PROJECT REPORT TEMPLATE

1. Introduction

1.1 Overview

AN OVERVIEW OF GAMING INDUSTRY INFRASTRUCTURE

Typically, regulatory environment in the jurisdictions in which we operate are established by statue and are administered by a regulatory agency or agencies with interpretive authority with respect to gaming laws and regulations and board discretion to regulate the affairs of owners, managers, and persons/entities with financial interests in gaming operations. Among other things, gaming authorities in the various jurisdictions in which we operate:

Adopt rules and regulation under the implanting statues;

Make appropriate investigations to determine if there has been any violation of laws or regulations;

Enforce gaming laws and impose disciplinary sanction for violations, including fines and penalties;

Review the character and fitness of participants in gaming operations and make determinations regarding their suitability or qualification for licensure;

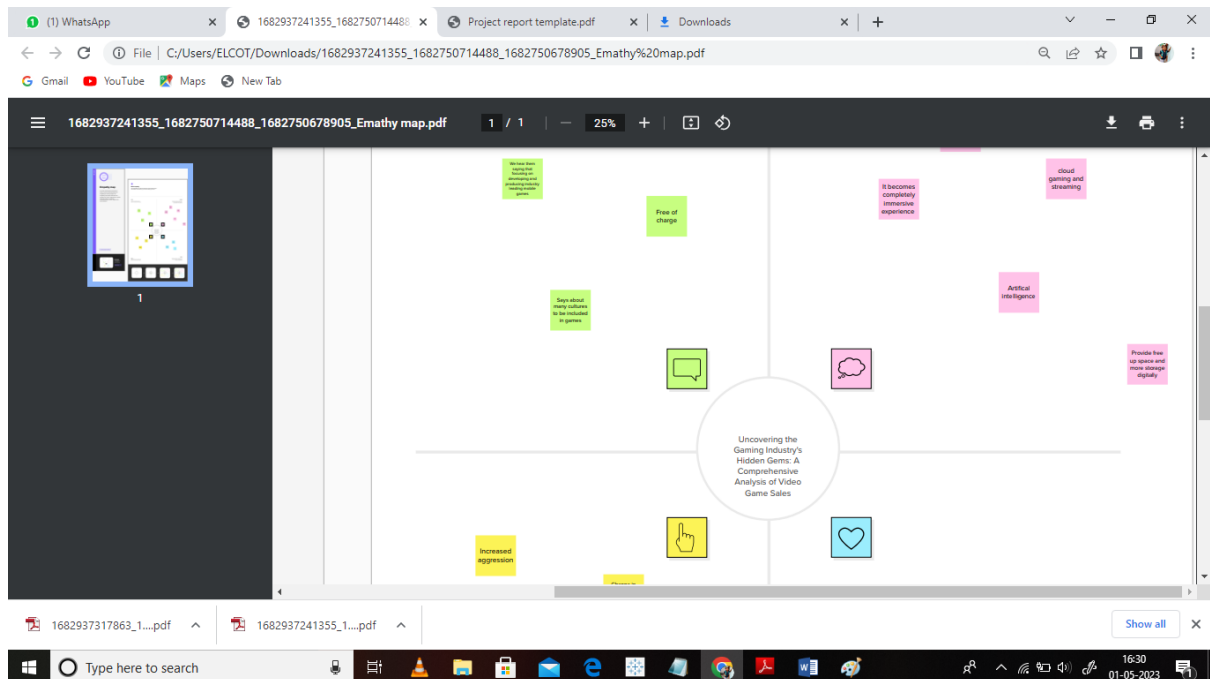Grant licenses for participation in gaming operations;

