[Google for Games 2022 PC & Console Insights Report](https://games.withgoogle.com/reports/2022-pc-console-insights-report/)

* “Over half of PC and console players surveyed believe it’s very or extremely important that games they play are localised to their country or region.

A green circle with different colored circles

AI-generated content may be incorrect.

* Respondents most often cite favourable genre and interesting story as reasons to try new games

A screenshot of a computer game

AI-generated content may be incorrect.

* More than half of global PC & console players reported having pre-ordered a game, mostly because they’re eager to play it as soon as possible  
  A pie chart with text on it

  AI-generated content may be incorrect.  
  A screenshot of a computer screen

  AI-generated content may be incorrect.
* What PC & console in-game benefits have players spent money on over the past six months?

A screenshot of a computer

AI-generated content may be incorrect.

* How much money have PC & console players spent on each of the following types of purchases over the last six months?  
  A screenshot of a graph

  AI-generated content may be incorrect.
* Why do PC & console players make purchases within games using real money?  
  A screenshot of a computer screen

  AI-generated content may be incorrect.
* What keeps PC & console players interested in continuing to play game?  
  A screenshot of a video game

  AI-generated content may be incorrect.
* What causes PC & console players to quit playing a game?

A screen shot of a computer game

AI-generated content may be incorrect.

Cross platform  
A screenshot of a computer

AI-generated content may be incorrect.

[Newzoo's free Global Games Market Report 2024 | New report live!](https://newzoo.com/resources/trend-reports/newzoos-global-games-market-report-2024-free-version)

* A screenshot of a graph

  AI-generated content may be incorrect.
* A screenshot of a text

  AI-generated content may be incorrect.
* A white text on a blue background

  AI-generated content may be incorrect.
* A screenshot of a chart

  AI-generated content may be incorrect.

A screenshot of a video game

AI-generated content may be incorrect.  
[Genre Analytics | Video Game Insights](https://vginsights.com/genre-analytics)

A screenshot of a computer

AI-generated content may be incorrect.  
VG Insights shows the most well-supplied genres within the last year were Action, Adventure and Casual genres. Of the three, Adventure games

A graph with green squares

AI-generated content may be incorrect.

1. **Strong Revenue Potential**  
According to the bar chart, the Adventure genre generated **$28.2 billion in total revenue**, ranking second only to Action games. This high ranking demonstrates that the Adventure genre has a significant share of the gaming market, making it financially promising.

**2. Balanced Market Position**

* In the scatter plot, the Adventure genre shows **high market saturation** with **6,151 games released in the past year**. However, its **median revenue of $3,114** per game indicates that there is still room for successful entries, particularly for high-quality, innovative titles. While some genres (like Casual or Sports) may have less competition, their total revenues (e.g., $4.9 billion and $1.7 billion, respectively) are far smaller, offering fewer opportunities for high returns.

[PC Games Industry Report 2024](https://vginsights.com/assets/reports/VGI_Global_PC_Games_Market_Report_2024.pdf?form=MG0AV3)

A screenshot of a video game

AI-generated content may be incorrect.

[2025 Gaming Industry Statistics, Trends & Data (Biggest Study)](https://www.gamingscan.com/gaming-statistics/)

A screen shot of a graph

AI-generated content may be incorrect.

A screenshot of a video game store

AI-generated content may be incorrect.

A graph of a bar chart

AI-generated content may be incorrect.

0A screenshot of a video game

AI-generated content may be incorrect.A chart of a game

AI-generated content may be incorrect.

A profile of a person

AI-generated content may be incorrect.

[Game Demographics By Genre And Platforms | GameTree's Research](https://gametree.me/blog/global-gamer-insights-report/)

A graph of a number of people

AI-generated content may be incorrect.

A graph of a bar graph

AI-generated content may be incorrect.

A graph of a number of platforms

AI-generated content may be incorrect.

A graph of a number of people

AI-generated content may be incorrect.

A graph with numbers and a number

AI-generated content may be incorrect.

A graph of different colored bars

AI-generated content may be incorrect.

