VIDEO GAMES SALES

A quick analysis of the Video Game Industry
Sales between 1983 and 2016

"What would be the best video game to make in this period?"

The database describes the sales of video games across the US, Europe and Japan, along with their genre, platform and year of release

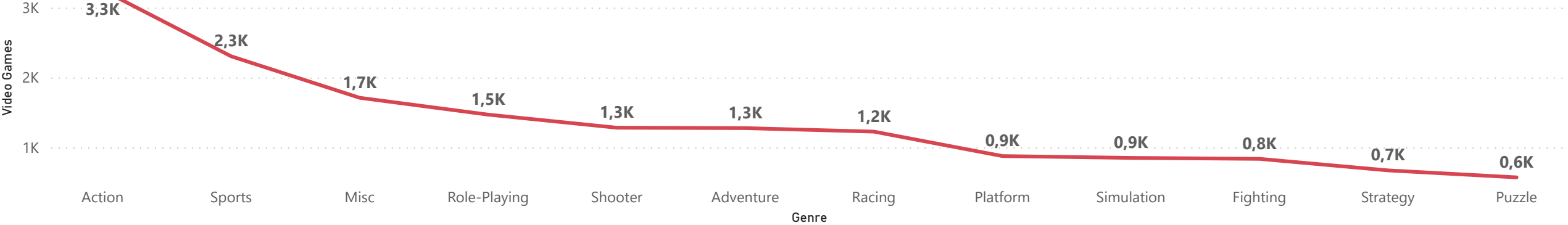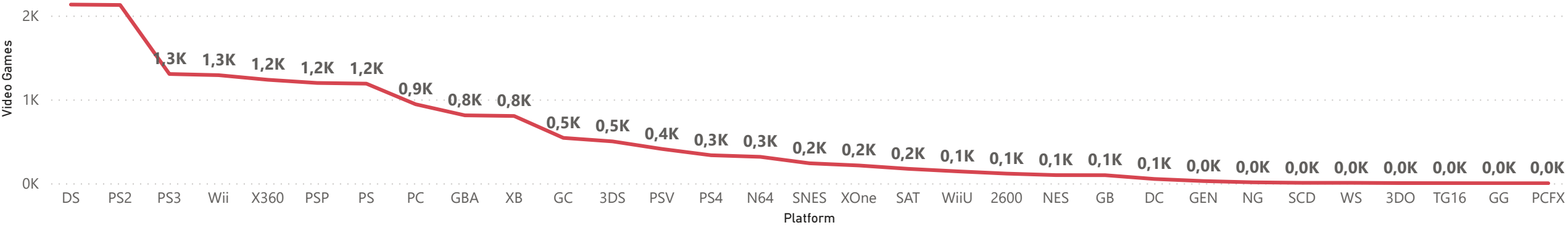| Genre	Global_Sales	JP_Sales	EU_Sales	NA_Sales	Name	Other_Sales	Platform	Publisher	Rank	Year
Role-Playing	0,17	0,17	0,00	0,00	.hack//G.U. Vol.1//Rebirth	0,00	PS2	Namco Bandai Games	8359	2006,0
Role-Playing	0,23	0,00	0,09	0,11	.hack//G.U. Vol.2//Reminisce	0,03	PS2	Namco Bandai Games	7109	2006,0
Role-Playing	0,16	0,16	0,00	0,00	.hack//G.U. Vol.2//Reminisce (jp sales)	0,00	PS2	Namco Bandai Games	8604	2006,0
Role-Playing	0,17	0,17	0,00	0,00	.hack//G.U. Vol.3//Redemption	0,00	PS2	Namco Bandai Games	8306	2007,0
Role-Playing	1,27	0,26	0,38	0,49	.hack//Infection Part 1	0,13	PS2	Atari	1565	2002,0
Role-Playing	0,14	0,14	0,00	0,00	.hack//Link	0,00	PSP	Namco Bandai Games	9076	2010,0
Role-Playing	0,68	0,20	0,18	0,23	.hack//Mutation Part 2	0,06	PS2	Atari	3004	2002,0
Role-Playing	0,46	0,17	0,11	0,14	.hack//Outbreak Part 3	0,04	PS2	Atari	4296	2002,0
Role-Playing	0,18	0,00	0,07	0,09	.hack//Quarantine Part 4: The Final Chapter	0,02	PS2	Atari	8009	2003,0
Action	0,03	0,03	0,00	0,00	.hack: Sekai no Mukou ni + Versus	0,00	PS3	Namco Bandai Games	14279	2012,0

Video Games per Year
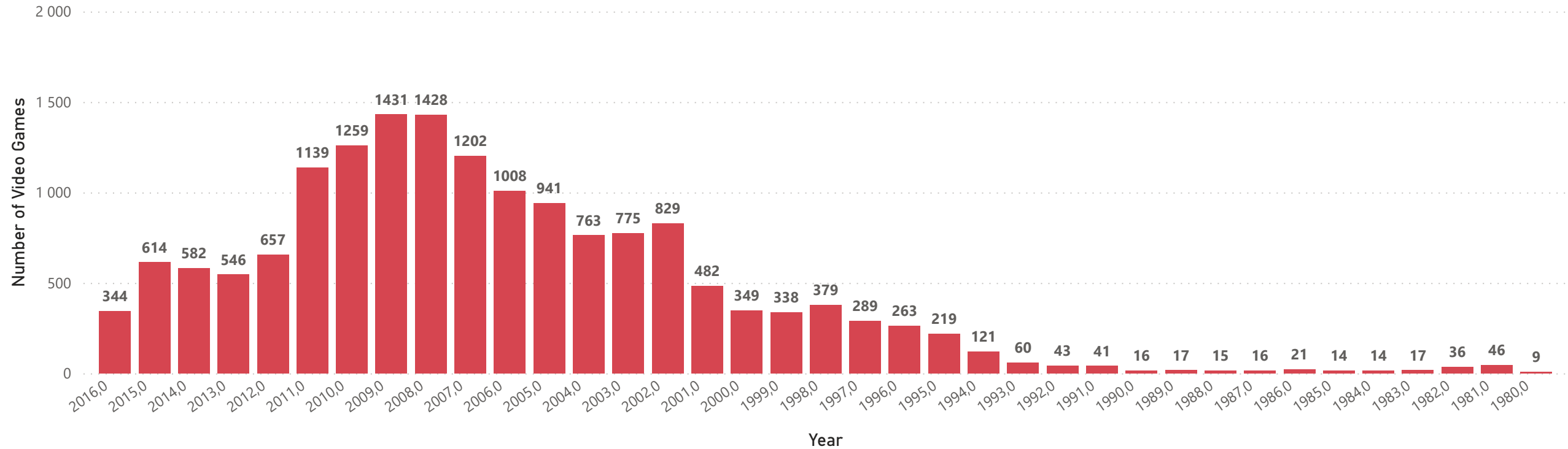
We can see that there was a real emergence of video games in 2002, and that it has not stopped growing until 2010. This could correspond to the CDs that became more popular at that time thanks to the new consoles.
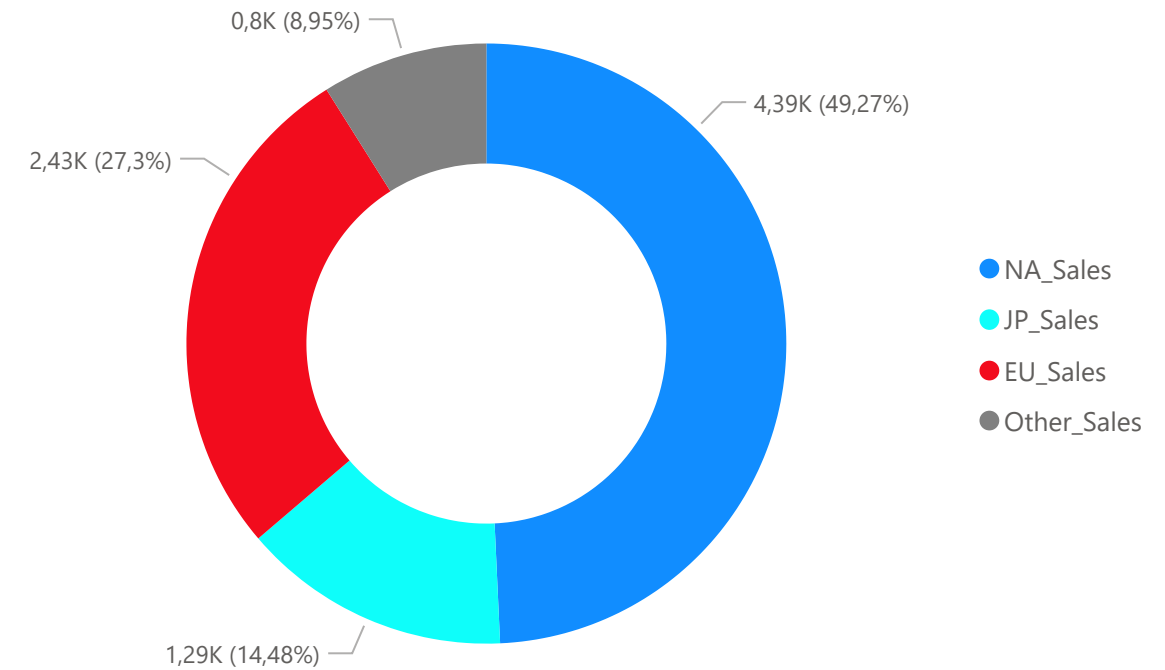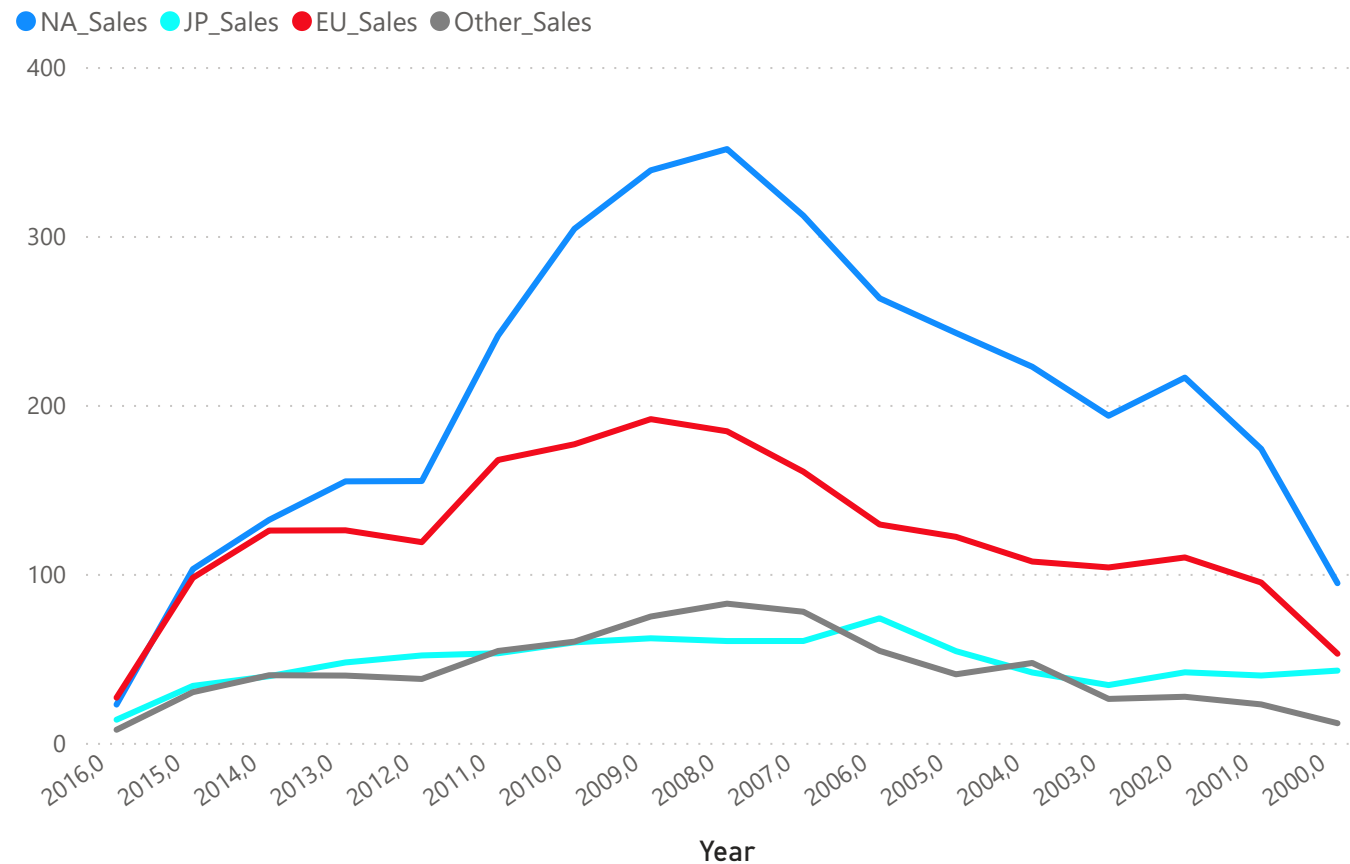
Video Games per Genre