Collect and review reports and information submitted by participation in gaming operations;
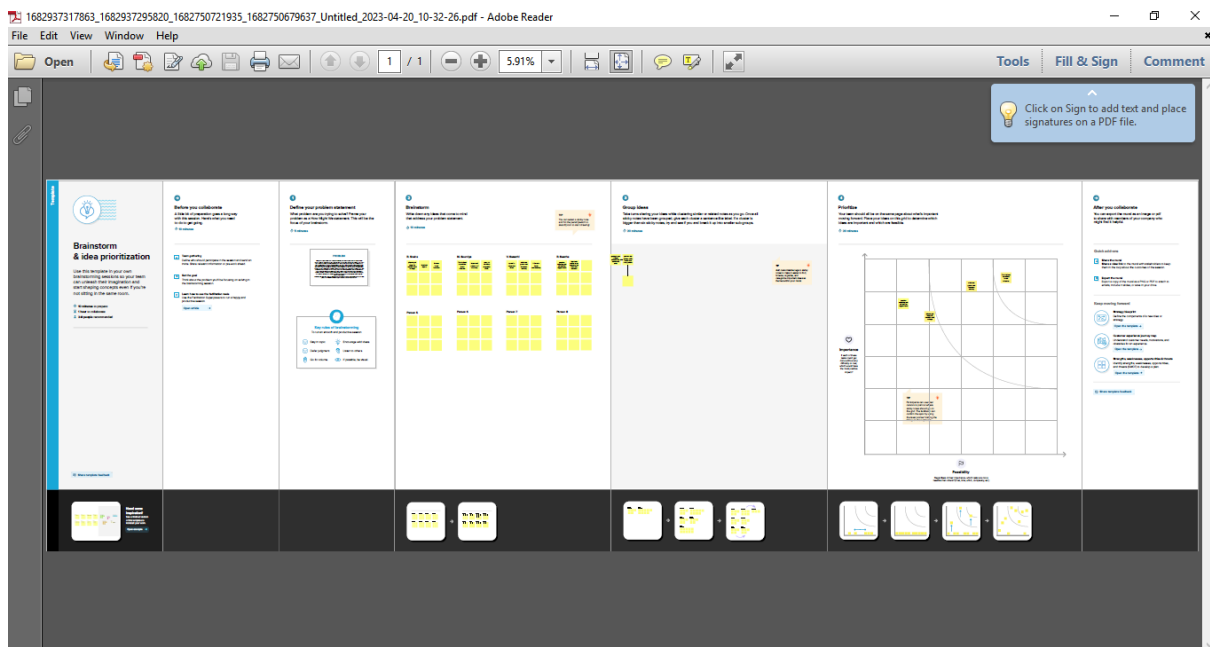
1.2 Purpose