[Video Games Sector Report](https://cdn.hl.com/pdf/2024/houlihan-lokey-video-games-market-update-spring-2024.pdf)

A screenshot of a graph

AI-generated content may be incorrect.

A graph and text on a page

AI-generated content may be incorrect.

[Gaming Report 2024 | Bain & Company](https://www.bain.com/insights/topics/gaming-report/)

A screenshot of a computer

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

[2024 State of the Game Industry](https://web.engr.oregonstate.edu/~mjb/cs557/2024StateOfTheGameIndustry.pdf)

A close-up of a questionnaire

AI-generated content may be incorrect.

A screen shot of a computer

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

[Google Global Insights Diversity Equity & Inclusion Report Feb 2023](https://services.google.com/fh/files/misc/gamer_research_on_dei.pdf)

A screenshot of a computer

AI-generated content may be incorrect.

A screenshot of a computer game

AI-generated content may be incorrect.

[The Global Adventure Games market size was USD 16.2 billion in 2023!](https://www.cognitivemarketresearch.com/adventure-games-market-report?form=MG0AV3)

A graph of a graph showing the growth of the market

AI-generated content may be incorrect.

LC:GOL

Giantbomb  
+ responsive controls  
+ satisfying combat  
- buggy release  
  
Gameblog  
+ variety  
+ satisfying combat  
+ fluid gameplay  
  
EveryEye  
- invasive UI  
- limited achievements   
- contrived soundtrack  
+ art direction  
- buggy release  
+ satisfying combat  
  
DarkZero  
- storytelling  
+ fluid gameplay  
+ art direction  
- variety  
  
Worth Playing  
+ replayability  
+ art direction  
- buggy release   
  
GameOver Game Reviews  
- storytelling  
+ fluid gameplay  
- buggy release  
  
Gaming Excellence  
+ art style  
- contrived soundtrack  
+ puzzle solving  
+ satisfying combat  
- trial and error

GameSpot  
- buggy release  
+ exploration  
+ replayability  
+ satisfying combat  
+ puzzle solving  
- storytelling  
  
IGN  
- storytelling  
+ puzzle solving  
+ art direction  
+ replayability

3D Juegos  
+ fluid gameplay  
+ isometric camera  
+ verticality  
+ art direction  
  
Gaming Target  
+ verticality  
+ puzzle solving

EuroGamer.es  
+ art direction  
- soundtrack  
+ fluid gameplay  
+ puzzle solving  
  
GameWatcher  
- buggy release  
+ replayability

Vandal  
- storytelling  
+ controls  
+ fluid fameplay  
+ replayability  
+ soundtrack  
+ variety  
  
Eurogamer.pt  
+ exploration  
+ satisfying combat  
+ verticality  
- storytelling  
  
VideoGamer  
+ art style  
+ exploration  
+ puzzle solving  
- storytelling  
+ replayability  
  
Gamers’ Temple  
+ replayability  
+ exploration  
+ satisfying combat

GameCritics  
- trial and error  
- buggy release  
+ puzzle solving  
+ replayability  
  
XBOX Addict  
+ replayability  
- buggy release  
+ puzzle solving  
  
GamesRadar  
+ puzzle solving  
- buggy release  
+ satisfying combat

Cheat CC  
+ replayability  
+ art direction

Destructoid

+ fluid gameplay  
+ replayability  
+ art direction

EuroGamer  
+ replayability  
- storytelling  
  
Gaming Nexus  
+ fluid gameplay  
- buggy release  
+ replayability  
+ art direction  
+ variety

ZTGD  
+ fluid gameplay

Game Chronicles  
+ fluid gameplay  
+ puzzle solving  
+ art direction

Here’s a table summarizing the information you provided:

| **Reviewing Outlet** | **Positively Received** | **Negatively Received** |
| --- | --- | --- |
| LC:GOL | Responsive controls, Satisfying combat | Buggy release |
| Giantbomb | Responsive controls, Satisfying combat | Buggy release |
| Gameblog | Variety, Satisfying combat, Fluid gameplay |  |
| EveryEye | Art direction, Satisfying combat | Invasive UI, Limited achievements, Contrived soundtrack, Buggy release |
| DarkZero | Fluid gameplay, Art direction | Storytelling, Variety |
| Worth Playing | Replayability, Art direction | Buggy release |
| GameOver Game Reviews | Fluid gameplay | Storytelling, Buggy release |
| Gaming Excellence | Art style, Puzzle solving, Satisfying combat | Contrived soundtrack, Trial and error |
| GameSpot | Exploration, Replayability, Satisfying combat, Puzzle solving | Buggy release, Storytelling |
| IGN | Puzzle solving, Art direction, Replayability | Storytelling |
| 3D Juegos | Fluid gameplay, Isometric camera, Verticality, Art direction |  |
| Gaming Target | Verticality, Puzzle solving |  |
| EuroGamer.es | Art direction, Fluid gameplay, Puzzle solving | Soundtrack |
| GameWatcher | Replayability | Buggy release |
| Vandal | Controls, Fluid gameplay, Replayability, Soundtrack, Variety | Storytelling |
| Eurogamer.pt | Exploration, Satisfying combat, Verticality | Storytelling |
| VideoGamer | Art style, Exploration, Puzzle solving, Replayability | Storytelling |
| Gamers’ Temple | Replayability, Exploration, Satisfying combat |  |
| GameCritics | Puzzle solving, Replayability | Trial and error, Buggy release |
| XBOX Addict | Replayability, Puzzle solving | Buggy release |
| GamesRadar | Puzzle solving, Satisfying combat | Buggy release |
| Cheat CC | Replayability, Art direction |  |
| Destructoid | Fluid gameplay, Replayability, Art direction |  |
| EuroGamer | Replayability | Storytelling |
| Gaming Nexus | Fluid gameplay, Replayability, Art direction, Variety | Buggy release |
| ZTGD | Fluid gameplay |  |
| Game Chronicles | Fluid gameplay, Puzzle solving, Art direction |  |

Hades II  
  
VideoGamer

+ fluid combat  
+ art direction  
+ storytelling  
  
IGN  
+ RPG elements  
+ art direction  
+balanced mechanics

PCGamesN  
+ storytelling  
+ replayability  
+ balanced mechanics  
  
Eurogamer  
+ polished gameplay  
- innovation

Xbox Era

+ fluid combat  
+ balanced mechanics  
+ art direction  
+ storytelling  
+ soundtrack  
  
Rock Paper Shotgun  
- balanced mechanics  
+ RPG elements

God Is A Geek  
+ fluid gameplay  
+ fluid combat  
+ art direction  
- innovation  
  
GamesRadar  
+ fluid combat  
+ RPG elements  
+ storytelling  
- balanced mechanics

TheGamer  
+ fluid combat  
+ fluid gameplay  
+storytelling  
  
Gaming Trend  
- balanced mechanics  
  
Escapist Magazine  
- balanced mechanics  
+ polished gameplay

Twinfinite  
+ soundtrack  
+ balanced mechanics  
+ variety  
- RPG elements  
- innovation  
+ storytelling  
  
JeuxVideo  
+ storytelling  
- unbalanced mechanics  
+ innovation  
+ fluid gameplay  
+ art direction

PCGamer  
+ art direction  
+ fluid combat  
  
Multiplayer.it  
+ storytelling  
+ fluid gameplay

Destructoid  
+ innovation  
- release model  
+ soundtrack  
  
GGRecon  
+ RPG elements  
+ innovation  
+ balanced mechanics

Gaming Bible  
+ characterisation  
+ storytelling  
+ art direction  
- release model

Gaming Bolt  
- release model  
+ storytelling  
+ RPG elements  
+ art direction  
  
GamePressure  
+ storytelling  
- RPG elements  
- unbalanced mechanics  
+ fluid combat  
+ art diection  
  
GameSpace  
- release model  
- unbalanced mechanics  
+ storytelling  
+ variety  
+ art direction  
+ soundtrack  
+ innovation

Press Start  
+ storytelling  
+ fluid gameplay  
- rpg elements  
+ soundtrack  
+ art direction