Video Games

| Action | Sports | Misc | Role-Playing | Shooter | Adventure | Racing | Platform | Simulation | Fighting | Strategy | Puzzle |
| 3,3K | 2,3K | 1,7K | 1,5K | 1,3K | 1,3K | 1,2K | 0,9K | 0,9K | 0,8K | 0,7K | 0,6K |

Genre

Video Games per Platform

Video Games

| DS | PS2 | PS3 | Wii | X360 | PSP | PS | PC | GBA | XB | GC | 3DS | PSV | PS4 | N64 | SNES | XOne | SAT | WiiU | 2600 | NES | GB | DC | GEN | NG | SCD | WS | 3DO | TG16 | GG | PCFX |
| 2,1K | 2,1K | 1,3K | 1,3K | 1,2K | 1,2K | 1,2K | 0,9K | 0,8K | 0,8K | 0,5K | 0,5K | 0,4K | 0,3K | 0,3K | 0,2K | 0,2K | 0,2K | 0,1K | 0,1K | 0,1K | 0,1K | 0,1K | 0,0K | 0,0K | 0,0K | 0,0K | 0,0K | 0,0K | 0,0K | 0,0K |

Platform

Of course, the democratization of portable consoles to the general public is even more noticeable here!

As well as the popularisation of sports and action games, which seems to follow this trend perfectly in order to reach the greatest number of people.

NA_Sales, JP_Sales, EU_Sales et Other_Sales per Year

● NA_Sales ● JP_Sales ● EU_Sales ● Other_Sales

Donut chart:
- 4,39K (49,27%) — NA_Sales
- 0,8K (8,95%) — Other_Sales
- 2,43K (27,3%) — EU_Sales
- 1,29K (14,48%) — JP_Sales

The NA accounts for almost half of all sales! Let's look in depth at the 3 regions and their characteristics !

NA_Sales per Year
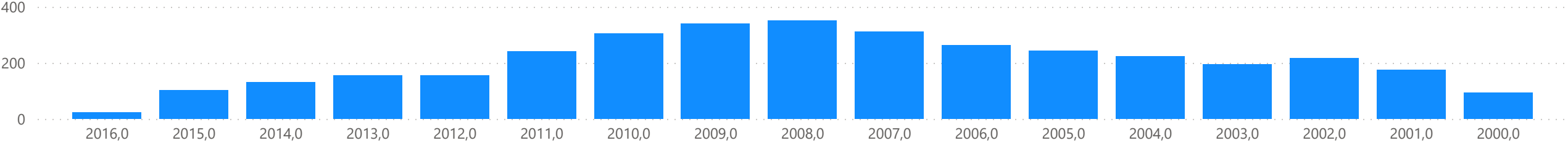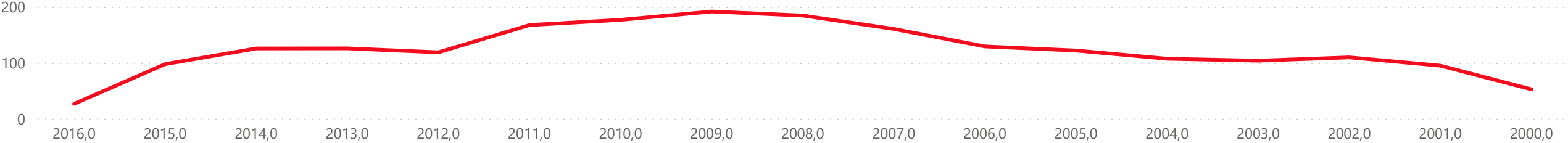

NA_Sales per Genre
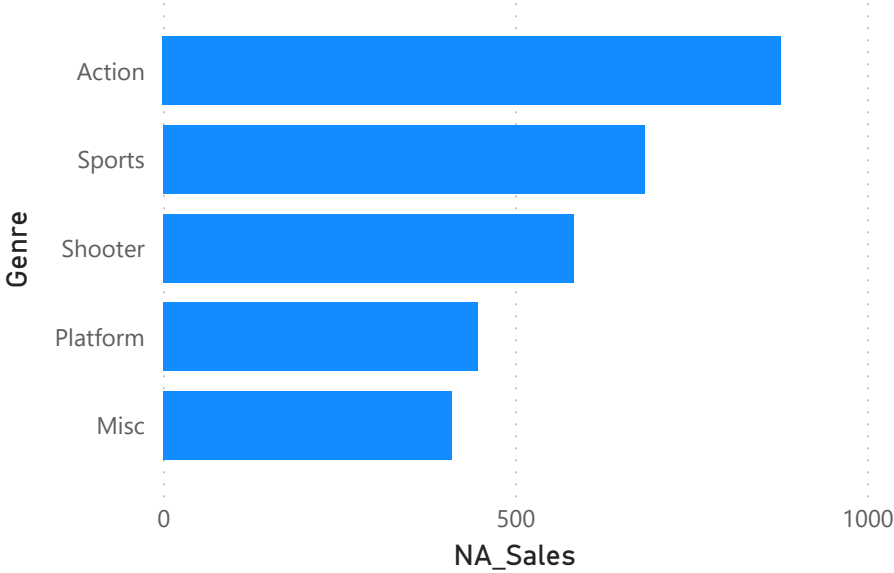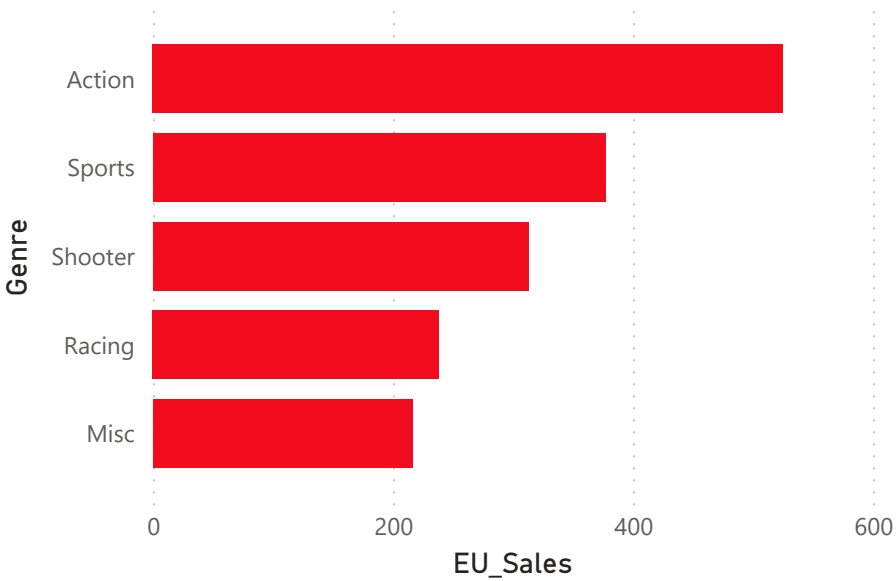

