**Project report template**

1. **Introduction**
   **1.1.Overview**
   **1.2.b**

   Title : *Uncovering the Gaming Industry's Hidden Gems: A Comprehensive Analysis of Video Game Sales*

   Video games sales analysis is the process of collecting and the analyzing data about sales of video games in order to understanding market trends and consumers behavior.
   **1.3. Purpose**
   Playing video games fulfils a purpose in their lives. *This* could include gaming for relaxation, opportunities to exert control, enjoyment, creativity, socialization, prevent boredom, challenge, and achievement.
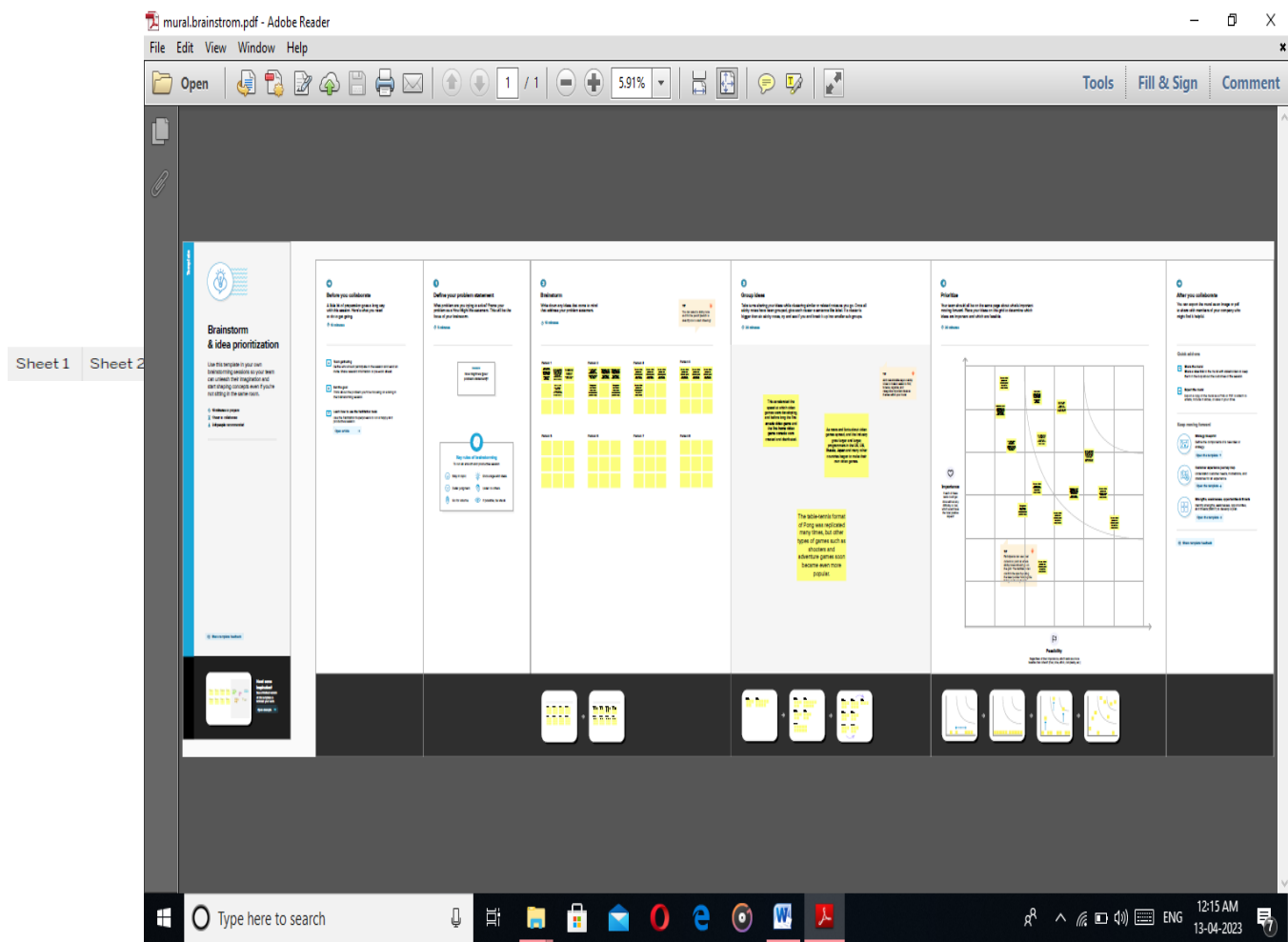2. **Problem definition and Design thinking**
   **2.1.Empathy map**
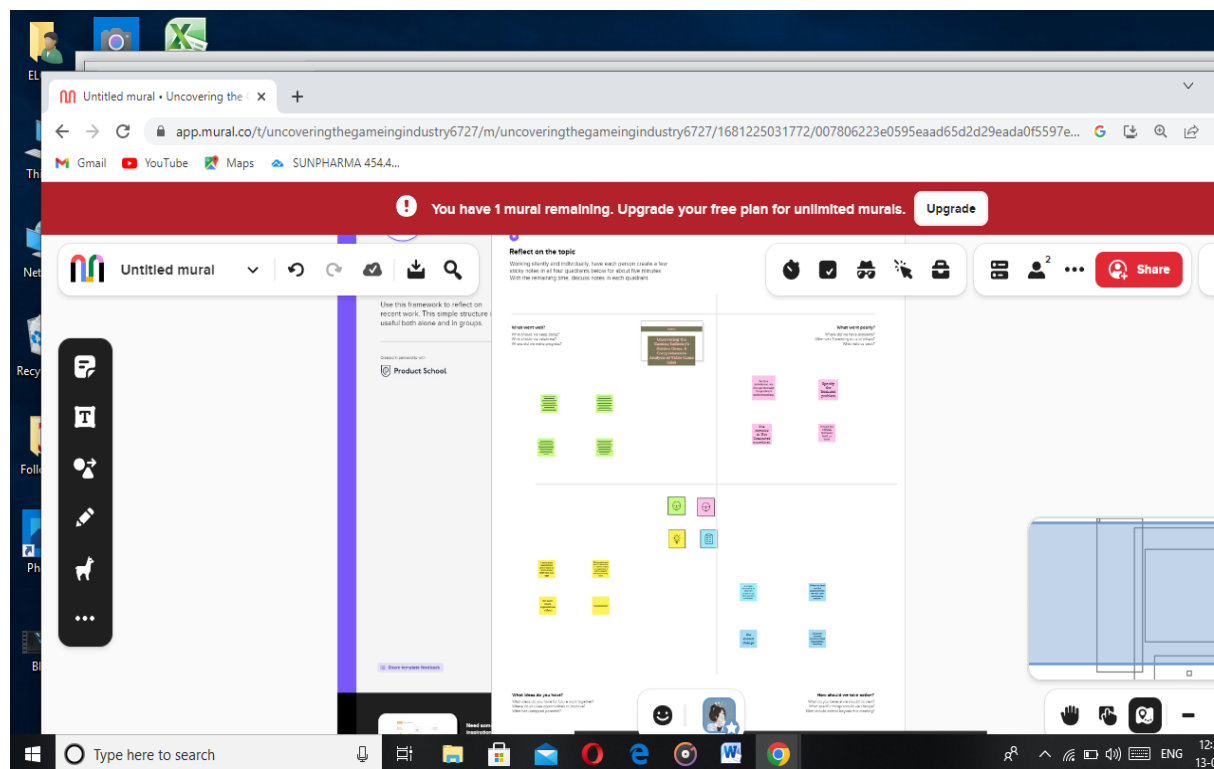


   **2.2.Brainstorming map**

**3. Result Findings:**

**4 .Advantage**

- **Video games can be used to help improve test score, teach and life job skill, improve brain function, encourage physical exercise.**

5. **Disadvantages**

- Gaming has also been associated with sleep deprivation, insomnia and circadian rhythm disorder, depression, aggression and anxiety.

6. **Applications**
   - It can be installed or inserted via disc into a console or computer.
   - They speed up response time.
   - They encourage team work.

7. **Conclusion**

Video games are a firm of media that is often associated with negative health consequences. They are a available source of stress relief as well as a catalyst for mental health.