NC GAMING

ANALYTICS REPORT

MARCH 22, 2022

EVALUATION BEFORE DEVELOPMENT OF NEW GAMING DIVISION

CAPSTONE/PORTFOLIO PROJECT

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OBJECTIVE

GATHER DATA ON RELEASE OF GAMES ON DIFFERENT PLATFORMS FROM LAST DECADE AND ANALYZE IT TO DISCOVER THE FOLLOWING:

- MOST USED PLATFORM BETWEEN PC, XBOX AND PLAYSTATION
- BEST CATEGORIES BETWEEN <u>SPORTS</u>, <u>ACTION</u> AND <u>DRIVING SIMULATION</u>
 GAMES, BASED ON BOTH METASCORE AND USERS SCORE
- FIND HOW MULTIPLAYER GAMES COMPARE TO SINGLE PLAYER GAMES

OBJECTIVE (CONTINUED)

THE GOAL IS TO DETERMINE WHAT A NEW DIVISION OF NC GAMING SHOULD BE FOCUSED ON.

DATA SOURCE

DATA WAS ACQUIRED AS A DATASET FROM www.kaggle.com. IT IS CALLED METACRITIC VIDEO-GAMES DATA PROVIDED BY THE USER BRUNOVR AND HAS DATA FROM 1995 TO 2020. IT IS LICENSED AS CCO: PUBLIC DOMAIN.

MORE INFORMATION AT

HTTPS://WWW.KAGGLE.COM/DATASETS/BRUNOVR/METACRITIC-VIDEOGAMES-DATA.

DATA TREATMENT

WHILE CLEANING AND TRANSFORMING THE DATA, THE FOLLOWING STEPS WERE TAKEN:

- CHECK FOR DATASET VALIDITY BY HAND (20 RANDOM ENTRIES)
- DELETE ENTRIES WITH NO RELEASE DATE AND NO USER SCORE
- DELETE ENTRIES WITH MALFORMED DATA
- NORMALIZE META SCORE WITH THE USERS SCORING SYSTEM (1 TO 10)
- ALL DATA WAS CLEANED, TRANSFORMED AND ANALYZED USING MS EXCEL.

ANALYSIS: SCORE PER CATEGORY

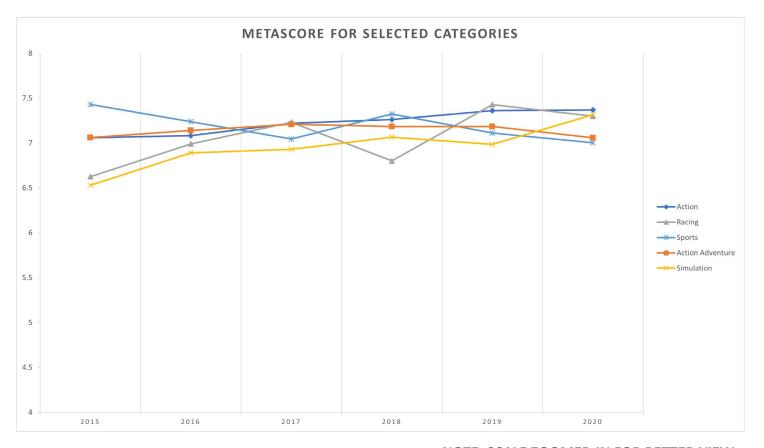
WHILE METASCORE INDICATES THAT THE BEST CATEGORIES ARE <u>ACTION</u>
(GROWING SLOWLY), <u>SIMULATION</u> (GROWING FAST) AND <u>RACING</u>
(DECREASING), USERS SCORE SHOW THAT <u>ACTION ADVENTURE</u> IS TIED WITH <u>ACTION</u> AS THE BEST TWO CATEGORIES, BOTH HAVING A VERY STABLE SCORES FOR THE PAST YEARS.

IN AVERAGE, <u>ACTION</u> IS THE BEST CATEGORY FOLLOWED VERY CLOSE BY <u>ACTION ADVENTURE</u>.

ANALYSIS: SCORE PER CATEGORY

(METASCORE | ALL PLATFORMS | LAST 5 YEARS)

THE BEST CATEGORIES PER
METASCORE FROM 2015
TO 2020 ARE ACTION,
SIMULATION AND RACING



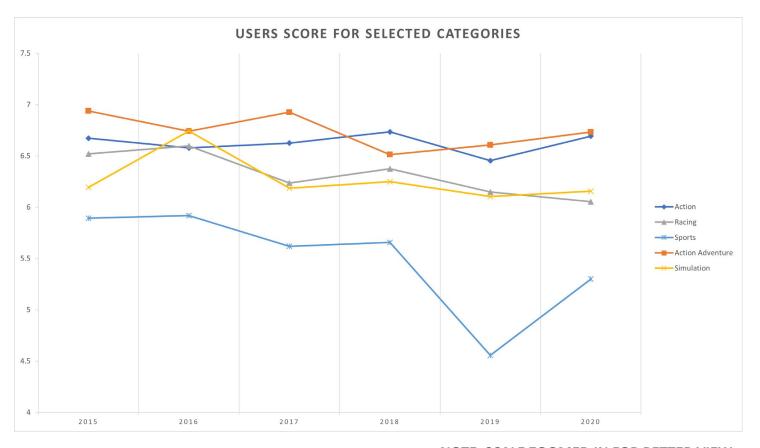
NOTE: SCALE ZOOMED IN FOR BETTER VIEW



ANALYSIS: SCORE PER CATEGORY

(USERS SCORE | ALL PLATFORMS | LAST 5 YEARS)

THE BEST CATEGORIES PER
USERS SCORE FROM 2015
TO 2020 ARE <u>ACTION</u> AND
<u>ACTION ADVENTURE</u>



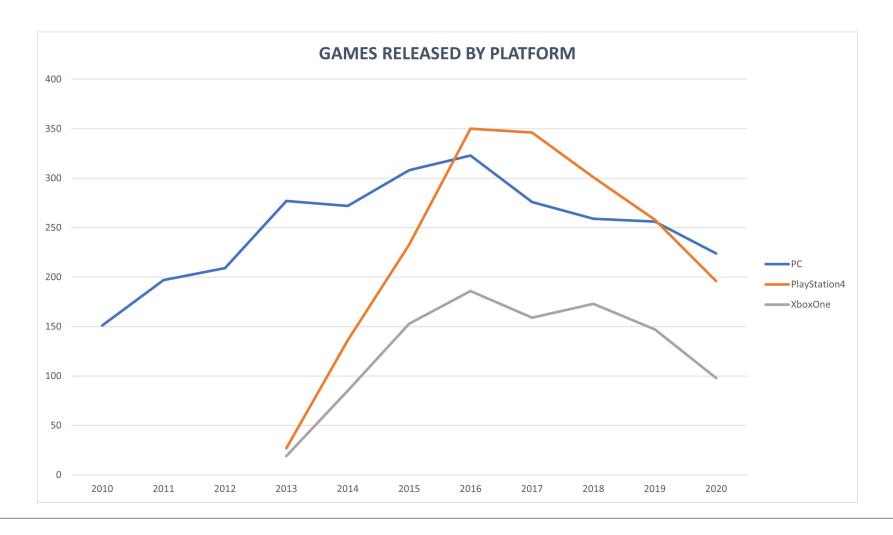
NOTE: SCALE ZOOMED IN FOR BETTER VIEW

ANALYSIS: GAMES RELEASED BY PLATFORM

DURING THE 2015 – 2017 PERIOD, THERE WAS A BOOM IN CONSOLE USERS BUT BY THE END OF THE DECADE, MANY DEVELOPERS OF COMPUTER GAMES BEGAN PORTING MORE GAMES TO PC AND DEVELOPING CROSS-PLATFORM GAMES.

IN THE LAST YEARS, FOCUS TURNED INTO MAKING MORE <u>REALISTIC GAMES</u>
WITH <u>LONGER STORIES</u>, RESULTING IN LESS GAMES RELEASED PER YEAR.

ANALYSIS: GAMES RELEASED BY PLATFORM



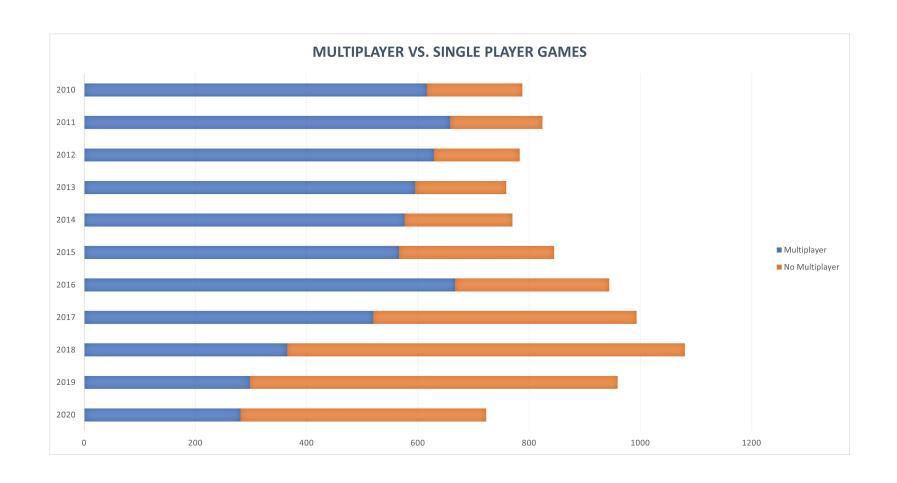


ANALYSIS: MULTIPLAYER vs. SINGLE PLAYER GAMES

CONTRARY TO INTUITION, DEVELOPERS ARE RELEASING MORE <u>SINGLE</u>
PLAYER GAMES THAN <u>MULTIPLAYER GAMES</u>.

NOTE: SINGLE PLAYER GAMES INCLUDE BOTH ONLINE SINGLE PLAYER AND OFFLINE SINGLE PLAYER GAMES.

ANALYSIS: MULTIPLAYER vs. SINGLE PLAYER GAMES





KEY INSIGHTS AND CONCLUSION

BASED ON THE DATA ANALYZED, THE NEW GAME DEVELOPMENT DIVISION AT NC GAMING SHOULD AIM TO CREATE <u>ACTION</u> OR <u>ACTION/ADVENTURE</u>

GAMES FOR <u>PC</u>, FOCUSED ON <u>SINGLE PLAYER</u> STYLE GAMES WITH, IF POSSIBLE, ONLINE ACCOUNTS.

MULTIPLAYER SUPPORT AND CROSS-PLATFORM MULTIPLAYER WOULD BE SIGNIFICANTLY BETTER.

NEXT STEPS

TO HAVE MORE AND BETTER RESULTS, IT WOULD BE MY RECOMMENDATION
TO ALSO DO THE FOLLOWING ANALYSIS:

- BEST PUBLISHERS FOR FUTURE GAME RELEASES (FROM DATABASE)
- A DEEP ANALYSIS ON PLAYERS CHARACTERISTICS TODAY (FROM SURVEY)