

Video Game Released/Sale 1980 - 2016

Data Description

The dataset is from Kaggle, collected by Gregory Smith. It included 16285 rows, 11 columns of game sale information as of 10/26/2016. 'Platform', 'Region-Sale', 'Year', 'Genre' are the main variables used for subsetting or aggregating.

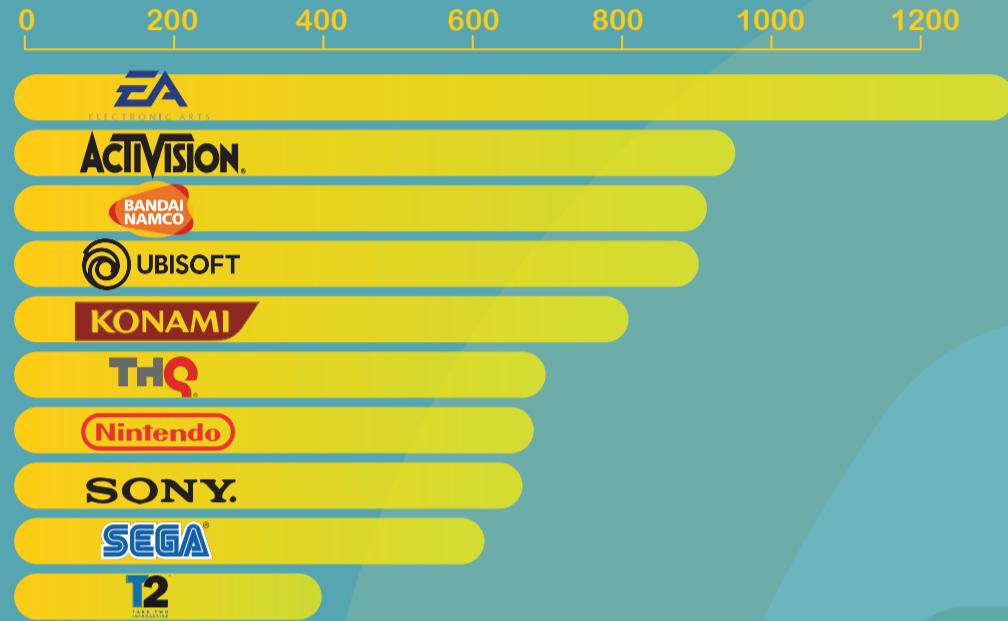
Story

The video game industry has come a long away with the last 36 years. Nowadays, due to massive advancements of development tools, we see vast amounts of games available for any taste imaginable. Game represents human's endless creativity and always contains a huge potential market.

Audience

This report is aim to help any big game development company or an upcoming individual developer choose what type of game they should develop. It can also be viewed by game lover to learn which game is most popular and which publisher publishes/sales most games.