Gaming laws require us, each of our subsidiaries engaged in gaming operations, certain of our directions, officers and employees, and in some cases, our stockholders and holders of our debt securities, to obtain licenses or findings of suitability from gaming authorities. Licenses or finding of suitability typically require a determination that the application qualifiers or is suitable. Gaming authorities have very board discretion in determination whether an applicant qualifiers for licensing or should be deemed suitable
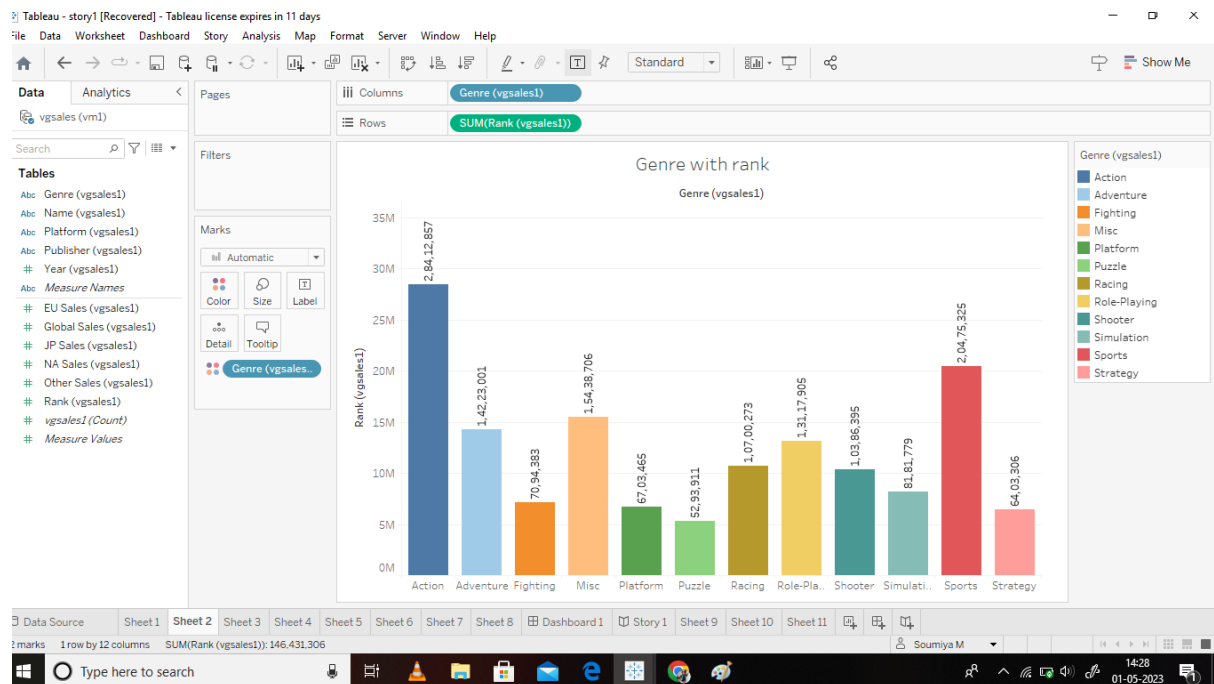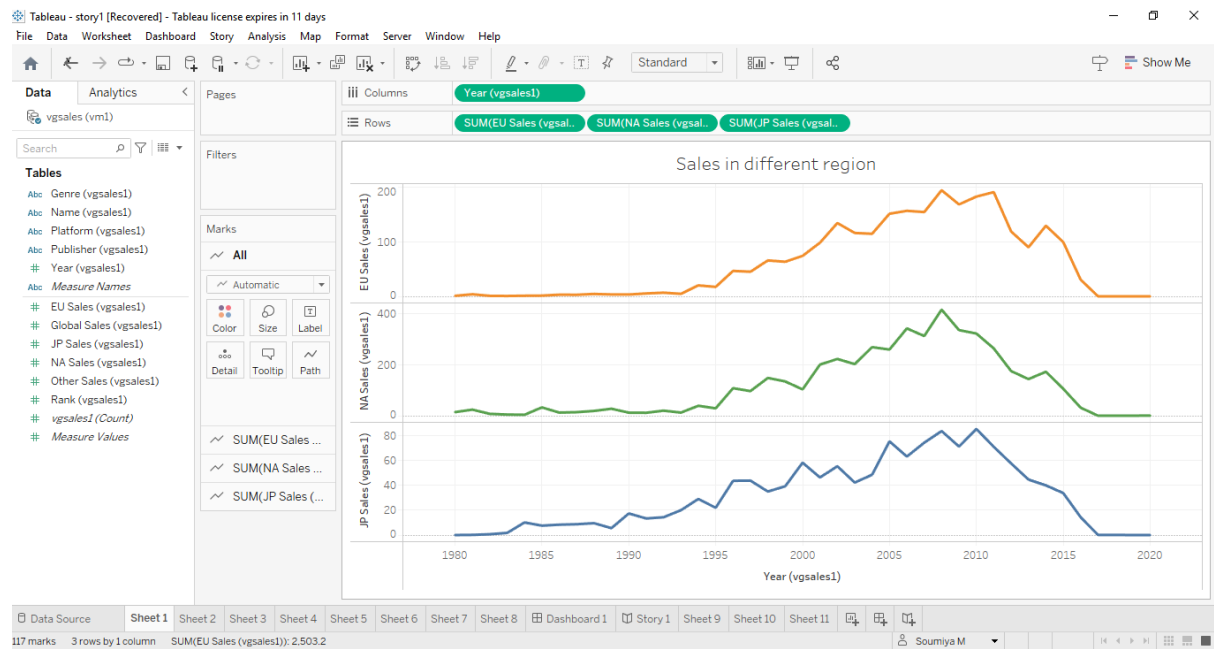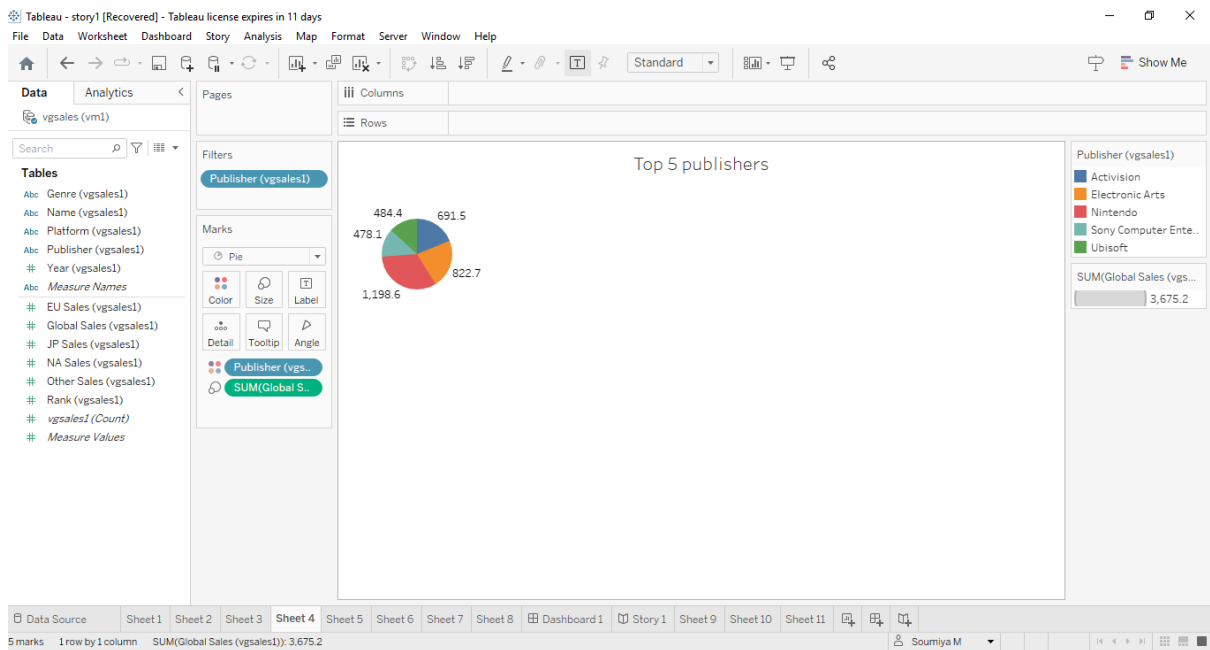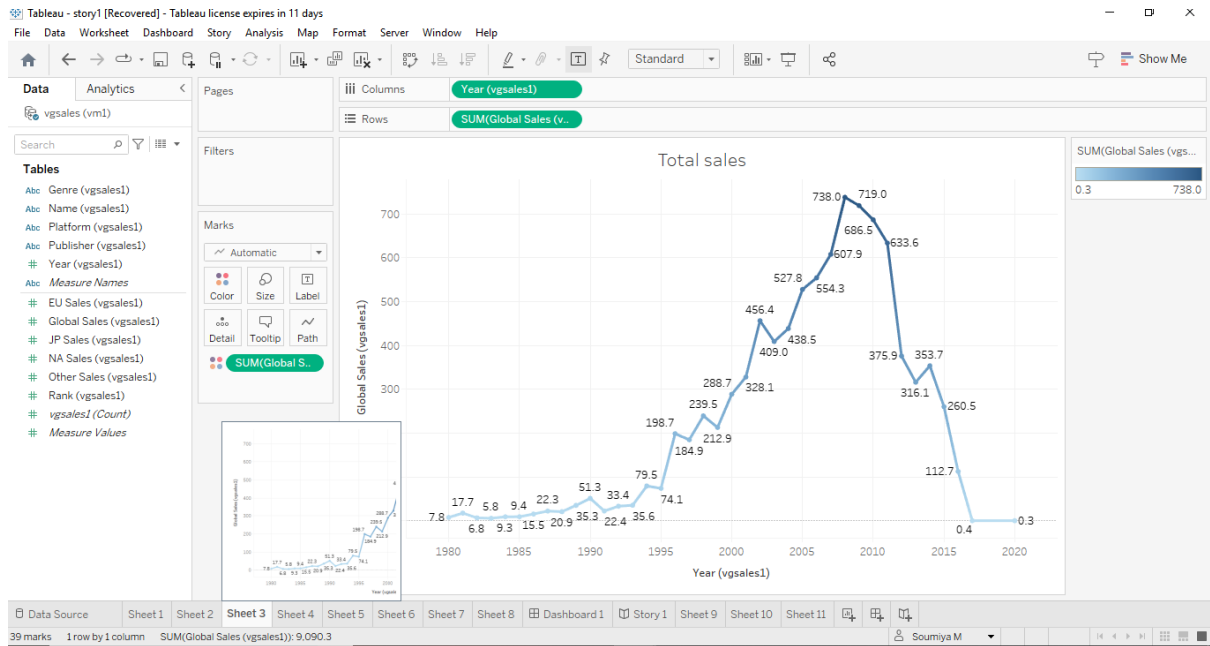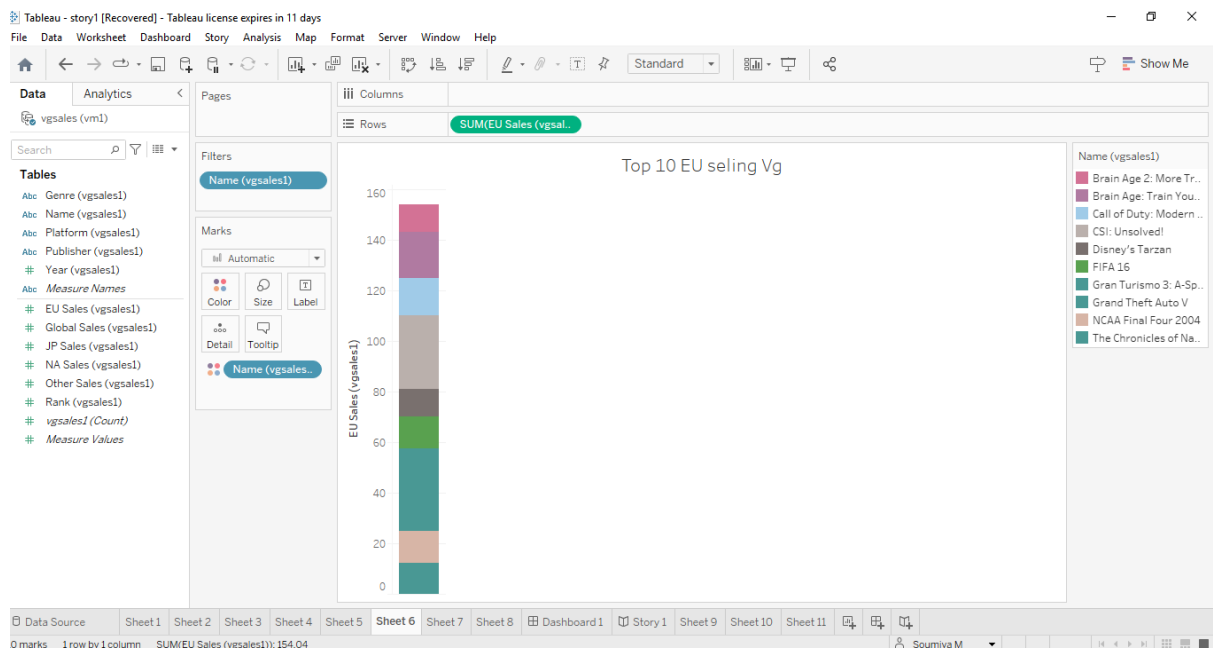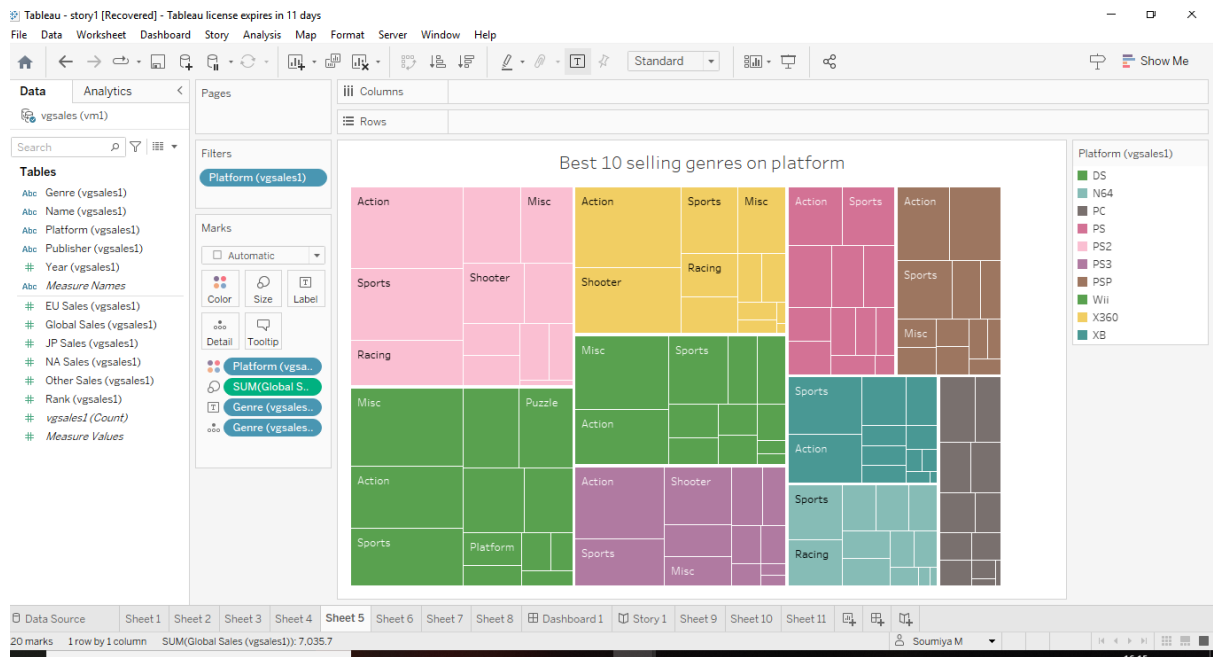
2.Problems definition and design thinking