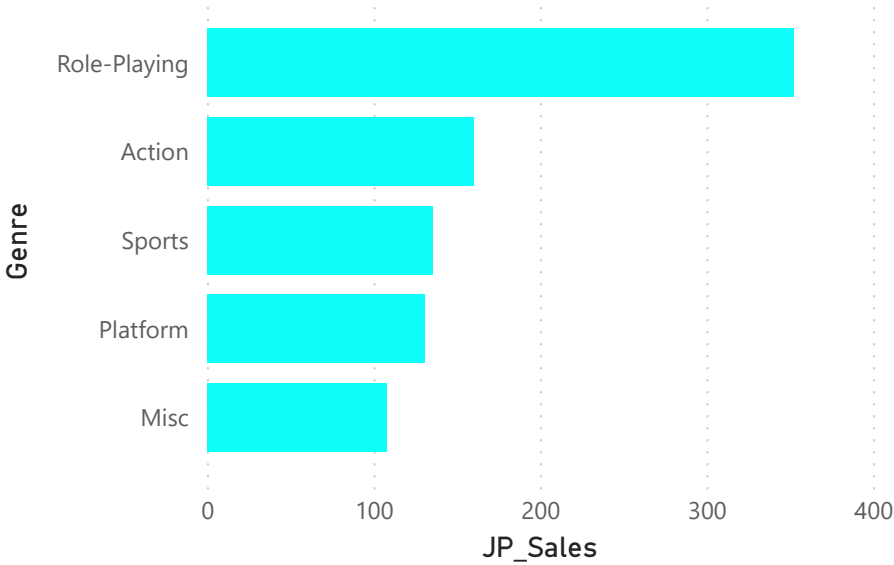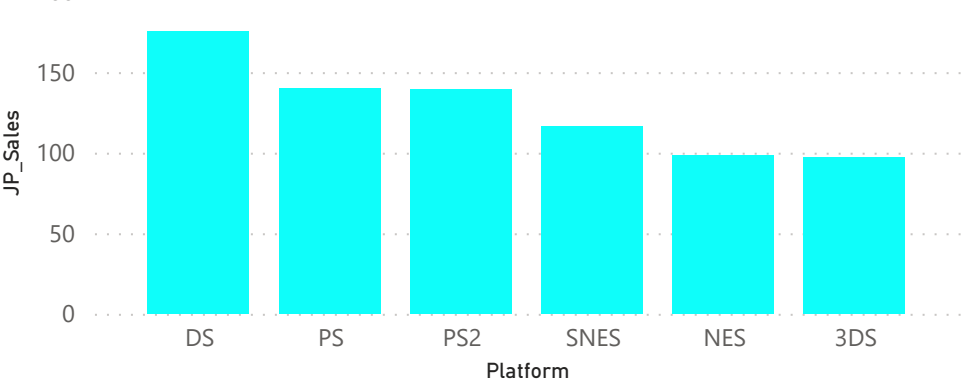# Best Video Games Sales in NA
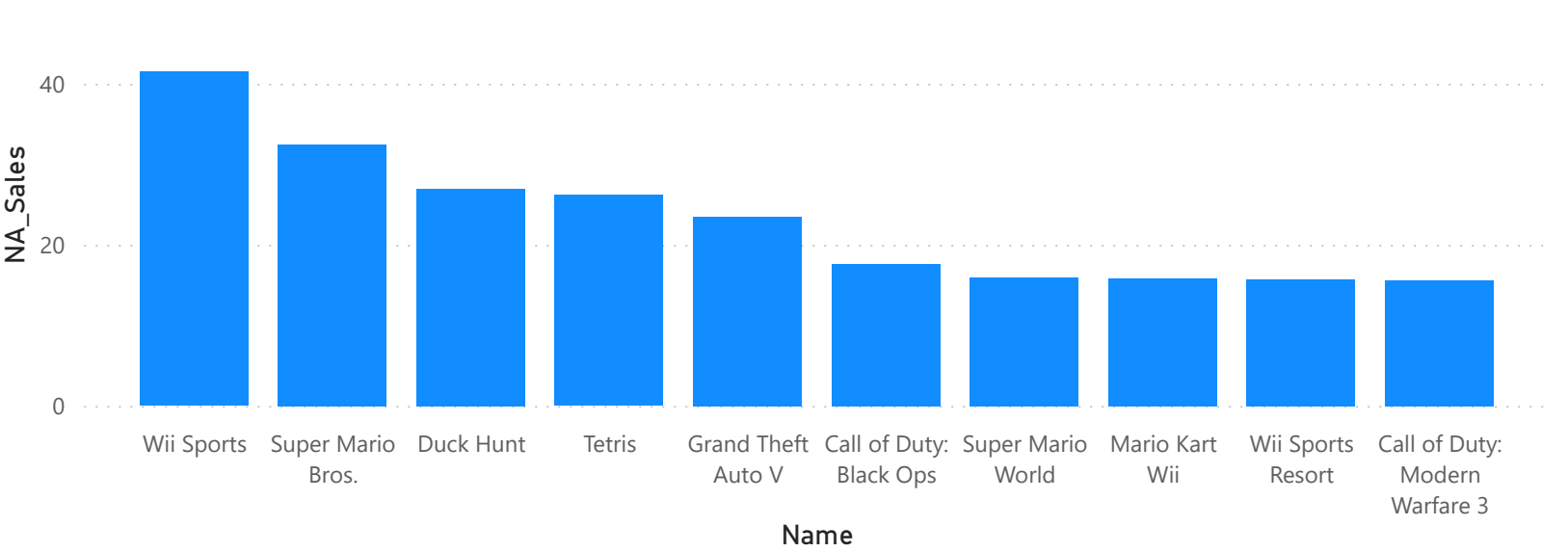
NA_Sales per Platform
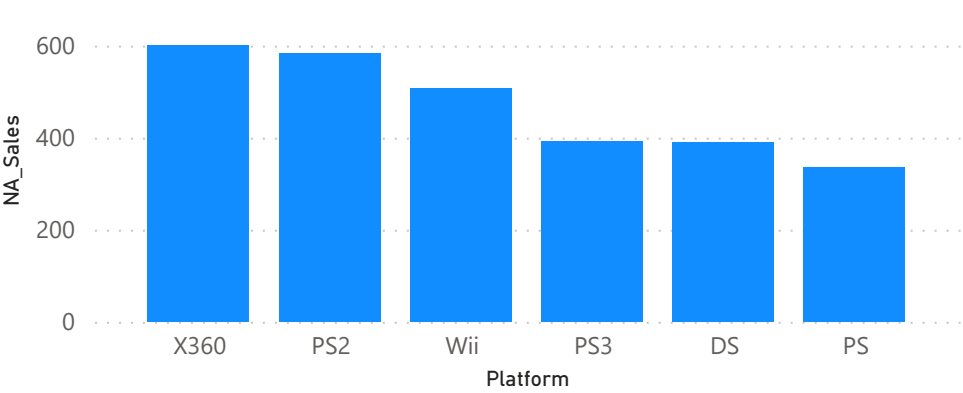
NA_Sales per Publisher
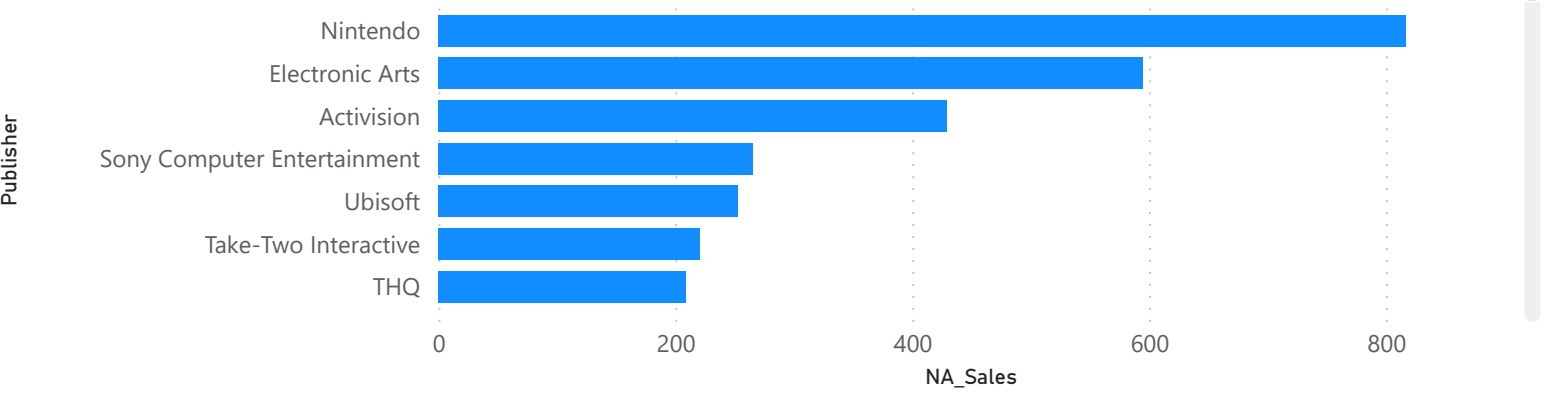
EU_Sales per Year

EU_Sales per Genre

Best Video Game Sales in EU
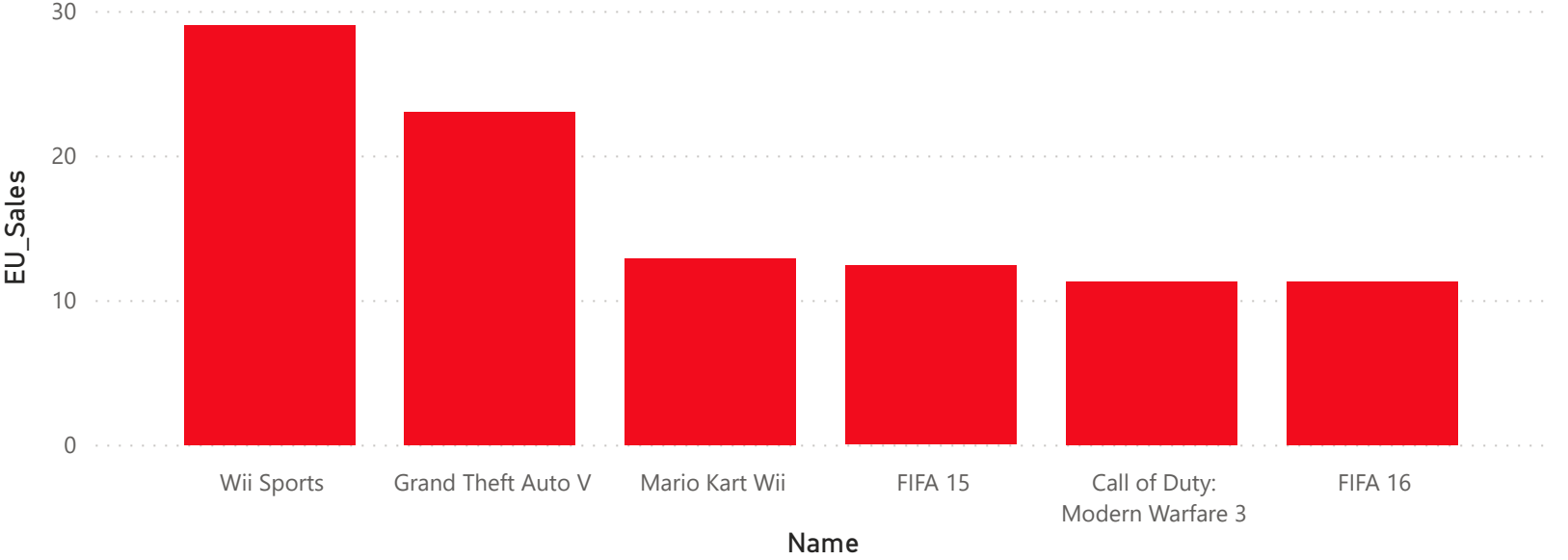
EU_Sales per Platform
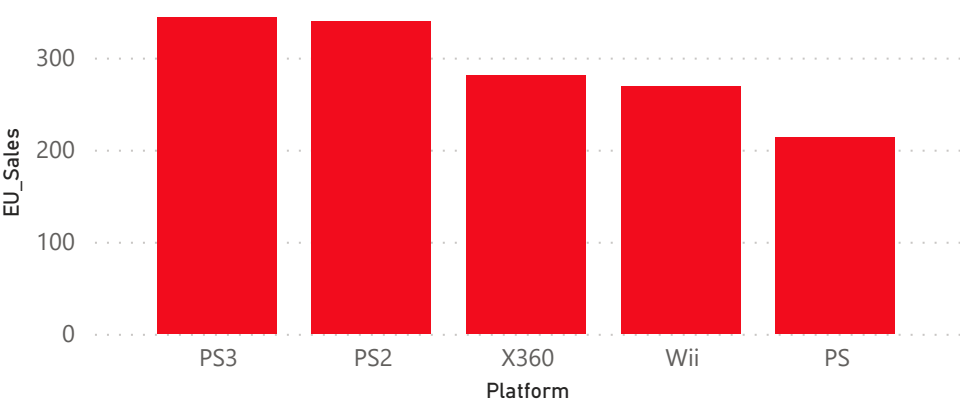
EU_Sales per Publisher
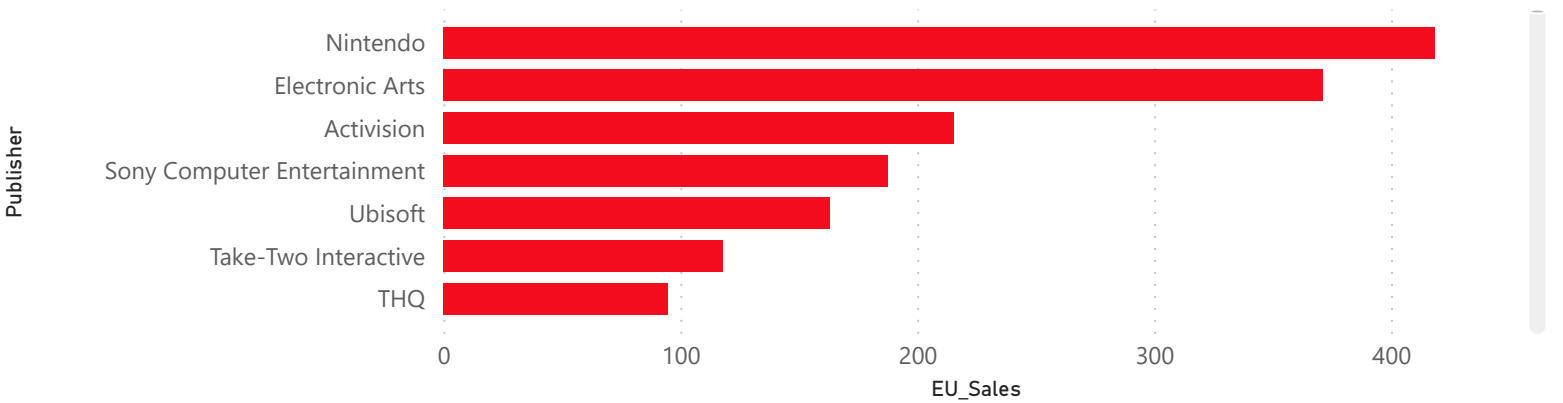
JP_Sales per Year
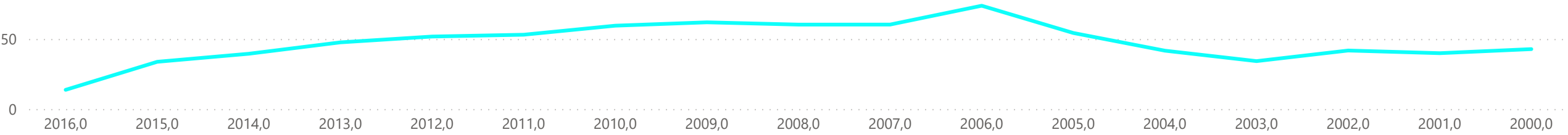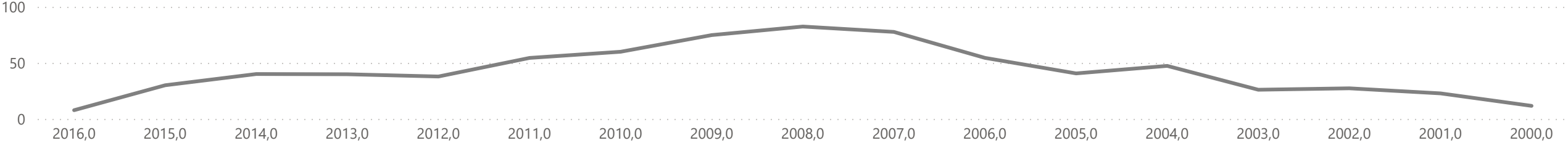

