

# VideoGameSales

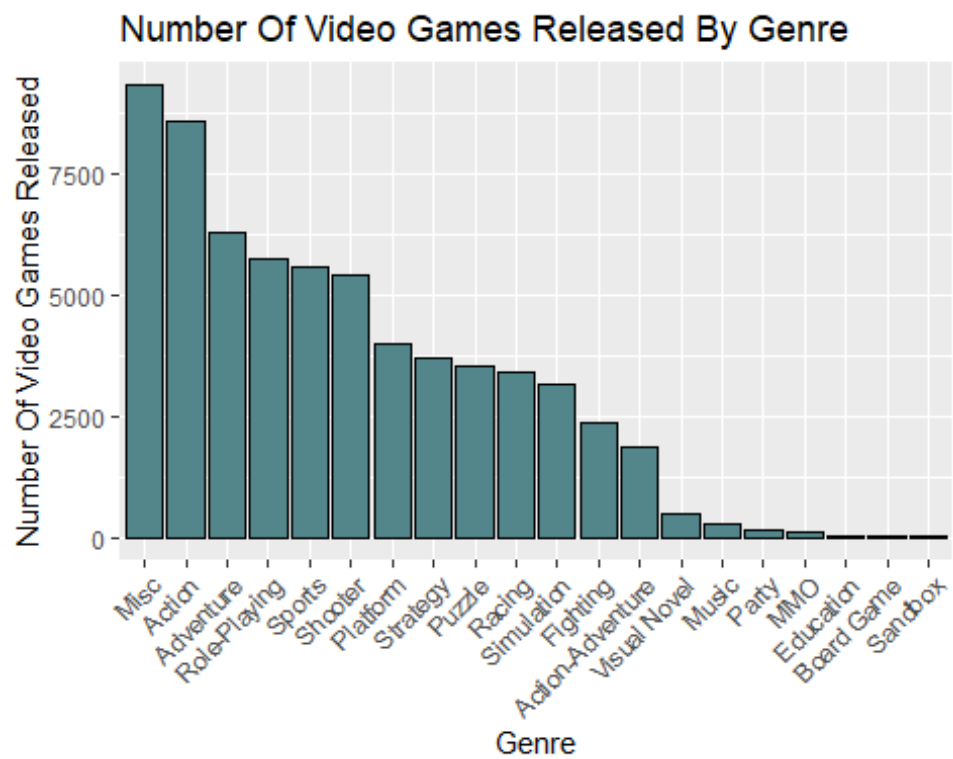
Cody B

2025-01-25

This analysis examines trends in video game sales by analyzing data from titles released between 1971 and 2024. Specifically, it focuses on the total number of video game releases and the average sales figures across different genres. Additionally, the study explores sales data for video games by console, analyzing both the total releases and average sales per platform

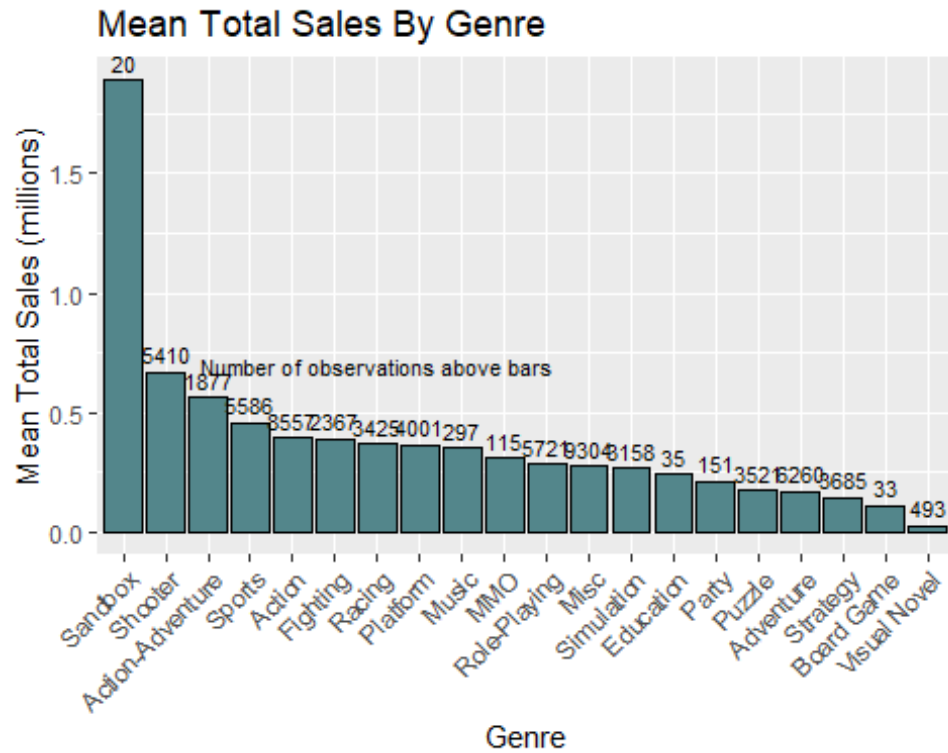
The “Video Game Sales” data set can be found here: <https://mavenanalytics.io/data-playground?page=2&pageSize=5>.