2.1 Empathy map

2.2 Ideation and brainstorming map

3.Result

Best 10 selling genres on platform

Top 10 EU seling Vg

File Data Worksheet Dashboard Story Analysis Map Format Server Window Help

Standard Show Me

Data Analytics

vgsales (vm1)

Tables
- Abc Genre (vgsales1)
- Abc Name (vgsales1)
- Abc Platform (vgsales1)
- Abc Publisher (vgsales1)
- # Year (vgsales1)
- Abc Measure Names
- # EU Sales (vgsales1)
- # Global Sales (vgsales1)
- # JP Sales (vgsales1)
- # NA Sales (vgsales1)
- # Other Sales (vgsales1)
- # Rank (vgsales1)
- # vgsales1 (Count)
- # Measure Values

Pages

Filters
Name (vgsales1)

Marks
Circle

Color Size Label
Detail Tooltip

SUM(JP Sales ..
Name (vgsales..
Name (vgsales..

Columns

Rows

Top 10 Japan selling video games

Pro Yaky? Spirits 2013

Star Wars: Battlefront

Super Mario Kart

Monster Hunter Freedom Unite

Body Harvest

Brain Age 2: More Training in Minutes a Day

Super Mario World

Code of Princess

Brain Age: Your Brain in Minutes a Day

Tigger's Honey Hunt

Name (vgsales1): Body Harvest
JP Sales (vgsales1): 7.200

Name (vgsales1)
- Body Harvest
- Brain Age 2: More Tr...
- Brain Age: Train You...
- Code of Princess
- Monster Hunter Free...
- Pro Yaky? Spirits 20...
- Star Wars: Battlefro...
- Super Mario Kart
- Super Mario World
- Tigger's Honey Hunt

Data Source Sheet 1 Sheet 2 Sheet 3 Sheet 4 Sheet 5 Sheet 6 Sheet 7 Sheet 8 Dashboard 1 Story 1 Sheet 9 Sheet 10 Sheet 11

10 marks 1 row by 1 column SUM(JP Sales (vgsales1)): 82.610 Soumiya M

File Data Worksheet Dashboard Story Analysis Map Format Server Window Help

Standard Show Me

Data Analytics

vgsales (vm1)

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- # Measure Values

Pages

Filters
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Name (vgsales..