JP_Sales per Genre
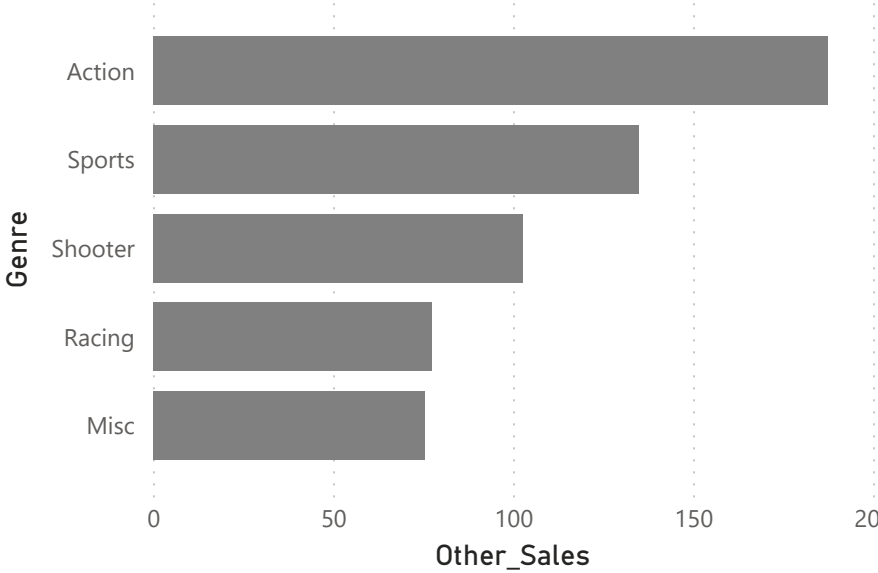

Best Video Games Sales in JP
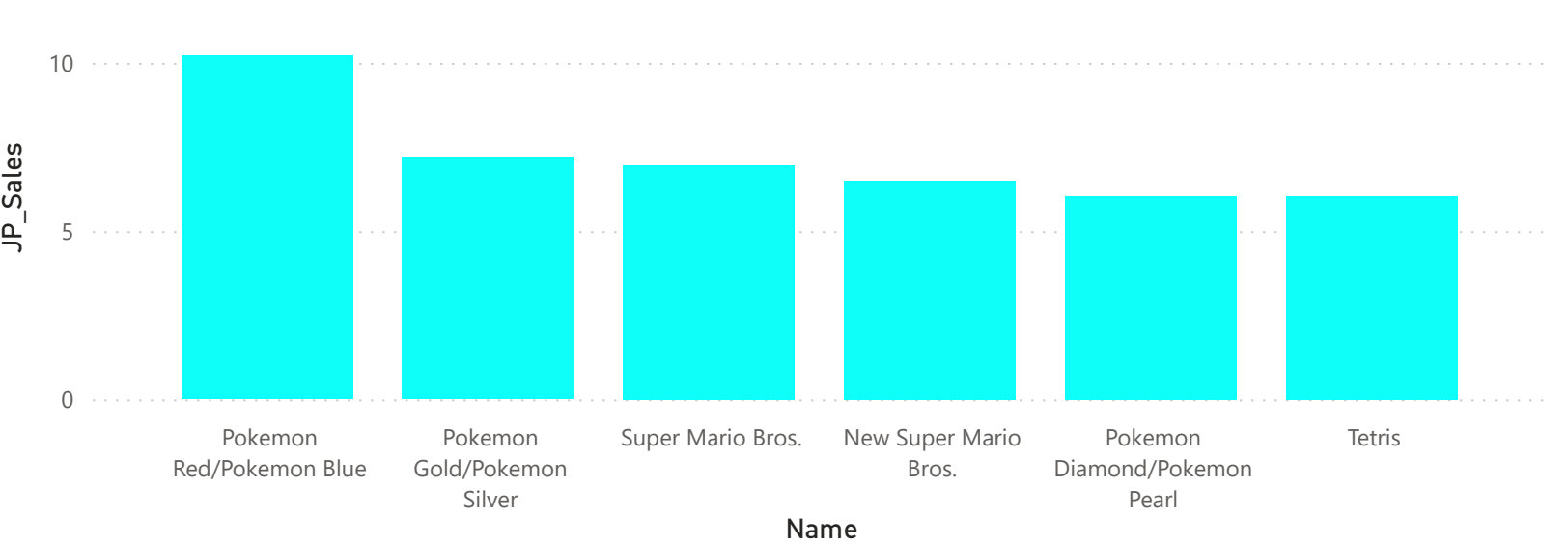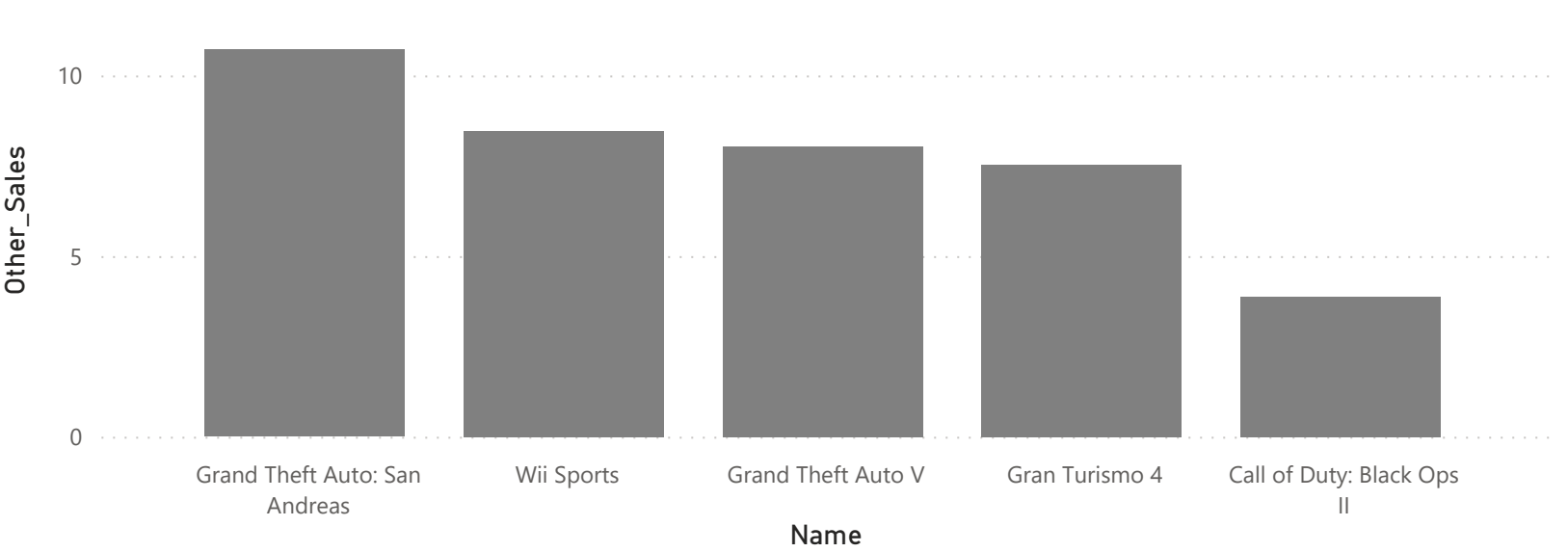