## Genre



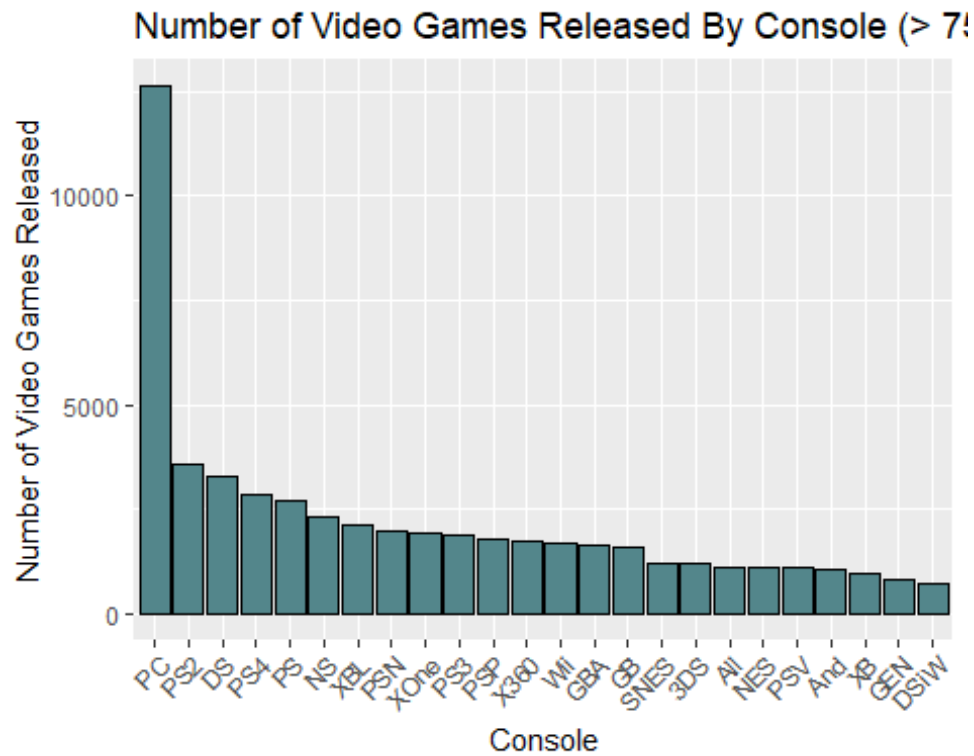
As demonstrated, the “Miscellaneous” genre has the highest total video game releases from 1971 to 2024. Following closely are the “Action,” “Adventure,” “Role Playing,” and “Sports” genres.

To gain deeper insights, it would be valuable to further analyze the “Miscellaneous” genre to better understand the specific types of games included within it.

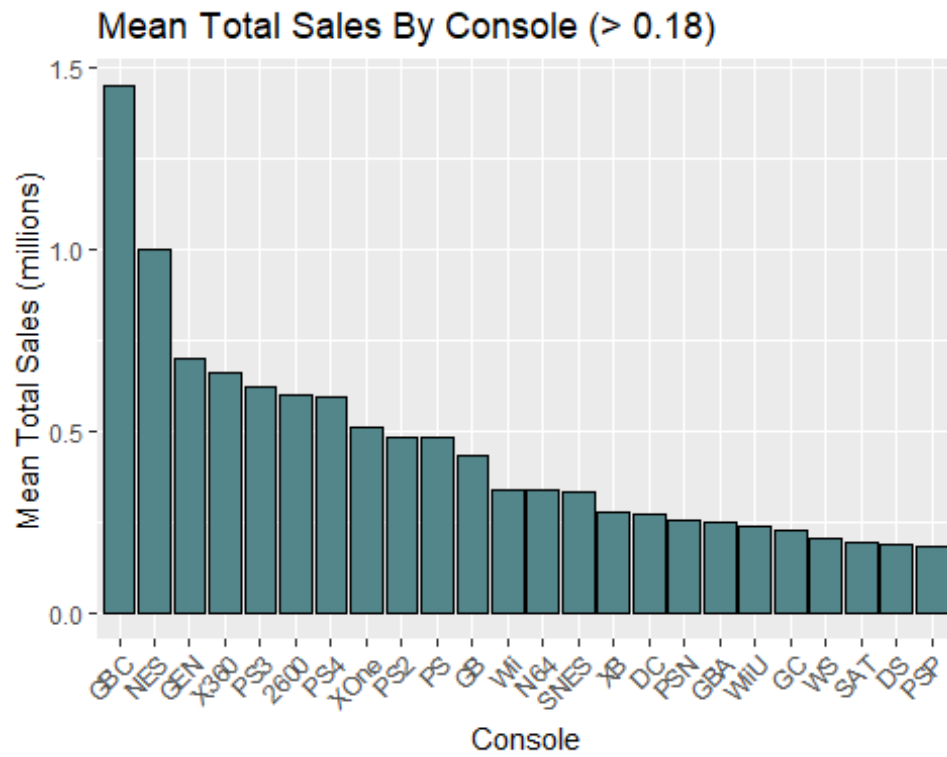


On average, video games categorized as “Sandbox” generate the highest total sales compared to other genres. The “Shooter,” “Action-Adventure,” “Sports,” and “Action” genres also demonstrate strong sales performance.

## Console



Between 1971 and 2024, more video games were released for PC than for any other console. Notably, it also appears that PlayStation consoles have seen more game releases than Xbox consoles.



On average, video games released for the Gameboy Color sold more copies than those on any other console.