Columns

Rows SUM(NA Sales (vgsal..

Top 10 NA seling video games

300

250

200

NA Sales (vgsales1)

150

100

50

0

Name (vgsales1)
- Call of Duty: Modern ...
- Code of Princess
- CSI: Unsolved!
- Grand Theft Auto V
- New Super Mario Br...
- Star Wars: Battlefro...
- Super Mario Bros.
- Tetris
- Twisted Edge Extre...
- Wii Sports

Data Source Sheet 1 Sheet 2 Sheet 3 Sheet 4 Sheet 5 Sheet 6 Sheet 7 Sheet 8 Dashboard 1 Story 1 Sheet 9 Sheet 10 Sheet 11

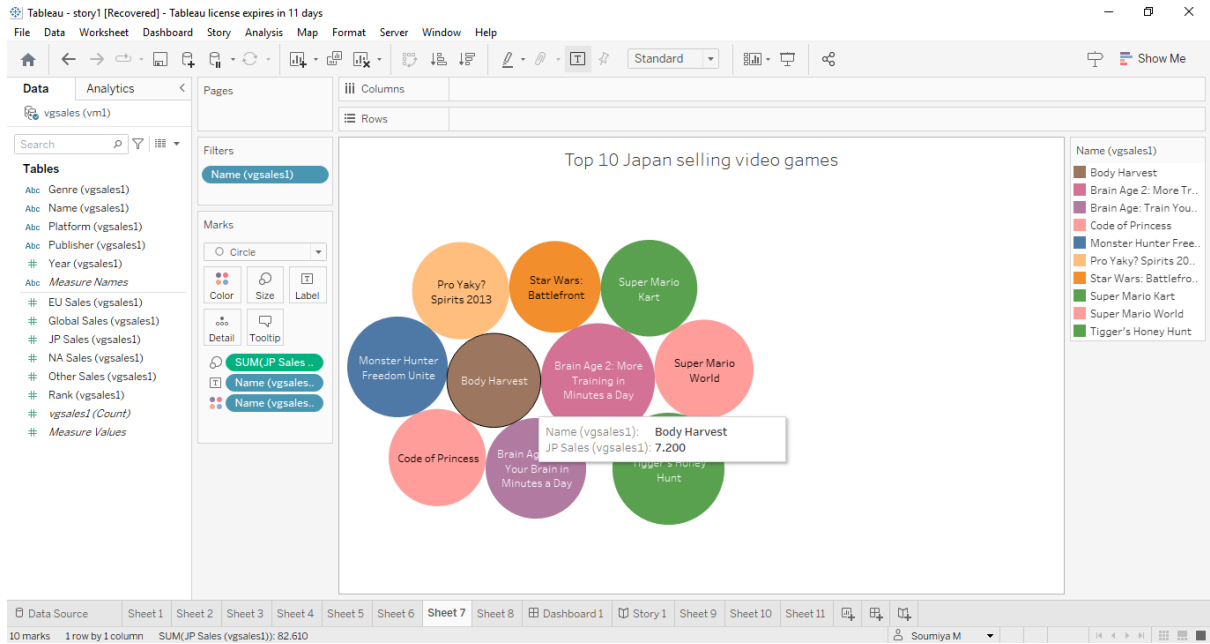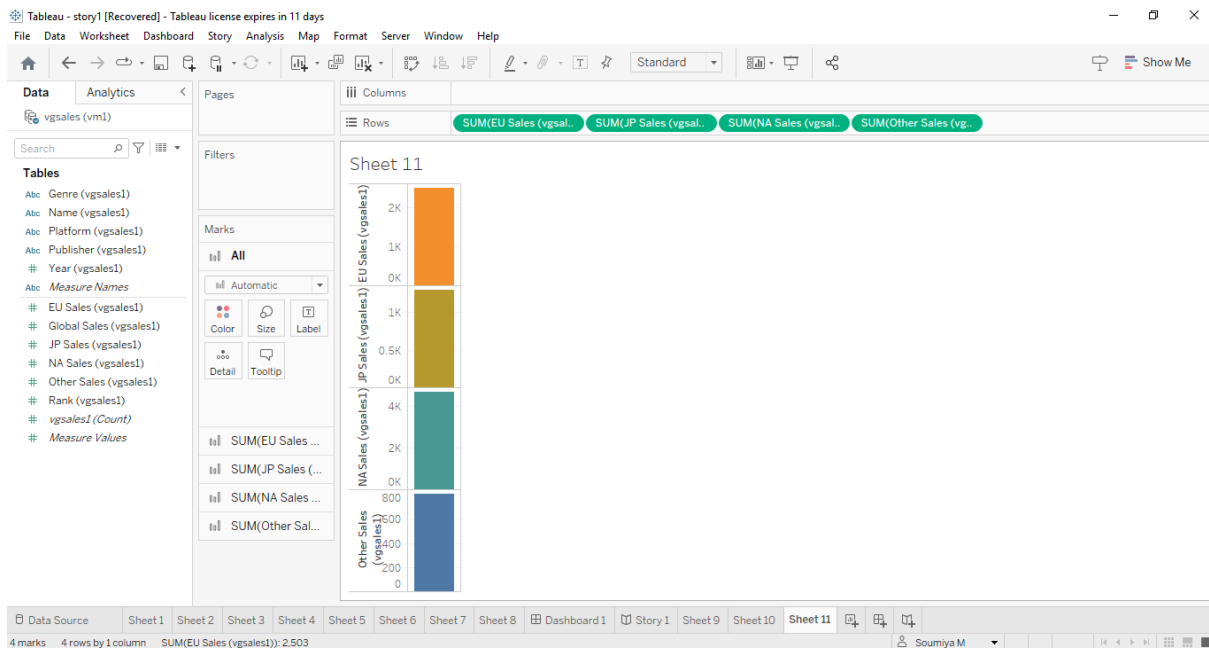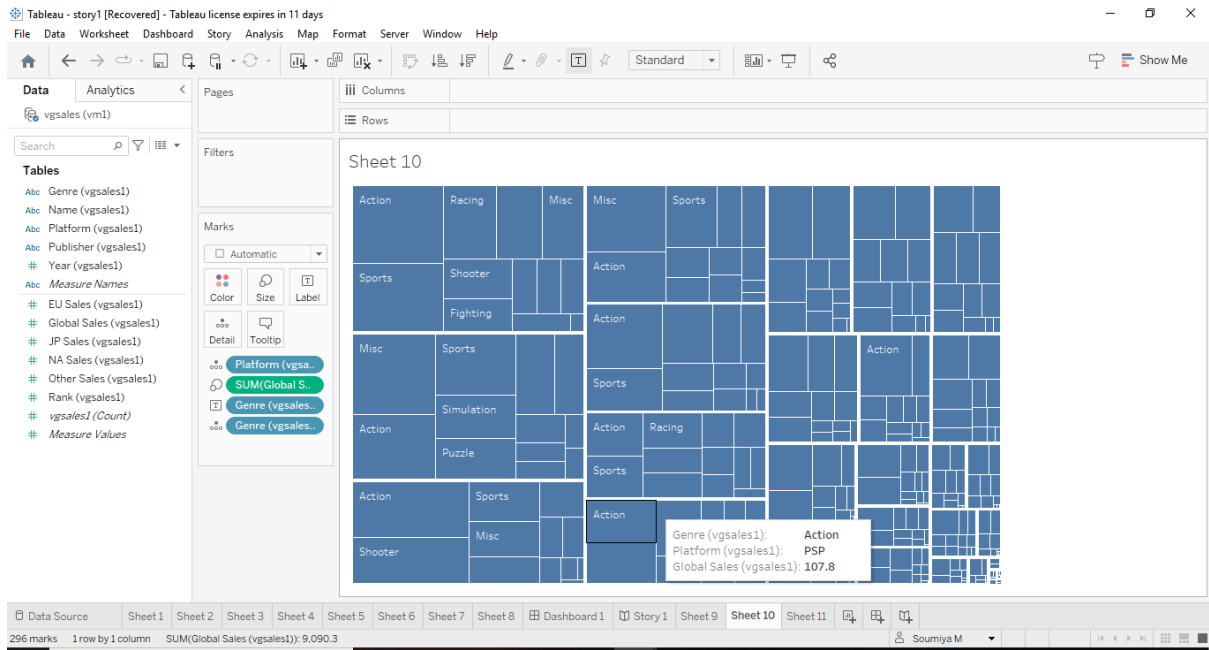10 marks 1 row by 1 column SUM(NA Sales (vgsales1)): 298.85 Soumiya M
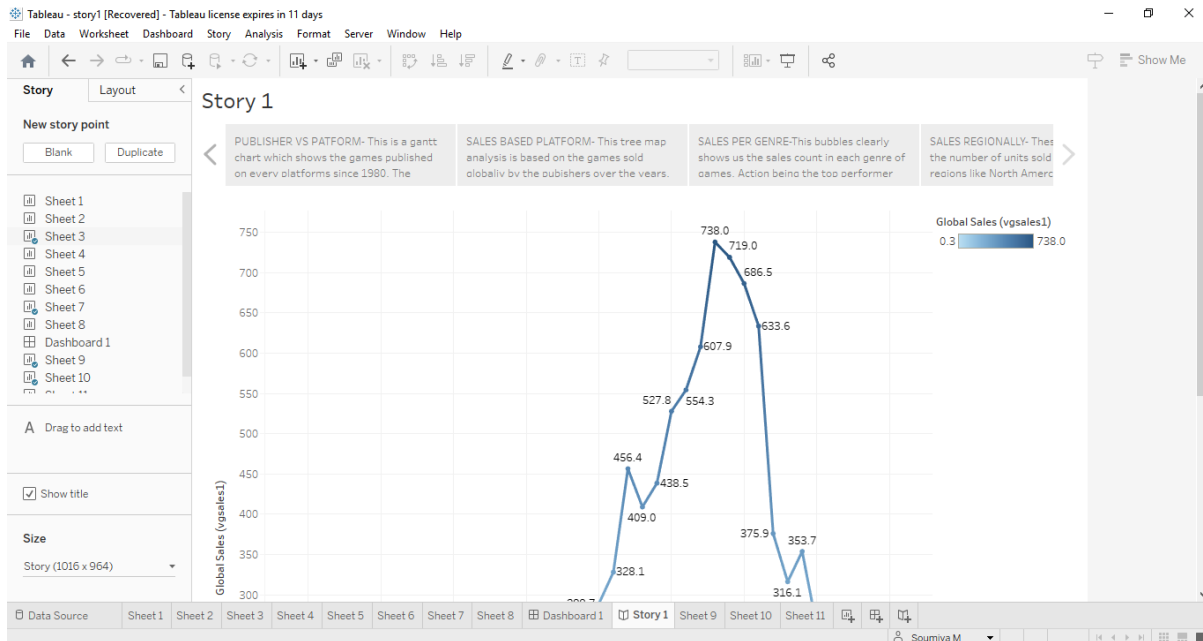
4. Advantages and disadvantage