JP_Sales per Platform
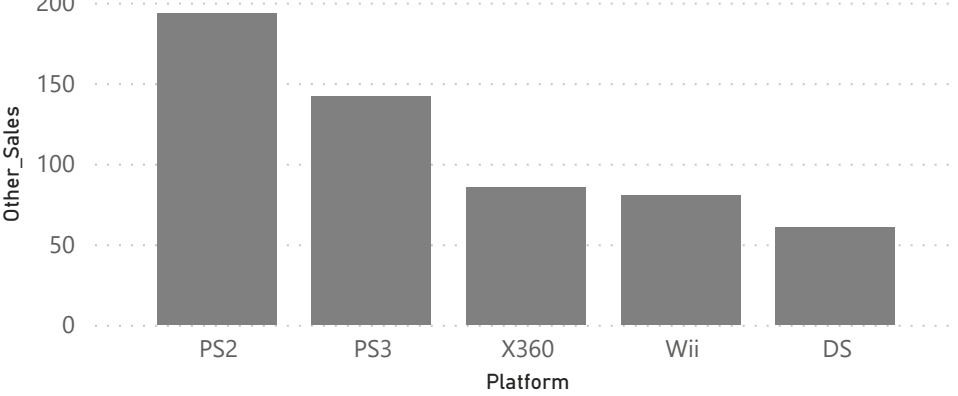

JP_Sales per Publisher
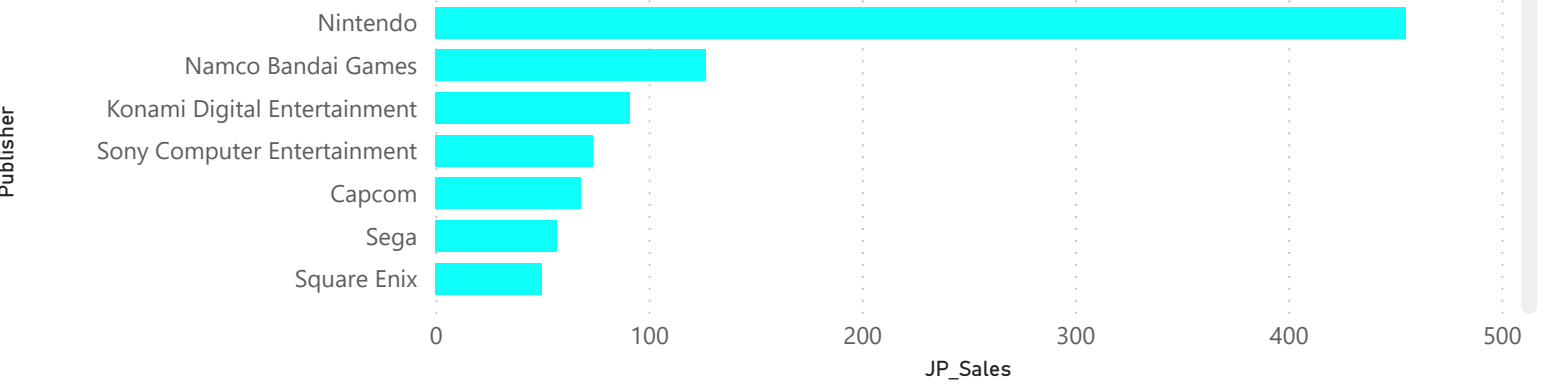
Other_Sales per Year

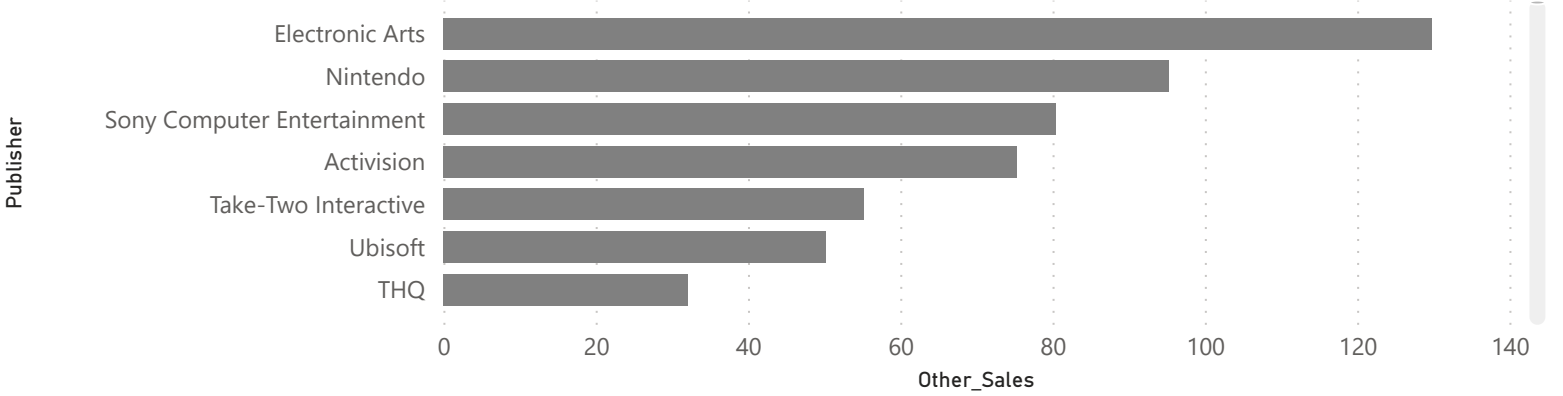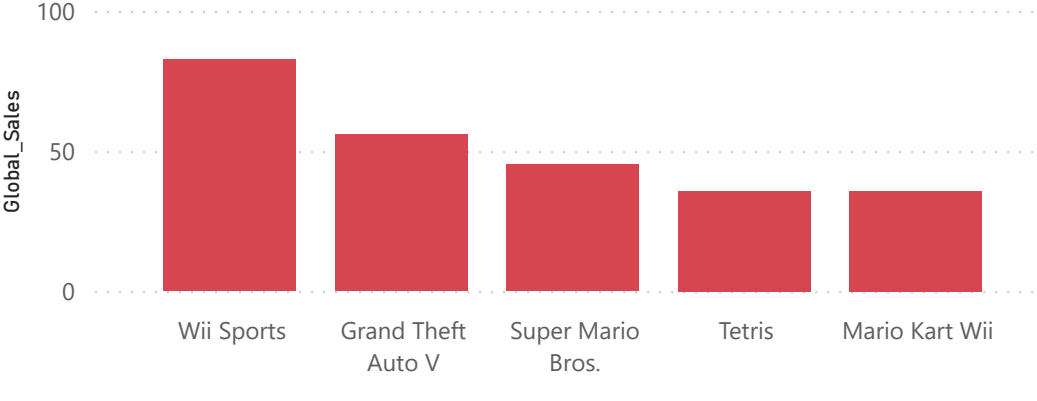## Other_Sales per Genre

Bst Video Game Sales in Other Countries
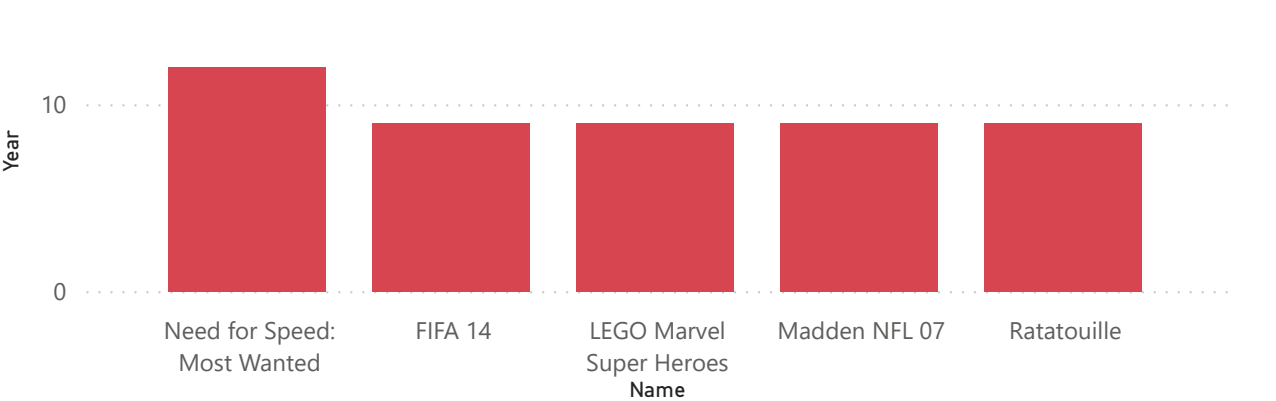

Other_Sales per Platform
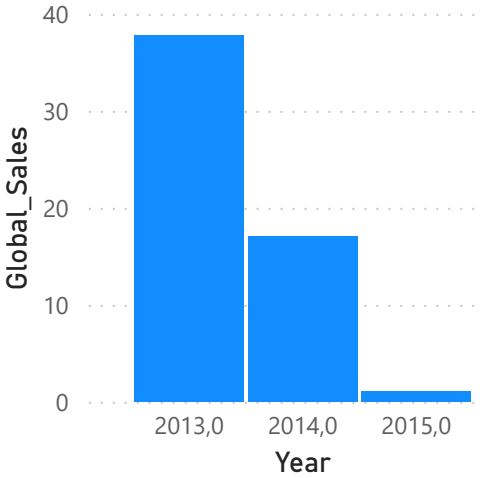

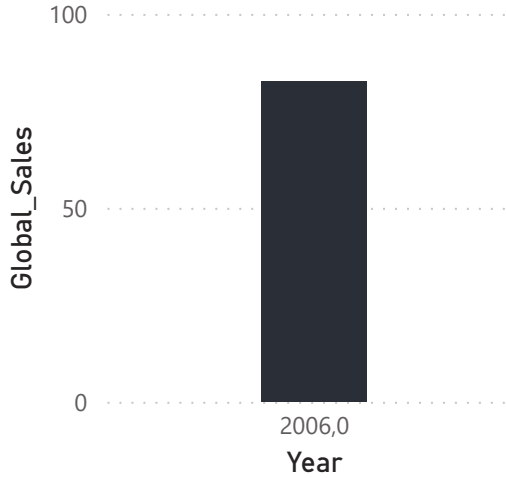## Other_Sales per Publisher

Global_Sales per Video Games

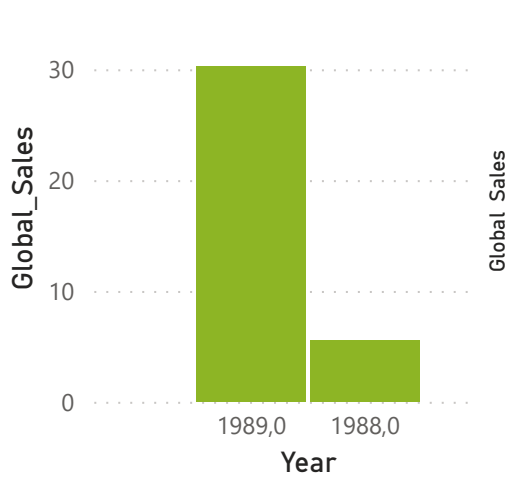## Video Games with the longest duration
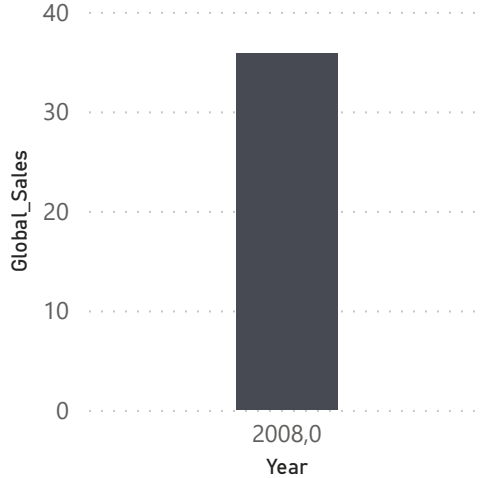

