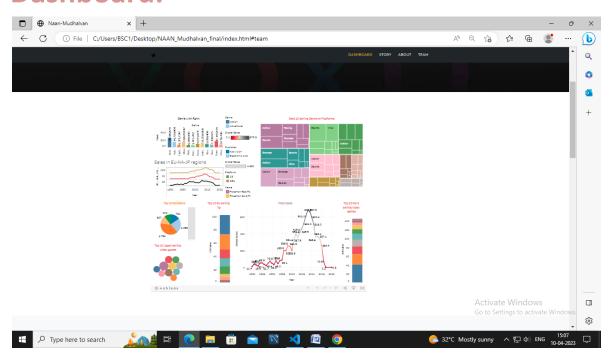
• About:



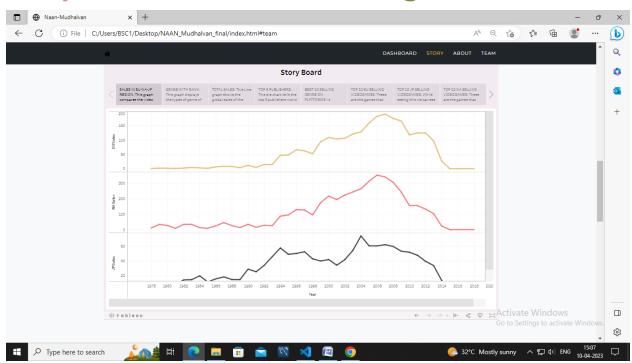
• Teams:



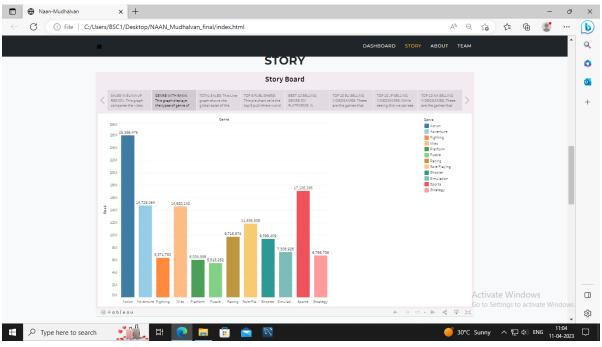
• Dashboard:



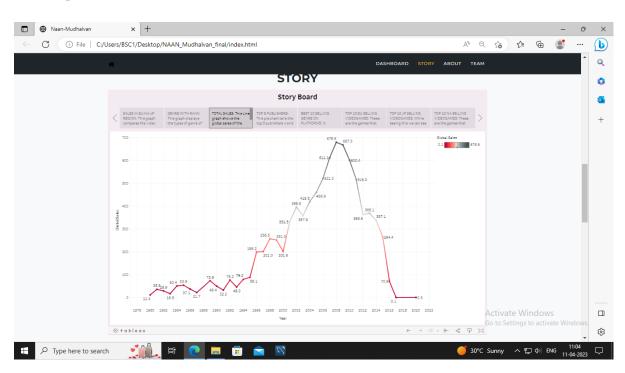
Story 01: Sales In EU-NA-JP Regions...



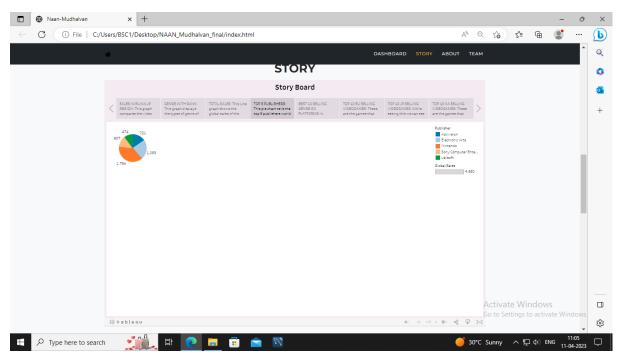
Story 02: Genre with Rank...



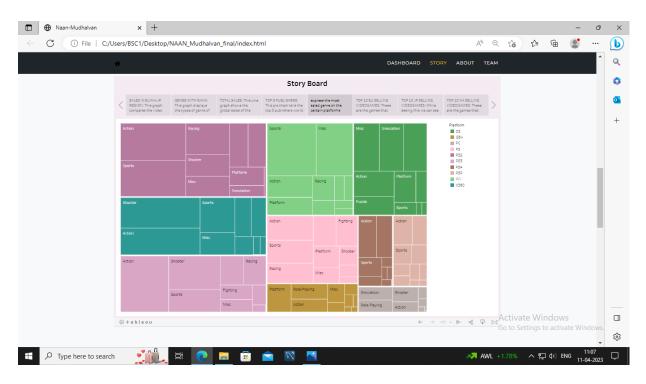
Story 03: Total Sales...



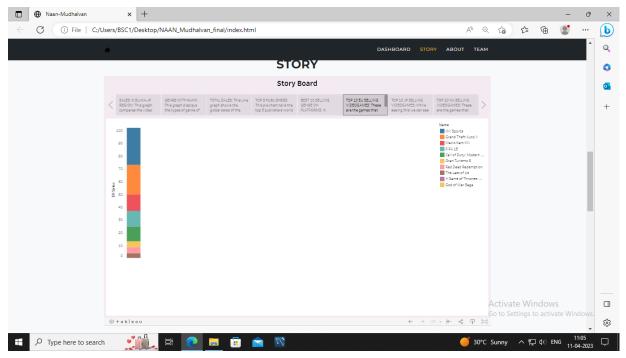
Story 04: Top 5 Publishers...