Technological Advancements

Over the years, technological advancements have played a significant role in the growth of the gaming industry. From powerful hardware to high-speed internet connections, the tools available today enable gamers to immerse themselves in virtual worlds more seamlessly than ever before. With the introduction of virtual reality (VR), augmented reality (AR), cloud gaming, and 5G networks, gamers can now enjoy more immersive and realistic gameplay experiences.

Additionally, the popularity of social media and streaming platforms has created a new space for gamers to connect, share their experiences, and build communities around common interests. The emergence of mobile gaming has also played a part in the industry's expansion, making it more accessible to people worldwide. The gaming industry will likely continue to thrive and expand as technology evolves.

Social Interaction:

Gaming has become a social activity. Multiplayer games allow players to connect and interact with other gamers worldwide. This social aspect of gaming has contributed to its growth as players seek ways to connect with others and build communities.

Diversification of Content

The gaming industry has diversified its content to appeal to a wider audience. Now, games cater to all ages and interests, from casual puzzle games to complex strategy games. This diversification has helped to attract new audiences and keep existing players engaged

Disadvantage of gaming industry

Pros of Gaming

Although research is still ongoing on the pros and cons of video games, some studies thus far have shown the following benefits when an individual plays video games:

1. Improved cognitive functions

2. Problem-solving skills and the use of logic

3. Hand-to-eye coordination

4. Faster and more accurate decision-making

5. Improved eye for details

6. Social activity and teamwork

These pros of video games might help you with tasks that you do every day, but they might also be applicable for jobs where you require a great deal of attention and concentration, such as working as a surgeon, driver, or programmer.

On the surface, these pros of video games look appealing. Still, it's important to remember that these positive effects of video games come with a catch: **they can be far outweighed by the cons if gaming becomes an addiction**

5. Applications

Big bets on real-money gaming Affordable internet data and wide use of digital payments have made real-money gaming an even more attractive option for a large demographic who didn't know about it. As participation increases with players realising there is a low-risk, but high-reward factor, the gaming industry will witness a resounding spike in new-paying users (NPU) as new avenues are created. Given that the space is so large and new, we will see firmer guidelines

and better regulations. Responsible measures will enable a safe gaming ecosystem for everyone - government, companies, and the gamer.

The future scope of gaming industry

If you asked me eight years ago, I did have put money on games harnessing 3D TVs; most manufacturers stopped making this migraine-inducing technology by 2017. Five years ago, I'd have guaranteed success for VR; the medium only got close to its first killer app this March with *Half-Life: Alex*.

I'm clearly no prophet, but thankfully, there are real experts who can shed light on the future of video games. Two of the U.K.'s leading gaming professors–Dr Jethro Shell, Senior Lecturer in Games and Information Systems at De Montfort University, and Dr Edward Powley, associate professor at Falmouth University Games Academy–are giving us an exclusive insight into what we can expect next from the industry

8.Appendix

Source

Dashboard public

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Story public

Link;

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