

Visualizing Simulator Games

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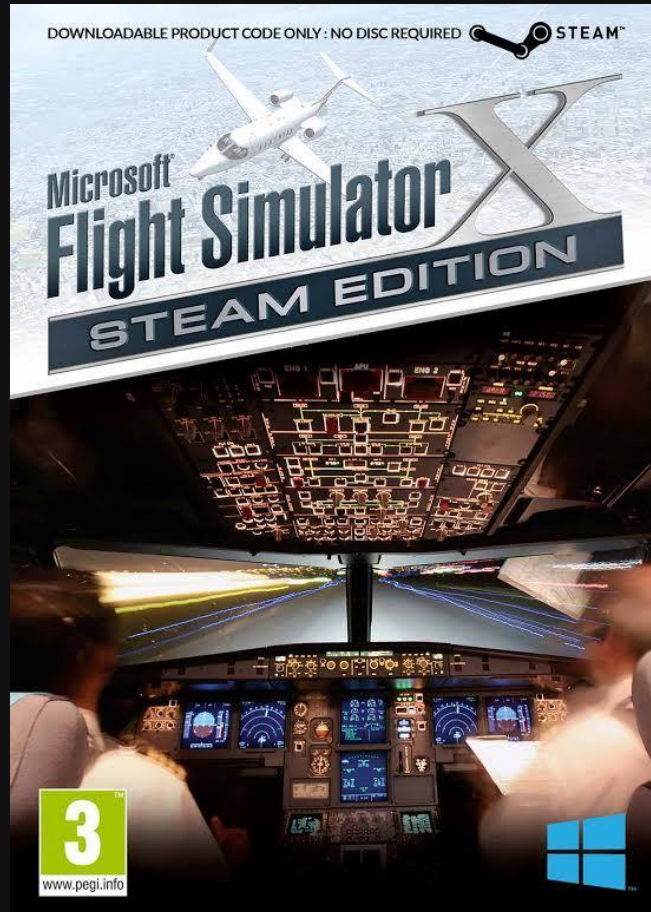
Data Analytics Bootcamp – Capstone Project

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Simulator Games

“nonfiction simulations of industrial work and machines which attempt to portray their subject matter realistically”

Popular Simulator Games



Production History and Context

- Often neglected, hard to conceptualize or describe in text
- Question: how do we communicate a genre's production history and context?
- One answer: by visualizing data relevant to that genre

The Data

- Collected data from MobyGames.com's API using Python
- 1250 games from MobyGames's "vehicle simulator" genre category
- Mobygames genre definition: "Vehicle Simulator games are games in which the player **takes control of any type of vehicle** in a **peaceful manner**. A game is required to have a certain level of **realism** to be considered a simulator. Vehicles **may be fictional** such as space ships..."

The Data

- Categories of data collected and analyzed
 - Developer Name
 - Publisher Name
 - Title of each game
 - Description of each game
 - Platform (for first release)
 - Year of first release
 - Url on MobyGames.com
 - All Genre tags for each game
- Cleaned, analyzed, and visualized in Python, Excel, and PowerBI

The Dashboard

- [View it here online](#)

- (https://app.powerbi.com/view?r=eyJrIjoiYTUxMzE2OTktOGY3MSooNDVlLThjZDMtODE1NWlxNjE3YTYyIiwidCI6IjEwMWRhNTg3LTE4NDMtNGY1Mio4YjhhLTE3YjA2OWM2NmQzMzMyIsImMiOiJ9&pageName=ReportSection8d15aa682b880b5dedea)