According to Investopedia, the gaming industry generated US$155 billion in revenue in 2020, which is predicted to rise to US$260 billion by 2025. Also, according to the Entertainment Software Association (ESA), only in the US it sustains about 428,646 employees, and they point out that *the video game industry will be an important contributor to the power and promise of the U.S. national economy and the economic development of individual states and regions across the nation*.

But this industry is not important only because of its size, it is because it is a cultural phenomenon and has influenced not only the development of the PC Industry but the very way how we are interacting and learning. Video games are interactive and stimulate the imagination, maybe even more than passive forms of entertainment, and it is not a children's thing anymore: the ESA estimates that 64% of adults in the US play video games. Furthermore, according to this organization, *the industry itself is as diverse as its audience, providing a broad variety of genres, game types and hardware platforms to meet customer interests*.

Given this, the purpose of my data visualization project will be to answer who's driving gaming interest. With data from Kagle about sales from more than 16,500 games, this project will explore the evolution of platforms sales across time (i.e. PC, PS4, etc.) and their genres (i.e. Sports, Racing, etc.), as well as which region consumes videogames the most and what are the best sellers of the industry.