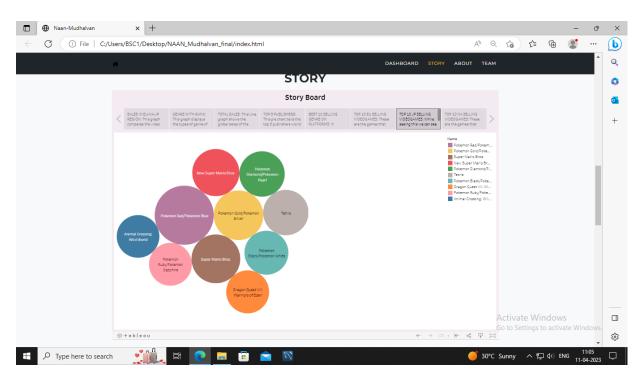
Story 05: Best 10 Selling Genre on Platforms...



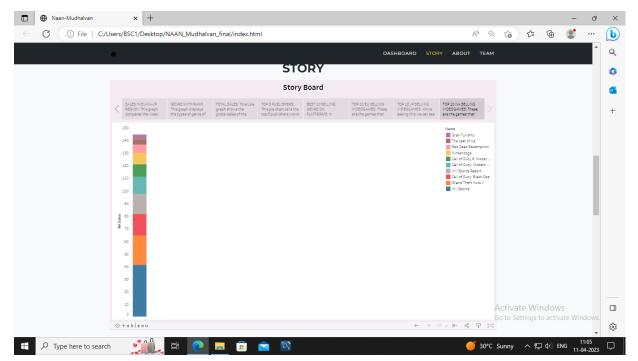
Story 06: Top 10 EU Selling Videogames...



Story 07: Top 10 JP Selling Videogames...



Story 08: Top 10 NA Selling Videogames...



Here we come up with the overall dashboard and story board having all details about the sales rate.

Advantages & Disadvantages:Advantages

1. Convenience: Online games are convenient. One can play them from the comfort of their home or during travel, unlike physical games which are limited to a particular location and often require much physical effort. Furthermore, many online games can be played on browsers via laptop or smart phone,

whereas a lot of traditional video games require high-end computers or gaming consoles.

- 2. Cost-effectiveness: Browser-based online games are usually very affordable or even free of charge. This is in contrast to traditional video games which often need to be purchased (online or offline) or certain physical games that may require an entry fee or incur traveling expenses. Hence, online gaming stands out to be the most cost-effective game outlet.
- **3. Variety:** There is a wide variety of online games available. A player can always find a game that suits his preferences, viz. classic board games, intellectual puzzles, action-adventure games, racing, and many more.
- **4. Social Interaction:** Real-time interaction with co-players and the building of gaming communities is a key development in the online gaming domain. While real-time interaction enhances coordination between players during gaming, online gaming communities facilitate the participants to engage in discussions revolving around various topics such as their gaming interests, sharing tips and strategies, etc.
- **5. Stress relief:** Online games can be a great outlet for releasing stress after a demanding workday or week. People can spend some leisure time with their family on weekends by playing video games together for a while.

Disadvantages

- 1. Addiction: One of the major disadvantages of online games is their addictive tendencies. People can potentially spend excessive time in these games and center their daily lives around them, which can lead to decreased productivity and increased chances of depression.
- **2. Loss of Money:** Many online games involve real-money transactions for various purposes such as registration or ingame purchases. This can often lead to people squandering too much of their money on these virtual pursuits, thereby causing financial difficulties in real life.
- **3. Security Risks:** Online games are vulnerable to hacking attacks. which can expose players' bank accounts and personal information. This is due to the fact that some online games may require users to enter their credit card details or residential address for verification purposes.
- **4. Violence:** A huge number of games feature violent content in one form or another. Such content can have drastically negative impacts on children (and even adults), for instance, desensitization to violence and aggressive behavior, which can even reach the extent of mass shootings and serial killings.
- **5. Poor Health:** Spending excessive time on online games can lead to physical health issues, such as poor posture, carpal

tunnel syndrome, headaches, and eye strain. Additionally, it can also lead to poor mental health, including anxiety disorders and depression

Applications:

- When you play any types of games, such as video games, board games, poker or online bingo games, you need to concentrate and work out your gaming strategy. This level of concentration develops your mental agility and problem-solving skills, as you are forced to think about your next move and work to improve your chances of winning.
- You'll also improve your dexterity and reaction times from playing video games and other games that require a fast response, such as bingo.
- While playing online, players can interact with other gamers in chat boxes, collaborate in gaming missions and generally socialize.
- It might seem less beneficial to socialize online than in real life, but chatting with friends over games or using an online messenger to communicate can still be very helpful in combating social isolation

Conclusion:

I'm happy to say that we did our best to collecting and organize the data in graphical form, and in gathering the information about Advantages, Disadvantages, Applications, and History of video game and video game sales.

• Future Scope:

The future of video game is Virtual Reality, and Metaverse. This should be improved to the core. Developing the Cloud gaming will save the storage in the medium. High-fidelity graphics should be introduced and need to be developed. VR & AR should be upgraded along with the AI. Games should be free-to-play this will bring many users to the games. Hologram is one of the best update that we can bring. Anti gravity game was new in VR mode. I think these were the best update in future.

Appendix:

