

INTRODUCTION

In 2024, the video Games market is projected to reach a revenue of US\$282.30 bn. It is expected to grow at an annual rate of 8.76%.

between 2024 and 2027, resulting in a projected market volume of

US\$363.20 bn by 2027. By 2027,

the number of users in the video

Games market is expected to reach

1472.0m users. The first video

game prototypes in the 1950s

and 1960s were simple extensions

of electronic games using video-like output from large, room-sized mainframe computers. The first consumer video game was the arcade video game computer space in 1971.

Empowering the future :- A literacy rate analysis for a better future tomorrow.

Project flow :-

- * Define problem / problem understanding

- * Data collection and extraction from database

- * Data visualization
- * Dashboard
- * story
- * report
- * performance testing
- * web integration
- * project demonstration
and documentation.

Source, during the initial outbreak of the global COVID-19 pandemic in spring 2020, gaming swiftly emerged as one of the most popular activities with user involvement and spending

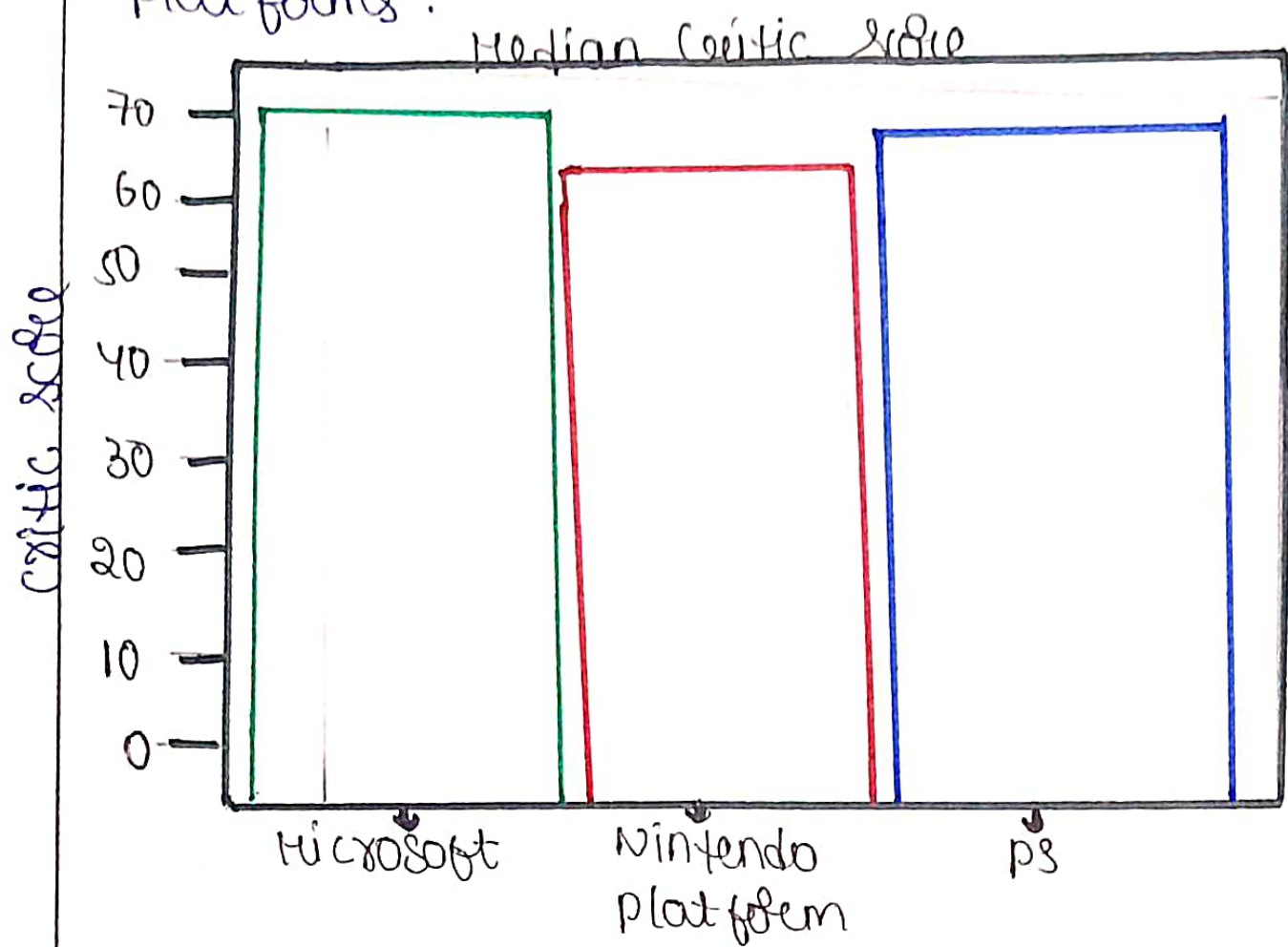
skyrocketing between february and April of the year. Today, gaming become the part of life for several people and the popularity seem to surge up continuously.

Overview

There are many ways and factors to define the quality of games. But, I decide to choose the metacritic score as metric.

Here we will attempt to find the platform that sold the best games by comparing the median

metacritic score between the 3 platforms.



Purpose

Doing as the video game industry is the tertiary and quaternary sector of the Entertainment industry

that specialize in the development, marketing, distribution, monetization and consumer feedback of video games.

Most video games are intended for entertainment purposes. Different game types include: Core games

LITERATURE SURVEY :-

A literature review is a survey of unprecedented surge in popularity and profitability like many people I grew up playing video games. In fact,

the first present I remember my parents ever getting me was a nintendo and more specifically a NES (Nintendo Entertainment System). video game industry in 2020 became larger than the movie and north american sports combined.

Business requirements

Before you start selling, establish a solid business plan, stock a variety of inventory and secure all necessary licenses.

* write up a business plan for your video game business.....

* Acquire a business license and insurance

* find a good location for your store

* collect equipment and supplies

* Market your video game store

Social & Business Impact

Social impact is a significant change that positively address a pressing injustice or challenge, such as climate change, human rights, or the education gap. When business and organization

Platform, genre, critic score, critic number, user score, user count and rating were all significant.

Data collection and extraction from database

The dataset i am using can be found on Kaggle. The original dataset was web scraped from VGrchartz by Gregory Smith and that dataset was added to by Rush Kweubi with a web scrape of metacritic, to make the dataset that I am using. The dataset is not licensed

and should be free to use for this purpose.

Data preparation.

The model I attempt to create to predict sales of video games based on the preparation on following variables:

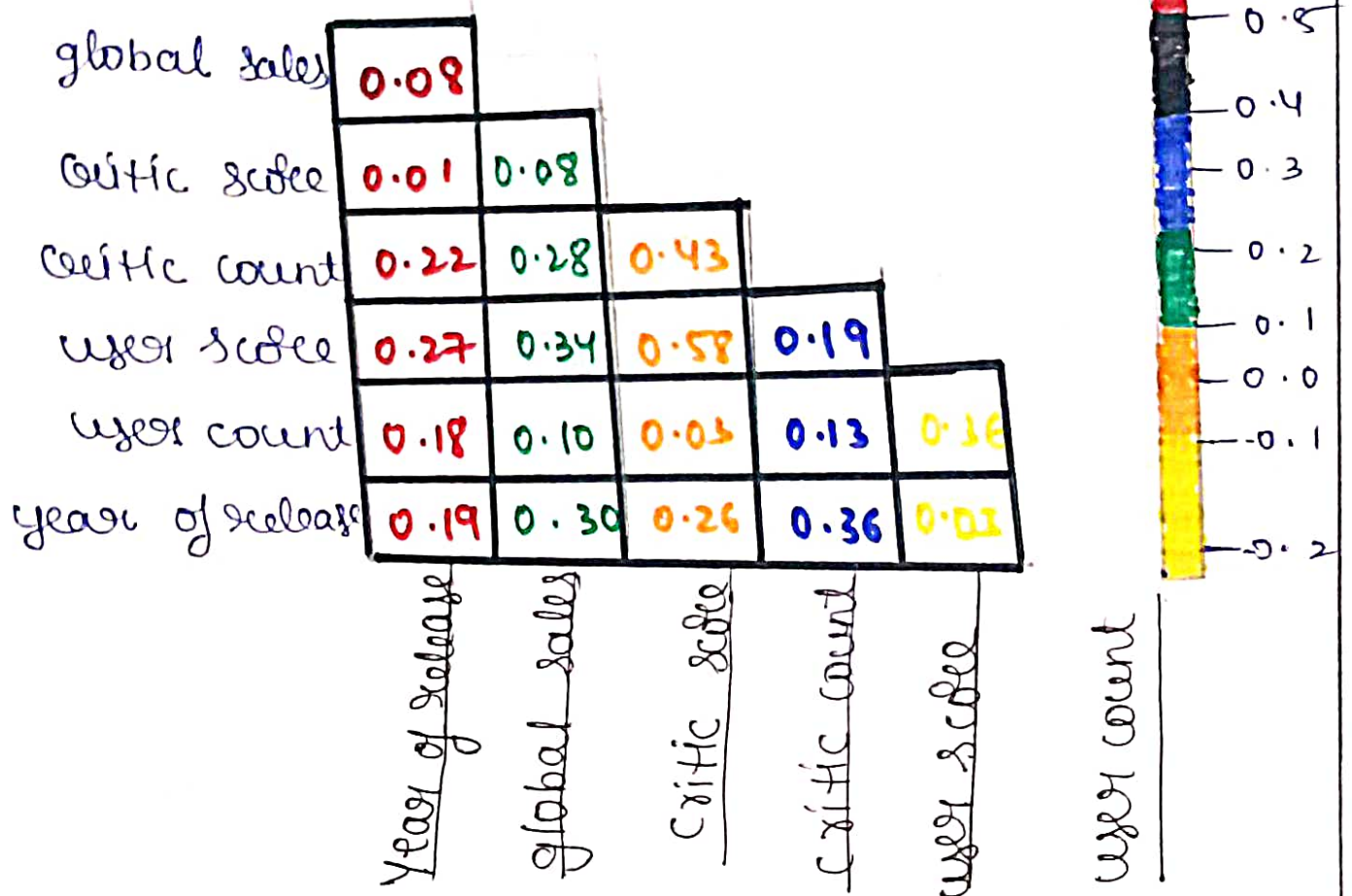
- * Genre
- * Platform of release
- * publisher
- * metacritic score
- * year of release

Prepare the data for visualization

Identify your data table

do metacritic score influence the sales of video games ? It seems reasonable to think so. people usually collect a lot of information before making a decision. what about the variety of genres, platforms, or publishers ? Do the customers prefer one over another ? we will use a machine learning algorithm to answer these questions.

Data Visualization



from the correlation matrix, these seem to be correlation from many factors that impact global sales.

Existing problem

Despite the fact that the animation plays a crucial role in the world of video games, bringing characters, environments, and stories to life. From the fluid movements of a protagonist to the vibrant landscapes that players explore, animation adds depth and immersion to the gaming experience. In this article, we will delve into the impact of

of animation in video games and
explore how it enhances gameplay,
storytelling, and player engagement.

Theoretical Analysis

Have the sales of certain genres
changed with time?

I started off however, just plotti-
-ng the total sales versus year
of release by genre does not
give us a useful graph, as
seen below,

Genre



Action



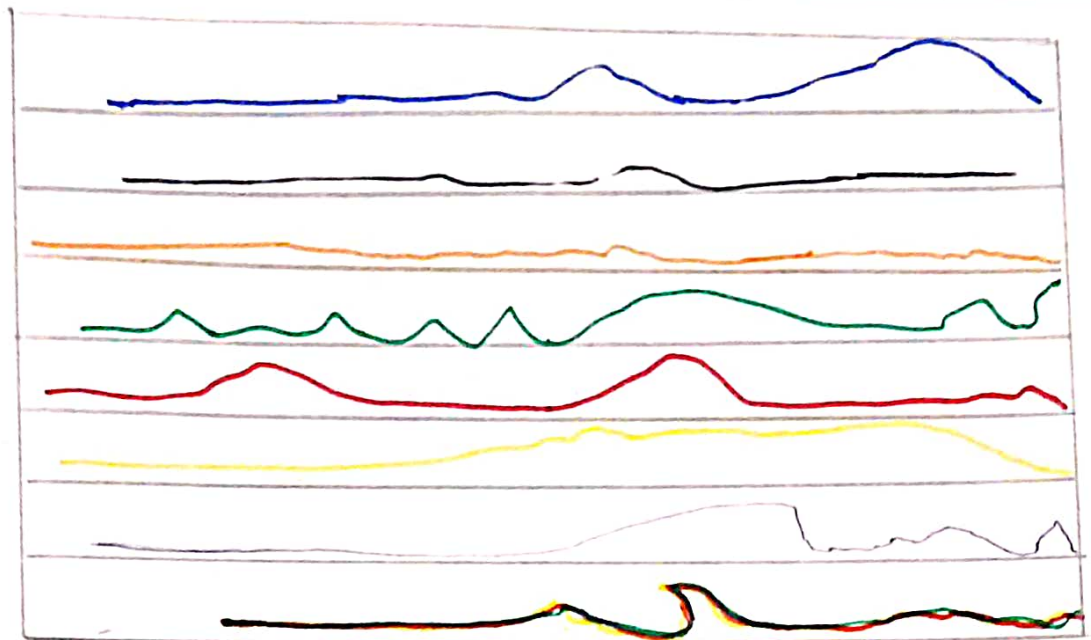
Adventure



Fighting



Misc



■ platform ■ puzzle
■ racing ■ sports

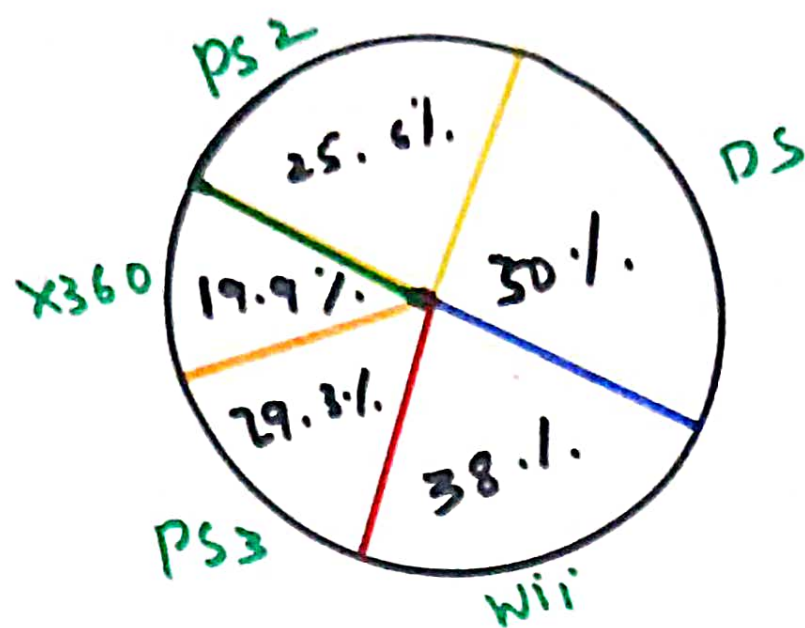
LINE GRAPH OF SALES BY GENRE

the trends are hidden in this plot
 Since sales of video games in
 general have been going up
 and some genres seem to

to have much higher sales than others.

Hardware / software designing

Sales of gaming hardware inclined steadily at a CAGR of 5.2% from 2016 to 2021 - according to market research and competitive intelligence provider Fact.MR. Rapid advancements in gaming technology to include such advancements as seamless motion, real-time image capturing, voice recognition and 3D facial scanning have



38.1%

29.3%

19.9%

25.6%

Distribution of global sales by platform

The user penetration rate is predicted to increase from 16.9% in 2024 to 18.5% by 2027.

Advantages / Disadvantages

Advantages of Gaming on a PC:-

* Graphics and performance: PCs can often provide better graphics and performance due to their ability to be upgraded with the latest hardware.

* versatility: PCs can be used for purpose other than gaming

Such as work, web browsing,
and content creation.

* Modding :- PC games often support modding, allowing players to customize and enhance their gaming experience.

Disadvantages

* video games can make you addicted

* Elevated risk of aggression

* Games replace real - world problems

* Some games promote gambling

* Decreased physical and mental health

* Lack of focus and concentration.

Dashboard

The video game dashboard is an Overlay displayed on top of a running game to provide features to enhance the gaming experience.

It provides shortcuts to access features which are frequently used while gaming, such as: A live FPS counter. Screenshots and Screen recordings.

Dashboard 1

Genre With Rank Analysis

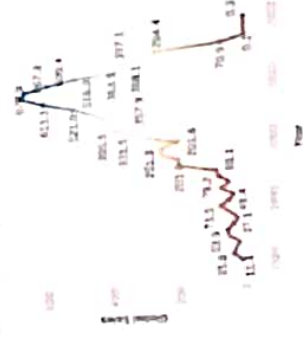
TOP 5 PUBLISHER



Sales In Different Region Analysis



Total Sales Analysis



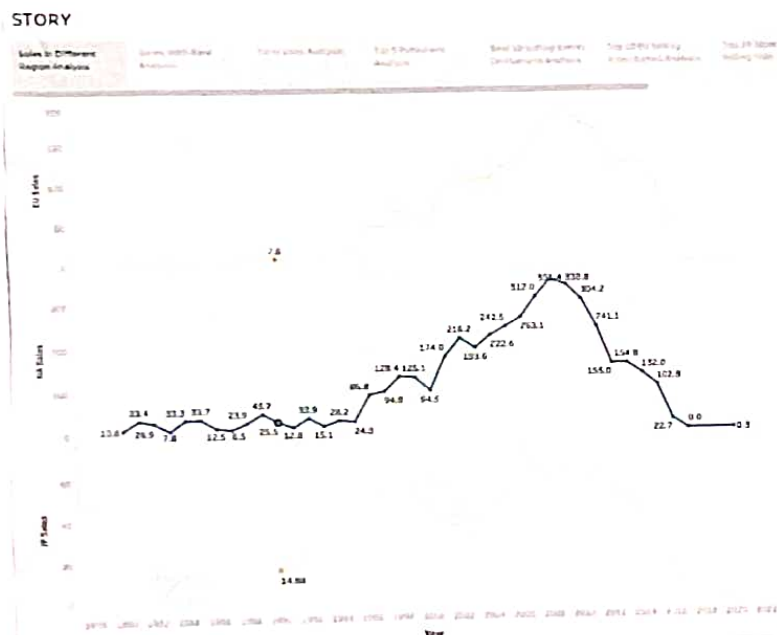
BEST 10 SELLING GENRE ON PLATFORM



This dashboard summarises PC games trends from 2017 - 21. It is using public data from Steam API as well as proprietary data gathered by video game insights.

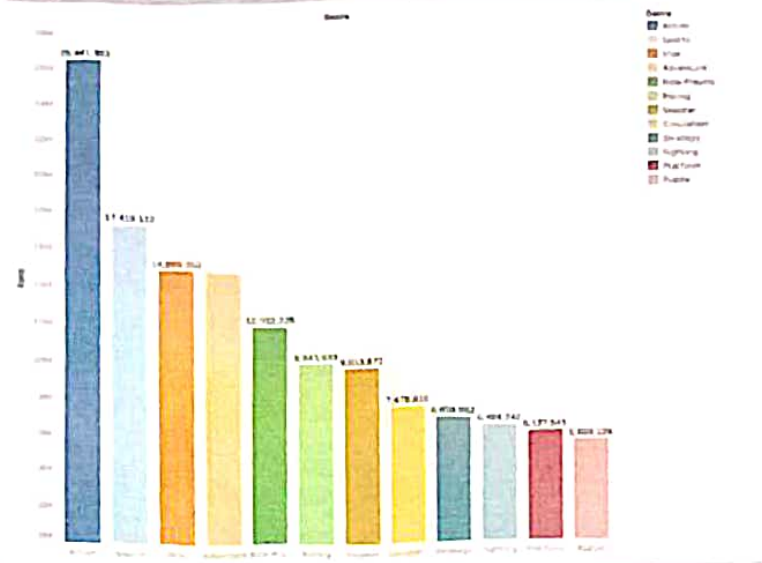
Story

There were 11.7 K games released on steam in 2021, beating the 2020 record of 9.10 K



STORY

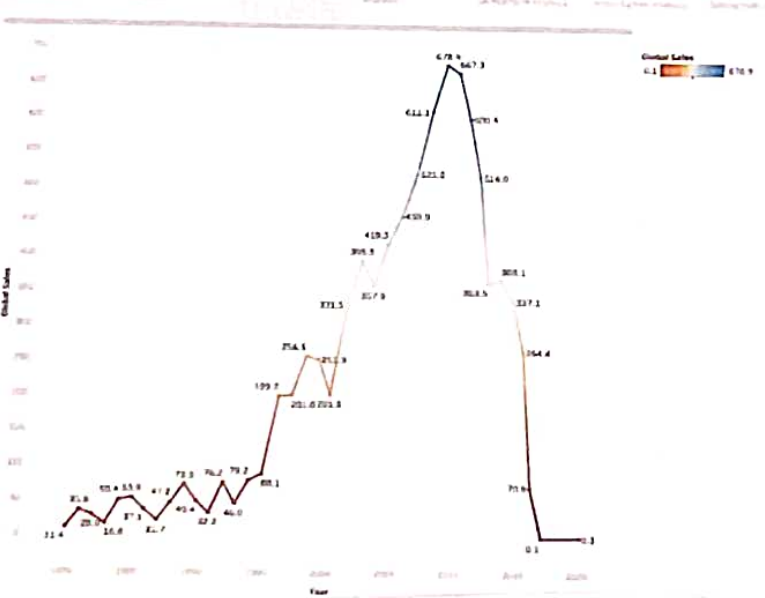
Steam (2007-Present)
Steam (2007-Present)
Steam (2007-Present)
Steam (2007-Present)
Steam (2007-Present)
Steam (2007-Present)



despite the large number of releases
the majority of games released on
steam
are

STORY

Steam (2007-Present)
Steam (2007-Present)
Steam (2007-Present)
Steam (2007-Present)
Steam (2007-Present)
Steam (2007-Present)



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Navigation

- Home
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Navigation

- Home
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1. *Chlorophyll a*
 2. *Chlorophyll b*



James, John
Karl, Anthony



with appropriate skills and resources to support the developers.

Conclusion

The video game industry has transcended its humble beginnings as mere "kids" toys to become a cultural titan, the second-largest entertainment segment, rivaling even television.

It's time to discard the outdated lens of "child's pastime" when viewing video games. They are, instead, a prime example of industry evolution at its finest, a testament to the power of

Creativity and technology to forge connections and ignite imaginations on a global scale so, let's celebrate the rise of this interactive storytelling giant, and its unwavering ability to captivate hearts and minds across generations.

Future scope :-

The Indian video games market revenue is expected to reach \$ 3.172 million by 2024. By

2027, it projects a volume of \$4,420 million by 2027. The video games market is expected to have 167.7 million users by 2027.

Advertisers are projected to spend \$8.53 billion in 2024, with total US game ad revenues more than doubling within the last five years, per an October 2023 **EMARKETER** forecast. By 2026, it will break through the \$10 billion mark.,