



Video games are big business: the global gaming market is projected to be worth more than \$300 billion by 2027 according to Mordor Intelligence. With so much money at stake, the major game publishers are hugely incentivized to create the next big hit. But are games getting better, or has the golden age of video games already passed?

In this project, you'll analyze video game critic and user scores as well as sales data for the top 400 video games released since 1977. You'll search for a golden age of video games by identifying release years that users and critics liked best, and you'll explore the business side of gaming by looking at game sales data.

Your search will involve joining datasets and comparing results with set theory. You'll also filter, group, and order data. Make sure you brush up on these skills before trying this project! The database contains two tables. Each table has been limited to 400 rows for this project, but you can find the complete dataset with over 13,000 games on Kaggle.

`game_sales` table

Column	Definition	Data Type
name	Name of the video game	<code>varchar</code>
platform	Gaming platform	<code>varchar</code>
publisher	Game publisher	<code>varchar</code>
developer	Game developer	<code>varchar</code>
games_sold	Number of copies sold (millions)	<code>float</code>
year	Release year	<code>int</code>

`reviews` table

Column	Definition	Data Type
name	Name of the video game	<code>varchar</code>
critic_score	Critic score according to Metacritic	<code>float</code>
user_score	User score according to Metacritic	<code>float</code>

`users_avg_year_rating` table

Column	Definition	Data Type
year	Release year of the games reviewed	<code>int</code>
num_games	Number of games released that year	<code>int</code>
avg_user_score	Average score of all the games ratings for the year	<code>float</code>

`critics_avg_year_rating` table

Column	Definition	Data Type
year	Release year of the games reviewed	<code>int</code>
num_games	Number of games released that year	<code>int</code>
avg_critic_score	Average score of all the games ratings for the year	<code>float</code>

...	↑↓	name	...	↑↓	...	↑↓	publisher	...	↑↓	developer	...	↑↓	g...	...	↑↓	...
	0	Wii Sports for Wii			Wii		Nintendo			Nintendo EAD			82.9		2	
	1	Super Mario Bros. for NES			NES		Nintendo			Nintendo EAD			40.24		1	
	2	Counter-Strike: Global Offensive for PC			PC		Valve			Valve Corporation			40		2	
	3	Mario Kart Wii for Wii			Wii		Nintendo			Nintendo EAD			37.32		2	
	4	PLAYERUNKNOWN'S BATTLEGROUNDS for PC			PC		PUBG Corporation			PUBG Corporation			36.6		2	
	5	Minecraft for PC			PC		Mojang			Mojang AB			33.15		2	
	6	Wii Sports Resort for Wii			Wii		Nintendo			Nintendo EAD			33.13		2	
	7	Pokemon Red / Green / Blue Version for GB			GB		Nintendo			Game Freak			31.38		1	
	8	New Super Mario Bros. for DS			DS		Nintendo			Nintendo EAD			30.8		2	
	9	New Super Mario Bros. Wii for Wii			Wii		Nintendo			Nintendo EAD			30.3		2	

Rows: 10

Expand

...	↑↓	...	↑↓	n.	...	↑↓	avg_critic_s...	...	↑↓	
	0	1998			10		9.32			
	1	2004			11		9.03			
	2	2002			9		8.99			
	3	1999			11		8.93			
	4	2001			13		8.82			
	5	2011			26		8.76			
	6	2016			13		8.67			
	7	2013			18		8.66			
	8	2008			20		8.63			
	9	2017			13		8.62			

Rows: 10

Expand

...	↑↓	...	↑↓	n.	...	↑↓	avg_critic_s...	...	↑↓	avg_use...	...	↑↓	...	↑↓	
	0	1998			10		9.32			9.4		0.08			
	1	2008			20		8.63			9.03		0.4			
	2	2004			11		9.03			8.55		0.48			
	3	2009			20		8.55			9.18		0.63			
	4	2010			23		8.41			9.24		0.83			
	5	1997			8		7.93			9.5		1.57			

Rows: 6

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