Name ● Grand Theft Auto V   **Name** ● Wii Sports   **Name** ● Super Mario Bros.   **Name** ● Tetris   **Name** ● Mario Kart Wii
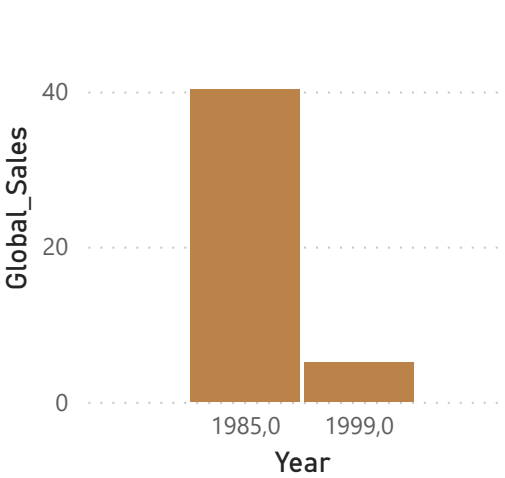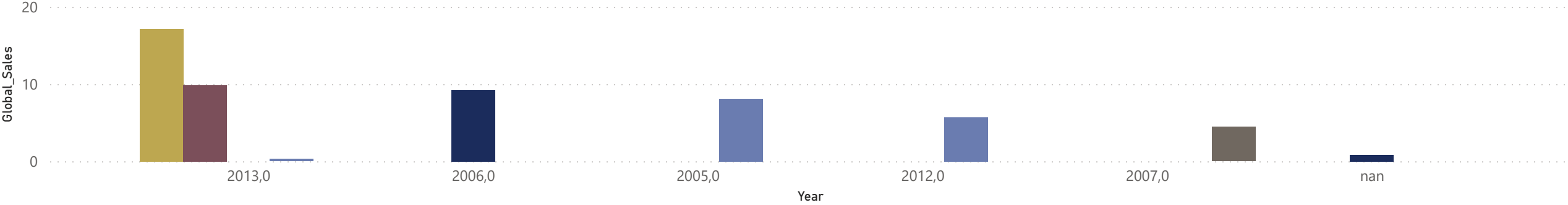

Name ● FIFA 14   ● LEGO Marvel Super Heroes   ● Madden NFL 07   ● Need for Speed: Most Wanted   ● Ratatouille

As you can see, the Japanese market was still **very closed** with **trends and popularity** specific to their **territory**.
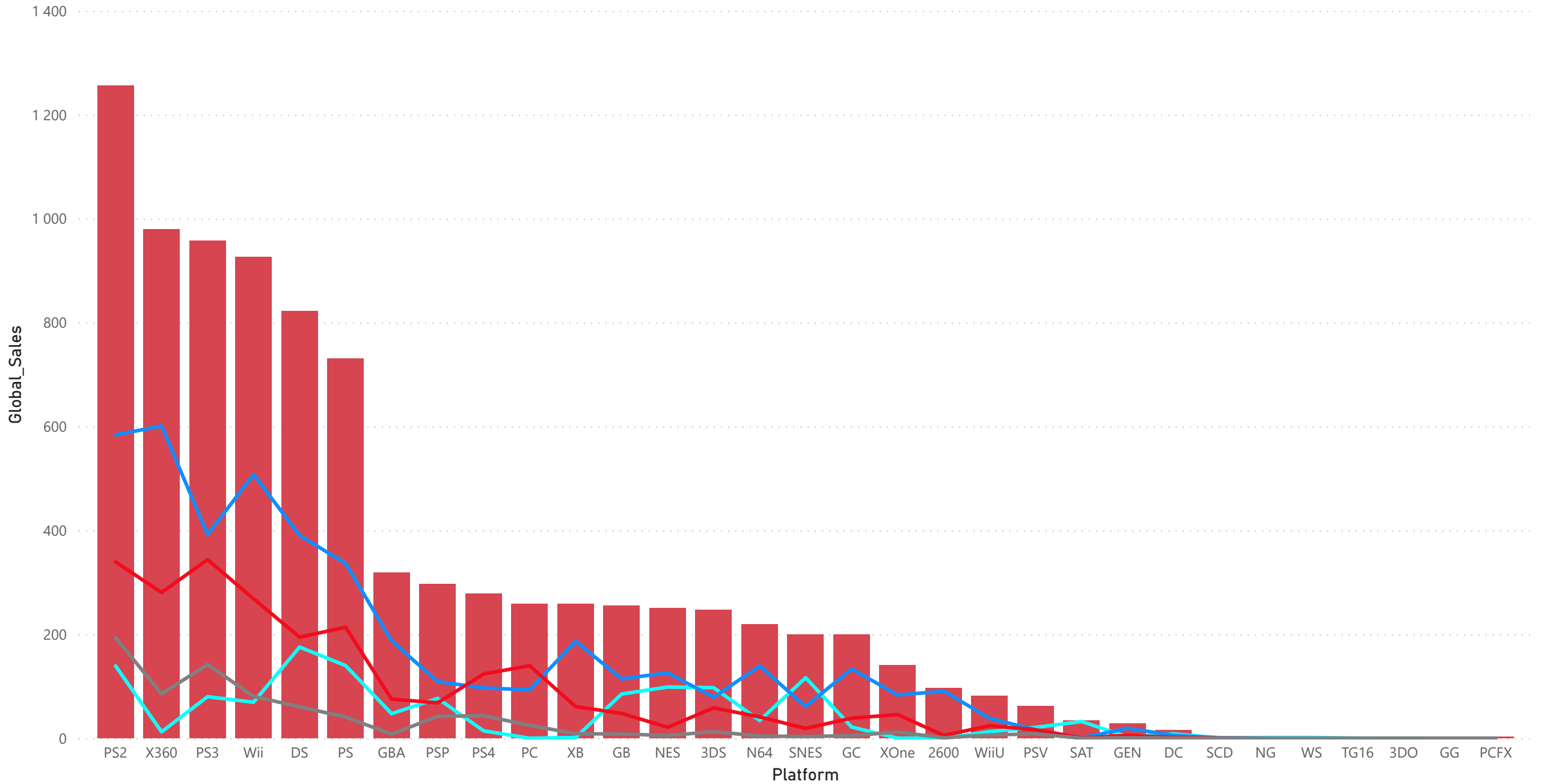
Unlike **Europe and the US** which **share similarities and trends** in terms of **genre and distributors**.
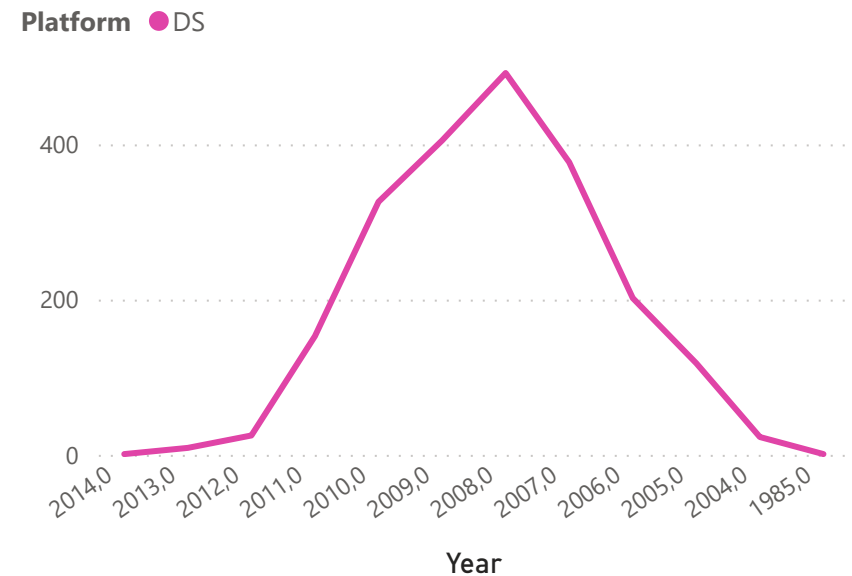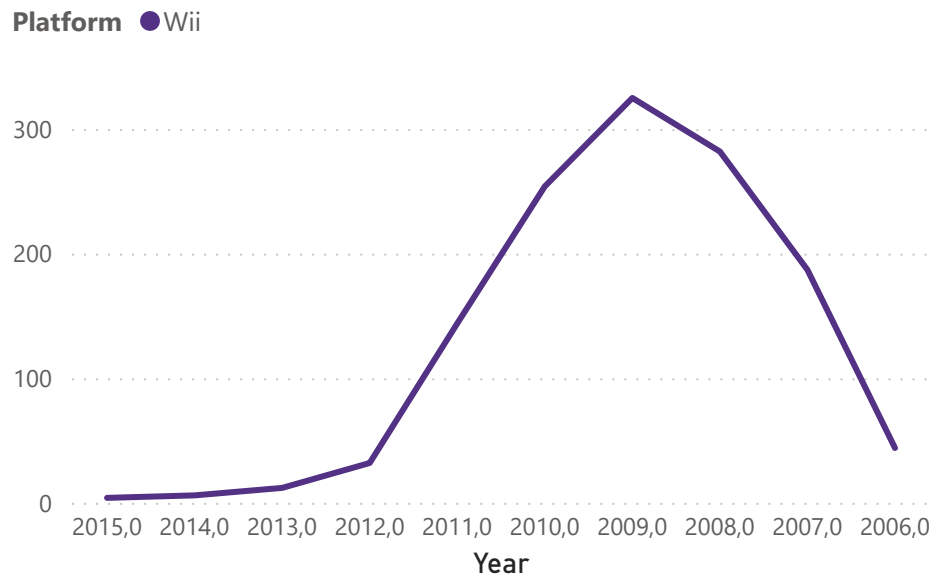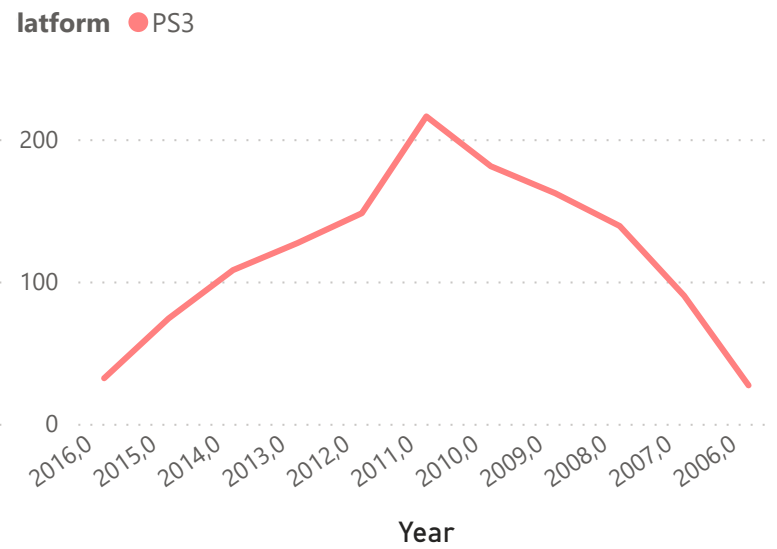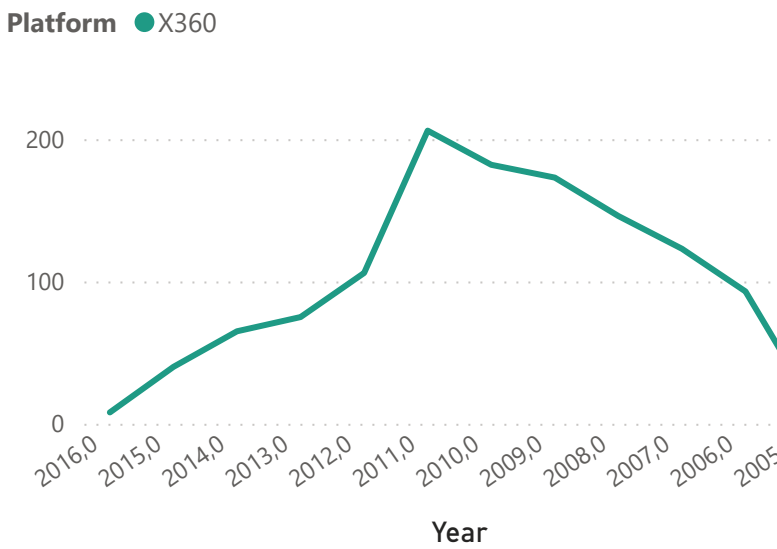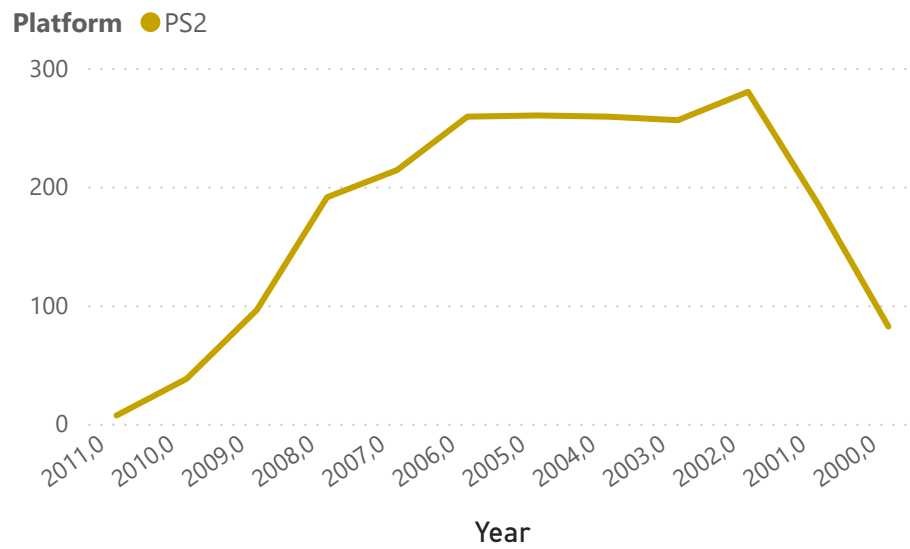
As for the games themselves, we can see that the games that s**hare the most platforms are not necessarily the ones that sell the most**, so choosing a **single** platform **is preferable**!