Gamespot  
+innovation  
+storytelling  
+rpg elements  
- level design  
  
4P  
+ fluid gameplay

Here's the information organized in a table for you:

| **Reviewing Outlet** | **Positively Received** | **Negatively Received** |
| --- | --- | --- |
| VideoGamer | Fluid combat, Art direction, Storytelling |  |
| IGN | RPG elements, Art direction, Balanced mechanics |  |
| PCGamesN | Storytelling, Replayability, Balanced mechanics |  |
| Eurogamer | Fluid gameplay | Innovation |
| Xbox Era | Fluid combat, Balanced mechanics, Art direction, Storytelling, Soundtrack |  |
| Rock Paper Shotgun | RPG elements | Balanced mechanics |
| God Is A Geek | Fluid gameplay, Fluid combat, Art direction | Innovation |
| GamesRadar | Fluid combat, RPG elements, Storytelling | Balanced mechanics |
| TheGamer | Fluid combat, Fluid gameplay, Storytelling |  |
| Gaming Trend |  | Balanced mechanics |
| Escapist Magazine | Fluid gameplay | Balanced mechanics |
| Twinfinite | Soundtrack, Balanced mechanics, Variety, Storytelling | RPG elements, Innovation |
| JeuxVideo | Storytelling, Innovation, Fluid gameplay, Art direction | Unbalanced mechanics |
| PCGamer | Art direction, Fluid combat |  |
| Multiplayer.it | Storytelling, Fluid gameplay |  |
| Destructoid | Innovation, Soundtrack | Release model |
| GGRecon | RPG elements, Innovation, Balanced mechanics |  |
| Gaming Bible | Characterisation, Storytelling, Art direction | Release model |
| Gaming Bolt | Storytelling, RPG elements, Art direction | Release model |
| GamePressure | Storytelling, Fluid combat, Art direction | RPG elements, Unbalanced mechanics |
| GameSpace | Storytelling, Variety, Art direction, Soundtrack, Innovation | Release model, Unbalanced mechanics |
| Press Start | Storytelling, Fluid gameplay, Soundtrack, Art direction | RPG elements |
| Gamespot | Innovation, Storytelling, RPG elements | Level design |
| 4P | Fluid gameplay |  |

CROW COUNTRY!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
  
Kotaku  
+ theming and tone  
- combat  
- puzzle solving  
- balanced mechanics  
  
Rock Paper Shotgun  
+ theming and tone  
+ level design  
+ storytelling  
- combat  
  
Slant  
- storytelling  
- combat  
+ balanced mechanics  
  
New Game Network  
+ storytelling  
+ level design  
+ puzzle solving  
- combat  
- balanced mechanics  
+ art direction  
  
Press Start  
- control scheme  
- combat  
+ level design  
- immersion  
+ theming and tone  
- puzzle design  
- sound design

PCGamer  
- level design  
- balanced mechanics  
+ pacing  
+ attention to detail  
  
Game Reactor  
+ theming and tone  
+ storytelling  
+ art direction  
- control scheme  
+ pacing  
- innovation  
  
EuroGamer  
+ art direction  
- combat   
+ level design  
+ puzzle solving  
- trial and error  
  
Softpedia  
+ storytelling  
- innovation  
+ puzzle solving  
+ soundtrack  
+ art direction  
- combat  
  
Gamespot  
+ art direction  
- combat  
+ level design  
+ pacing  
- balanced mechanics  
- control scheme  
+ theming and tone  
+ puzzle solving  
  
Hardcore Gamer  
- puzzle solving  
+ art direction  
+ attention to detail  
+ soundtrack  
  
GodIsAGeek  
+ variety  
+ level design  
- trial and error  
+ enemy design  
  
Game Rant  
+ puzzle solving  
+ art direction  
+ storytelling  
- level design  
- use of tropes

GamesRadar  
- art direction  
+ theming and tone  
+ puzzle solving  
- level design  
+ enemy design  
  
RageQuit.gr  
+ puzzle solving  
+ level design  
+ enemy design  
  
Multiplayer.it  
+ balanced mechancs  
+ puzzle soving  
+ theming and tone  
+ art direction  
- trial and error  
  