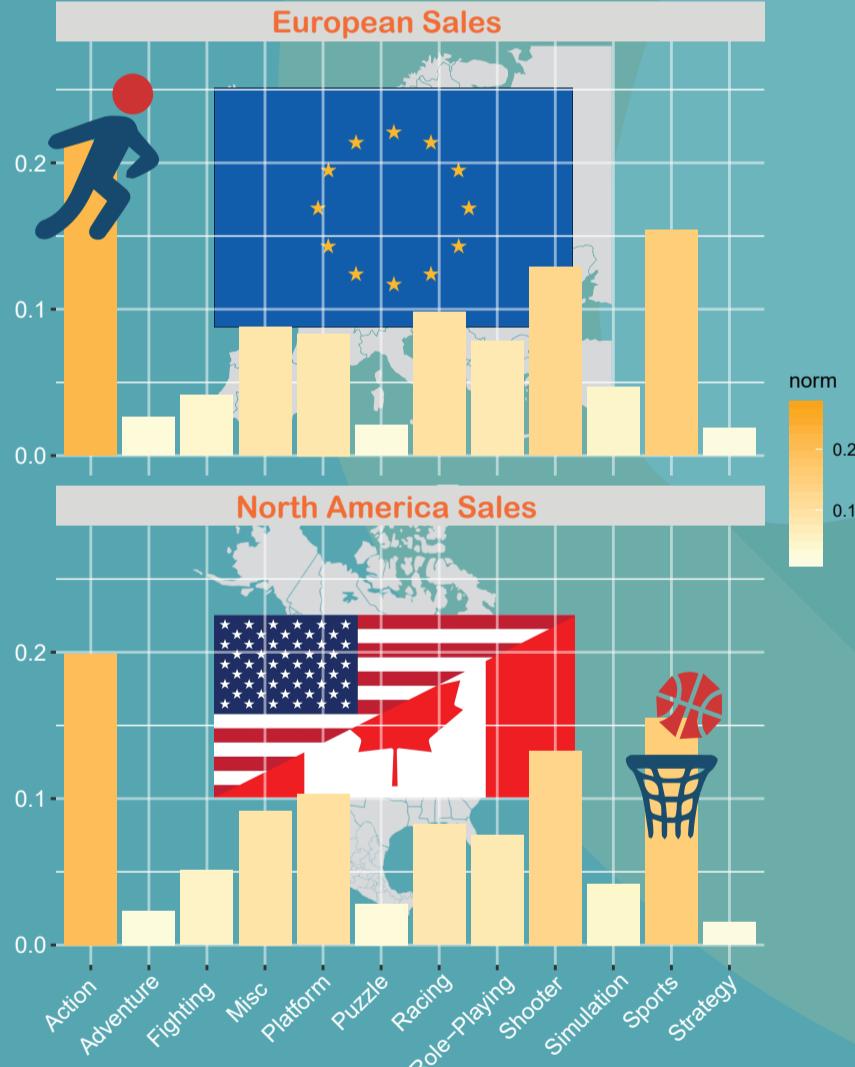
Top 10 Game Released Publisher



Top 10 Game Sale Publisher



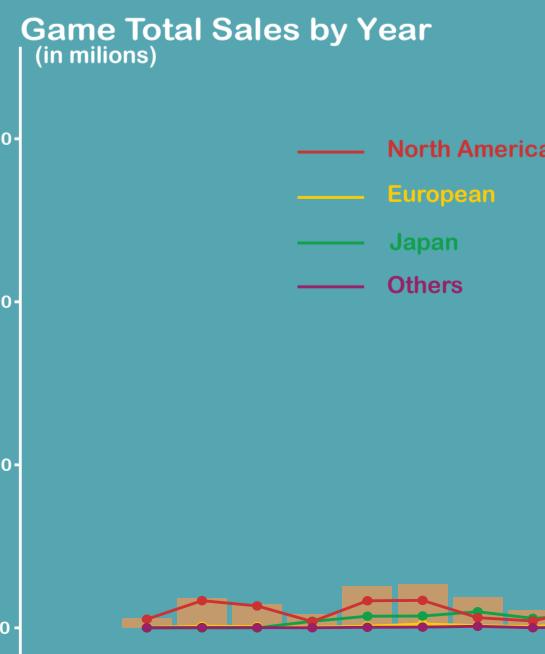
Game Genre Sales by region



Which game genre is the most popular by region?

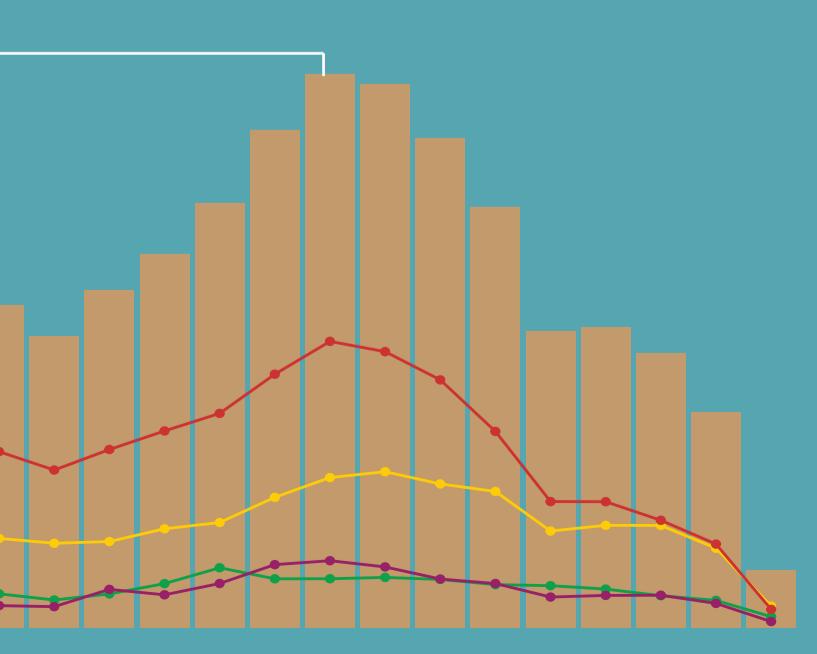
While the Japanese love role-playing games, rest of the world is united in their preference towards action, shooter and sports games.

How did game sales change by year?



In 2008, global sales has reached \$678,900,000, which is the highest sales during 1980-2016.

Game	Sales (\$)
Mario Kart Wii	\$35,820,000
Super Smash Bros	\$13,040,000
Grand Theft Auto IV	\$11,020,000
Auto IV	\$11,020,000



Image/Icons
 [1]Logos: Electronic Arts/Activision/Bandai Namco/Ubisoft/Konami/THS/Nintendo/Sony/Sega/T2
 [2]Game: Mario Kart Wii/Super Smash Bros.Brawl/Grand Theft Auto IV
 [3]Icon: game controller (https://housing.umn.edu/sites/housing.umn.edu/files/video_game_icon-01.png)

Packages
 [1]ggplot2 [2]RColorBrewer [3]dplyr
 [4]gridforce [5]gridgrapel [6]tidy

Resource
[Video Game Sales](https://www.kaggle.com/gregorut/videogamesales) (<https://www.kaggle.com/gregorut/videogamesales>)