Let's take a closer look at the **trends** related to **consoles**.

Most popular platforms

Platform ● PS2

Platform ● X360

latform ● PS3
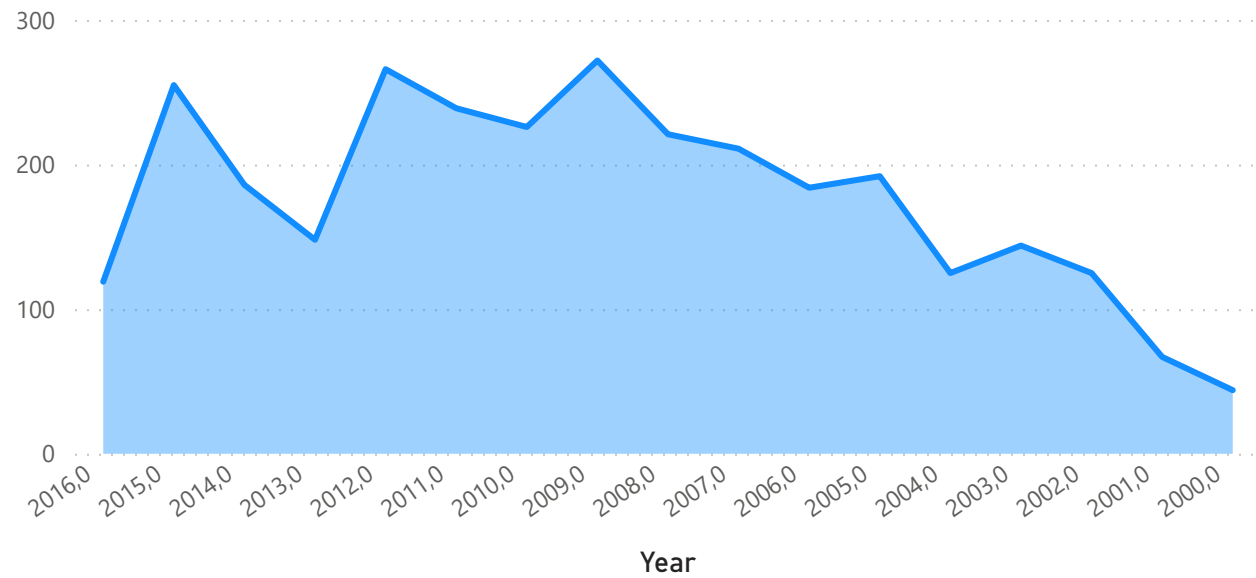
Platform ● Wii

Platform ● DS

It doesn't look like **Nintendo's best-known consoles** will be selling as well after **2010**!
We can also notice that the **PS3** lasted **longer** than its competitor **the XBOX 360**!
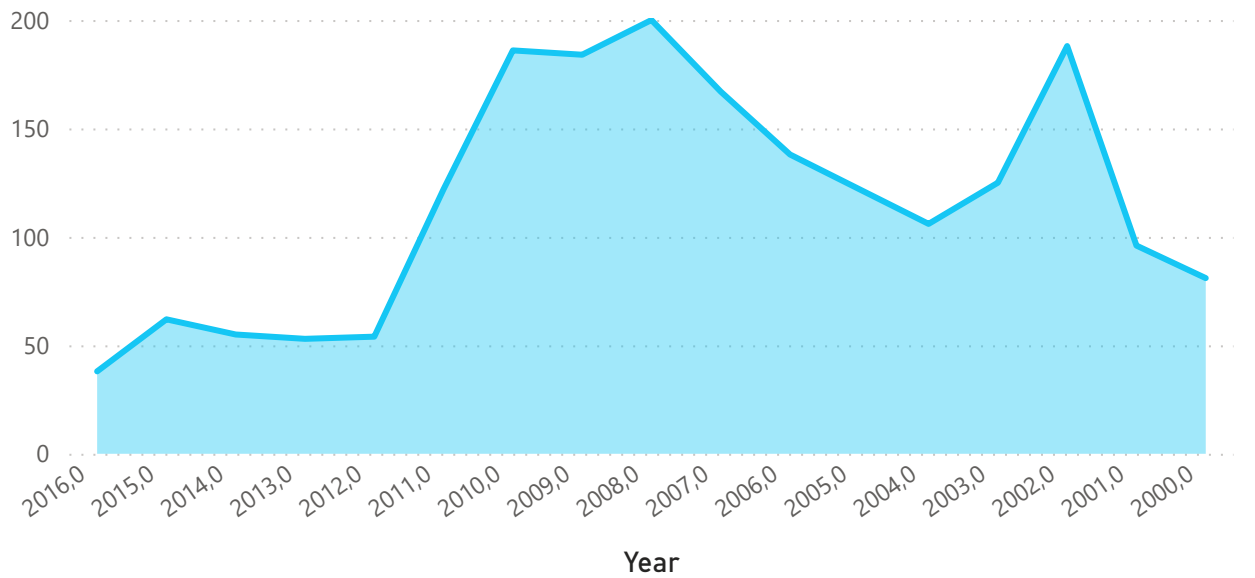All this helps us to gather **more information** to make our **ideal games**, depending on the **goals** we want to **achieve**!