Gaming Age  
+ art direction  
+ puzzles  
+ use of tropes  
+ storytelling

Checkpoint Gaming  
+ theming and tone  
- storytelling  
+ balanced mechanics  
+ puzzle solving  
- trial and error  
- level design  
  
Noisy Pixel  
+ theming and tone  
- combat  
- trial and error  
+ level design  
  
GINX.tv  
+ use of tropes  
+ storytelling  
+ art direction  
+ balance of mechanics  
  
The Sixth Axis  
+ art direction  
+ control scheme  
- combat  
+ puzzle solving  
+ storyline  
- duration  
  
Touch Arcade  
+ art direction  
+ level design  
- trial and error  
  
IGN.De  
+ theming and tone  
+ puzzle solving  
+ level design  
+ attention to detail  
- combat  
- duration  
  
The Gamer  
+ storytelling  
+ control scheme  
+ use of tropes  
- balance of mechanics  
+ art direction  
  
Silicon Era  
+ use of tropes  
+ storytelling  
+ theming and tone  
+ art direction  
- duration  
  
screen rant  
+ art direction  
+ theming and tone  
+ puzzle solving  
- use of tropes  
  
Destructoid  
+ art direction  
+ storytelling  
- innovation  
  
The Guardian  
+ storytelling  
+ soundtrack  
+ theming and tone  
+ art direction  
  
Here's the information neatly arranged in a table for clarity:

| **Reviewing Outlet** | **Positively Received** | **Negatively Received** |
| --- | --- | --- |
| Kotaku | Theming and tone | Combat, Puzzle solving, Balanced mechanics |
| Rock Paper Shotgun | Theming and tone, Level design, Storytelling | Combat |
| Slant | Balanced mechanics | Storytelling, Combat |
| New Game Network | Storytelling, Level design, Puzzle solving, Art direction | Combat, Balanced mechanics |
| Press Start | Level design, Theming and tone | Control scheme, Combat, Immersion, Puzzle design, Sound design |
| PCGamer | Pacing, Attention to detail | Level design, Balanced mechanics |
| Game Reactor | Theming and tone, Storytelling, Art direction, Pacing | Control scheme, Innovation |
| EuroGamer | Art direction, Level design, Puzzle solving | Combat, Trial and error |
| Softpedia | Storytelling, Puzzle solving, Soundtrack, Art direction | Innovation, Combat |
| Gamespot | Art direction, Level design, Pacing, Theming and tone, Puzzle solving | Combat, Balanced mechanics, Control scheme |
| Hardcore Gamer | Art direction, Attention to detail, Soundtrack | Puzzle solving |
| GodIsAGeek | Variety, Level design, Enemy design | Trial and error |
| Game Rant | Puzzle solving, Art direction, Storytelling | Level design, Use of tropes |
| GamesRadar | Theming and tone, Puzzle solving, Enemy design | Art direction, Level design |
| RageQuit.gr | Puzzle solving, Level design, Enemy design |  |
| Multiplayer.it | Balanced mechanics, Puzzle solving, Theming and tone, Art direction | Trial and error |
| Gaming Age | Art direction, Puzzles, Use of tropes, Storytelling |  |
| Checkpoint Gaming | Theming and tone, Balanced mechanics, Puzzle solving | Storytelling, Trial and error, Level design |
| Noisy Pixel | Theming and tone, Level design | Combat, Trial and error |
| GINX.tv | Use of tropes, Storytelling, Art direction, Balance of mechanics |  |
| The Sixth Axis | Art direction, Control scheme, Puzzle solving, Storyline | Combat, Duration |
| Touch Arcade | Art direction, Level design | Trial and error |
| IGN.De | Theming and tone, Puzzle solving, Level design, Attention to detail | Combat, Duration |
| The Gamer | Storytelling, Control scheme, Use of tropes, Art direction | Balance of mechanics |
| Silicon Era | Use of tropes, Storytelling, Theming and tone, Art direction | Duration |
| Screen Rant | Art direction, Theming and tone, Puzzle solving | Use of tropes |
| Destructoid | Art direction, Storytelling | Innovation |
| The Guardian | Storytelling, Soundtrack, Theming and tone, Art direction |  |

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