



The data used in the area chart comes from a portion of the collection of unique video games sold up until December of 2016. The data specifically selected were unique games published by three different companies: Nintendo, Microsoft Game Studios, and Sony Computer Entertainment.

The area chart is useful in displaying quantitative data over a period of time with multiple similar datasets. This is perfect for displaying the number of games published per year for three different companies. The different plots have their own corresponding color to differentiate them better and some opacity so one does not overpower and disguise the others. The colors were chosen based on the company's proper colors.

There is one glaring fact that comes from the data displayed. Each company plot begins at a different time period. To ensure the validity of the data shown, I double checked the internet for the first published game for each company and it does appear that the data is correct. This difference alone could explain the popularity for each company and their specific consoles, but it does not include any independently published games or popular games published by other companies.

If we were to guess the most published company from these three based on their productions alone, we could rank Nintendo as the most published followed by Sony and then Microsoft overall. There is a period of time where Sony was able to overtake Nintendo in the amount of games when they first started off, but Nintendo had a steep spike to compete with Sony in 2004. As the years become more recent, it is clear that these three companies are publishing less games in house. Due to the advancement of technology and the communities for games, it is likely that there is an increase in games published by other non-associated companies that are using those three's consoles as their platform.

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Area Chart

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The spike over 2003 to 2005 can be attributed to console releases from each company. Nintendo released the Nintendo DS. Sony released the Playstation Portable. Microsoft released the Xbox 360. Each of these new consoles needed games in order to appeal to the general public, so there is an association for games published after each of these console releases.