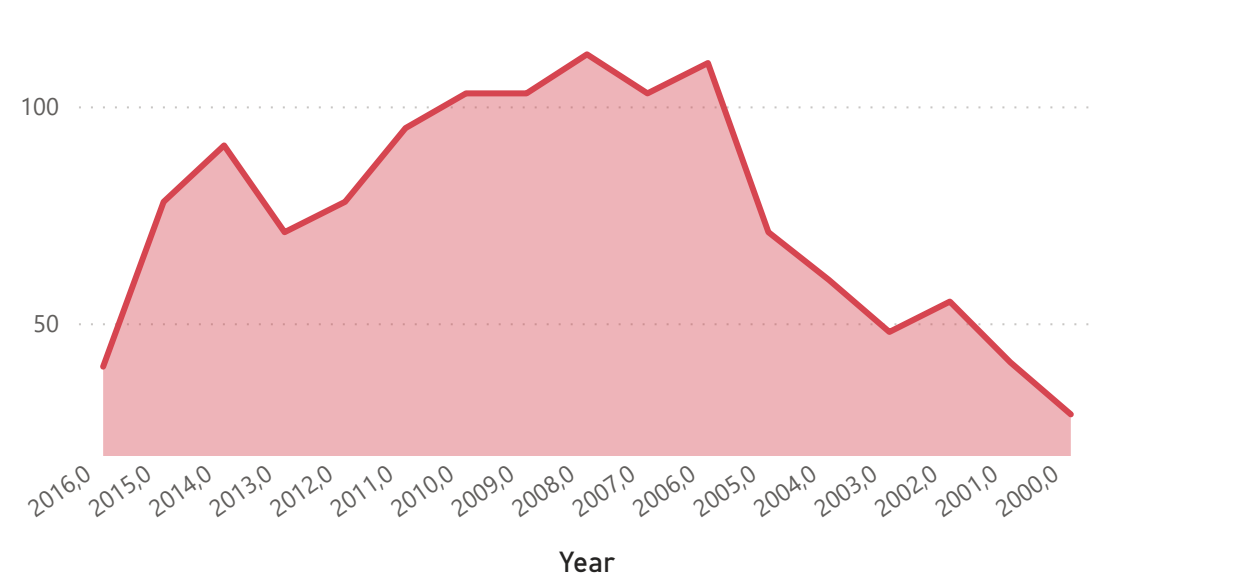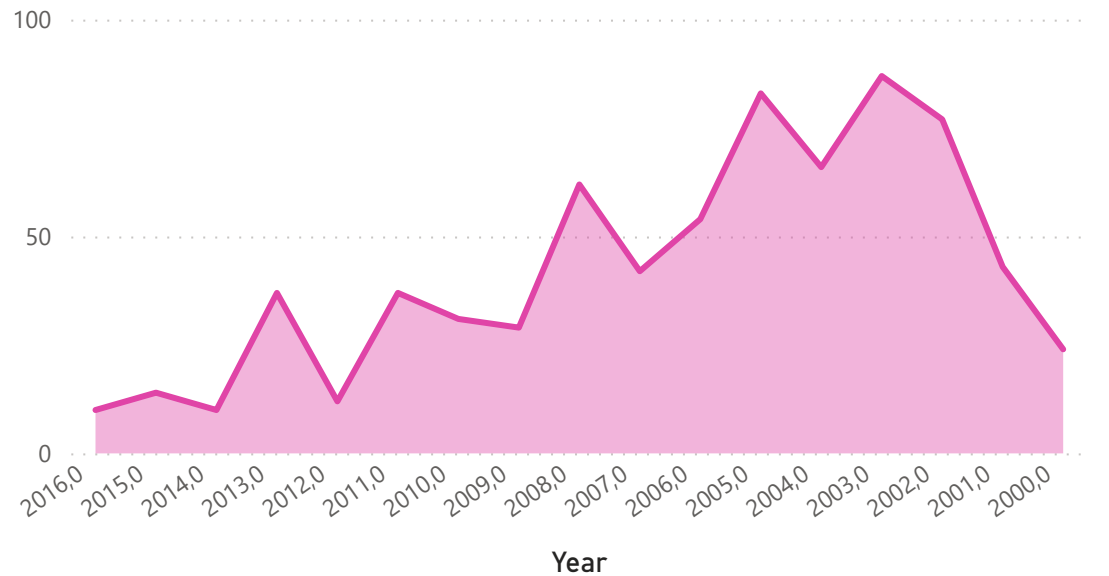**Let's have a look at the genres before we conclude.**
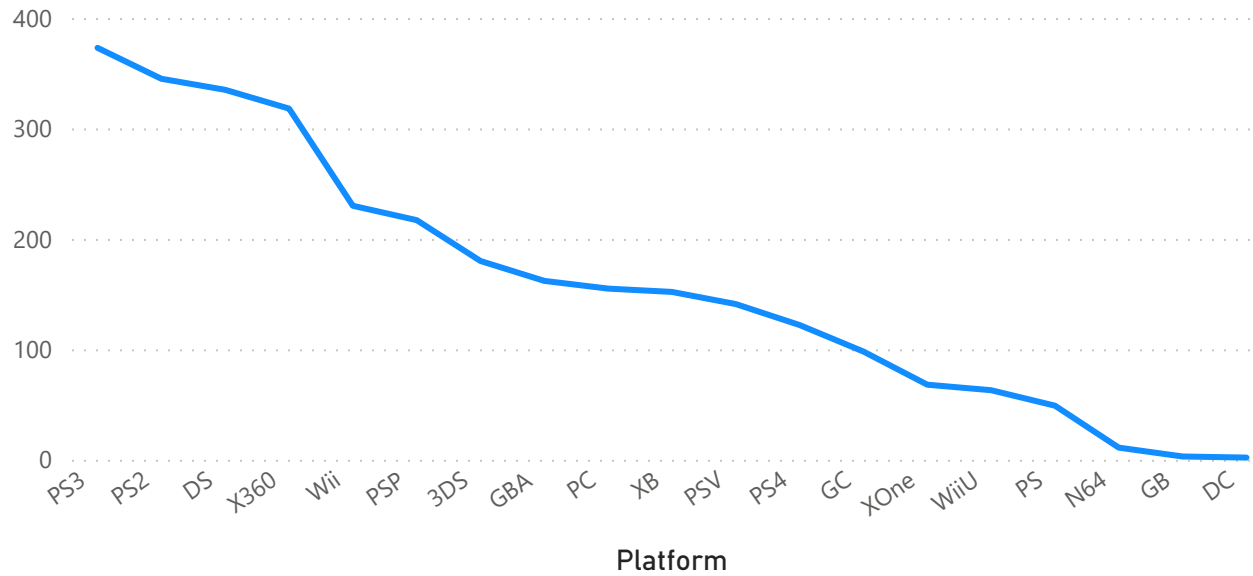
Genre ● Action

Genre ● Sports
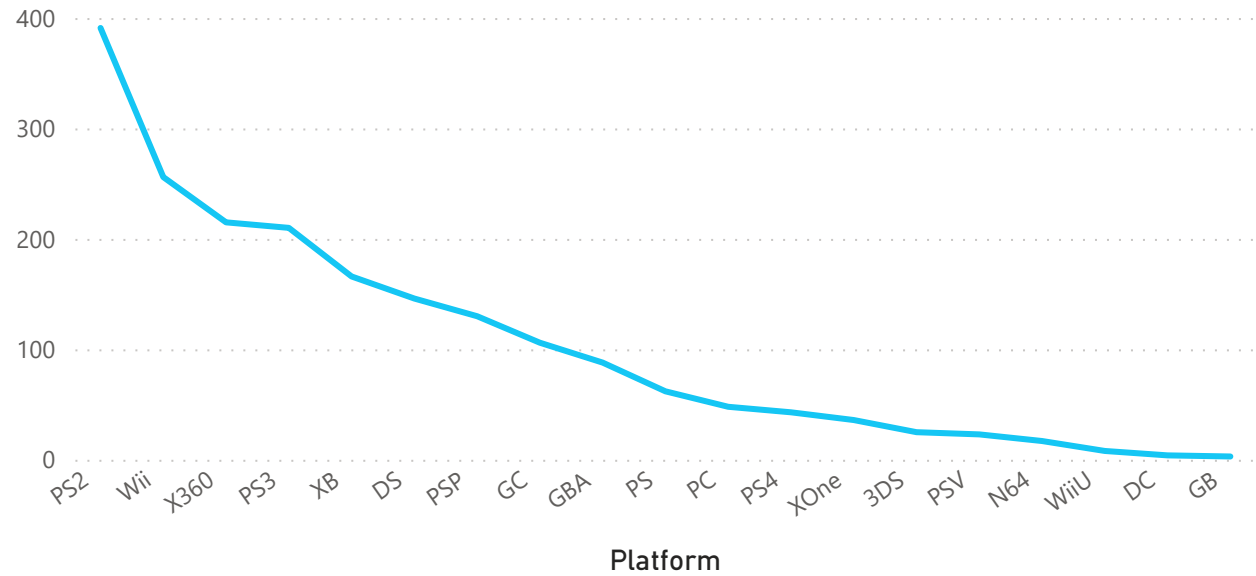
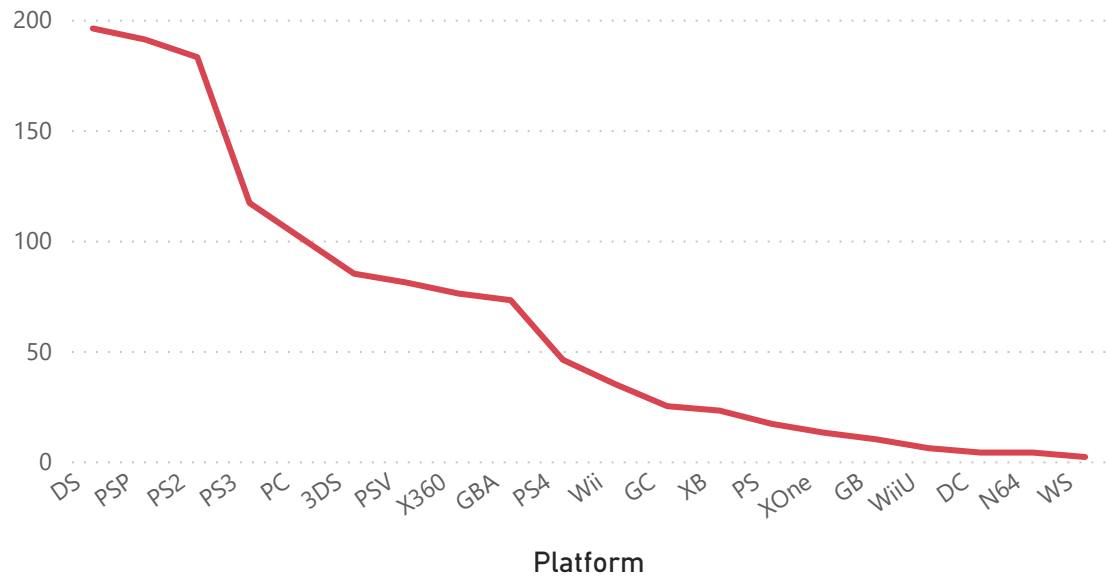**Genre** ● Role-Playing

Genre ● Platform
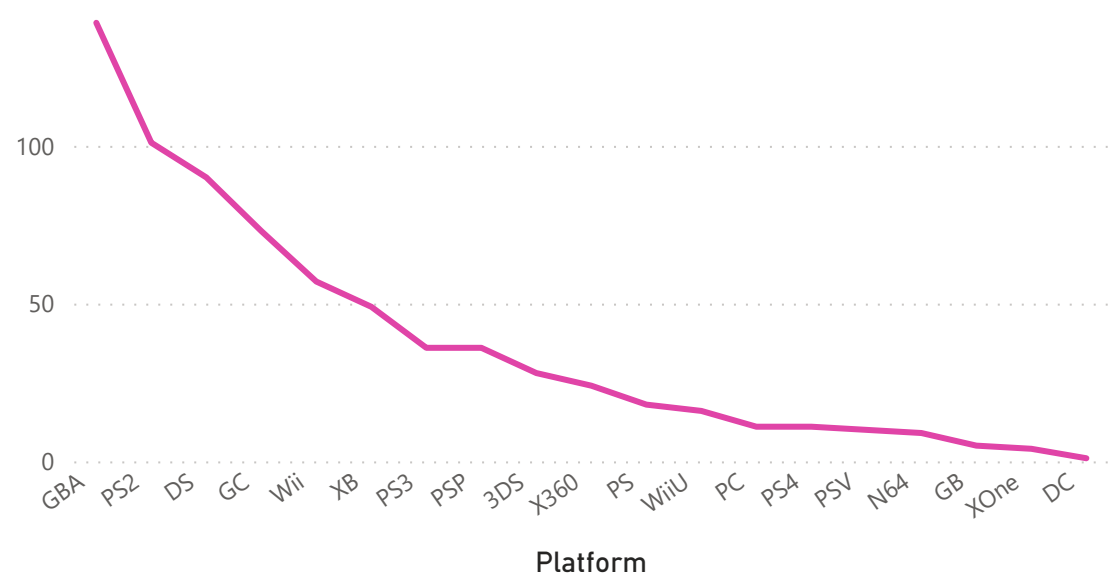
Genre ● Action

Genre ● Sports

Genre ● Role-Playing

Genre ● Platform

The genres shown before are all **more or less current**, with loyalties for some, such as Sony consoles and the PC for RolePlay! But the **trends are similar**.

Well, according to the studies made, here is **a list of interesting games to develop according to the different years.**

   (2014-2013) An Action-Roleplay game with an exclusivity for the PS3 ! A genre which, by the way, is still very much in force today, there will obviously be parameters to be worked out: Story and gameplay are the two most important components for this genre.

   (2008) A Wii sport game ! With the interactive and family-friendly side of the Wii, the game format will have to follow the same approach with a gameplay mainly focused on multiplayer.

   (**2014) A Free Shooter-Action game on PC**, There is one part of the globe that we haven't talked about yet, and that' s South America, Africa and Asia!

Due to the economic and financial situation of these countries, it is difficult for them to access the world of video games, which can be explained by the popularity of old games, such as GTA:SA or FIFA 14 (which Electronic Arts has well understood this market, as they have exported the game to old-gen consoles knowing the interest that the South American public has for these saga!)

The game should be playable by as many people as possible, with simple graphics and an effective marketing campaign!