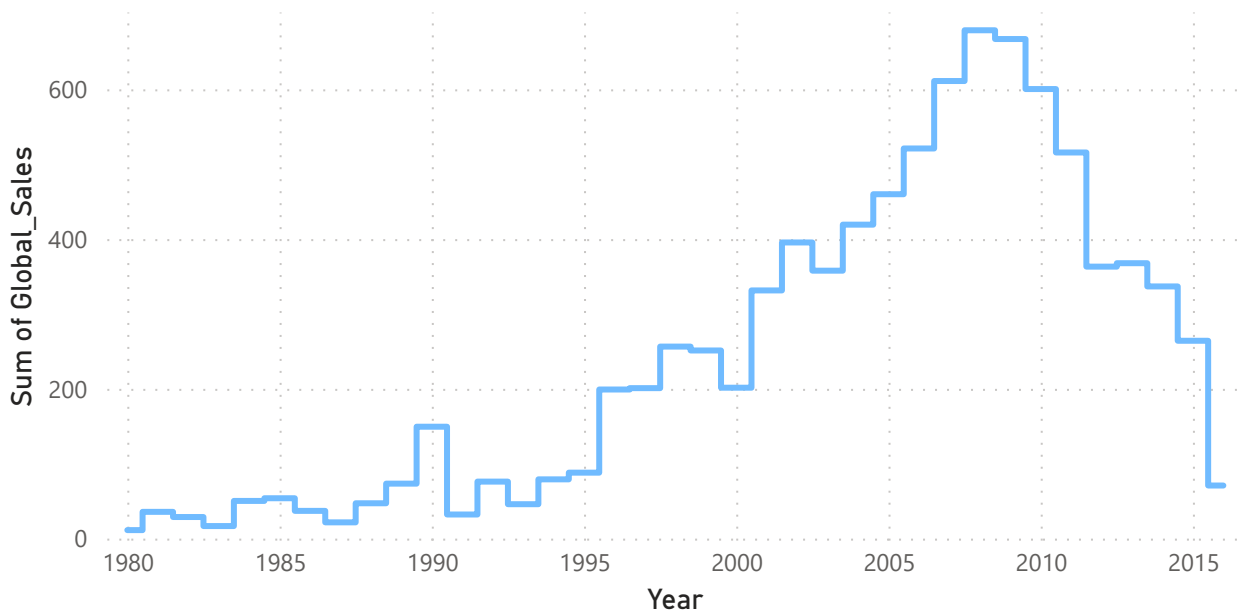# PREVIEW - VIDEOGAMES SALES AND METACRITIC RATINGS
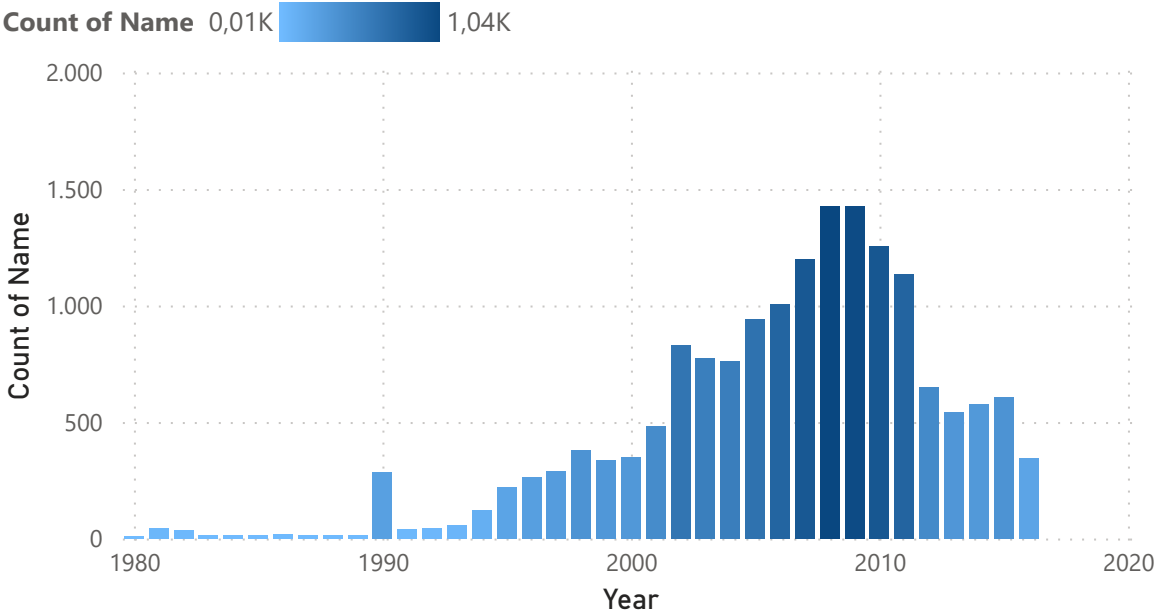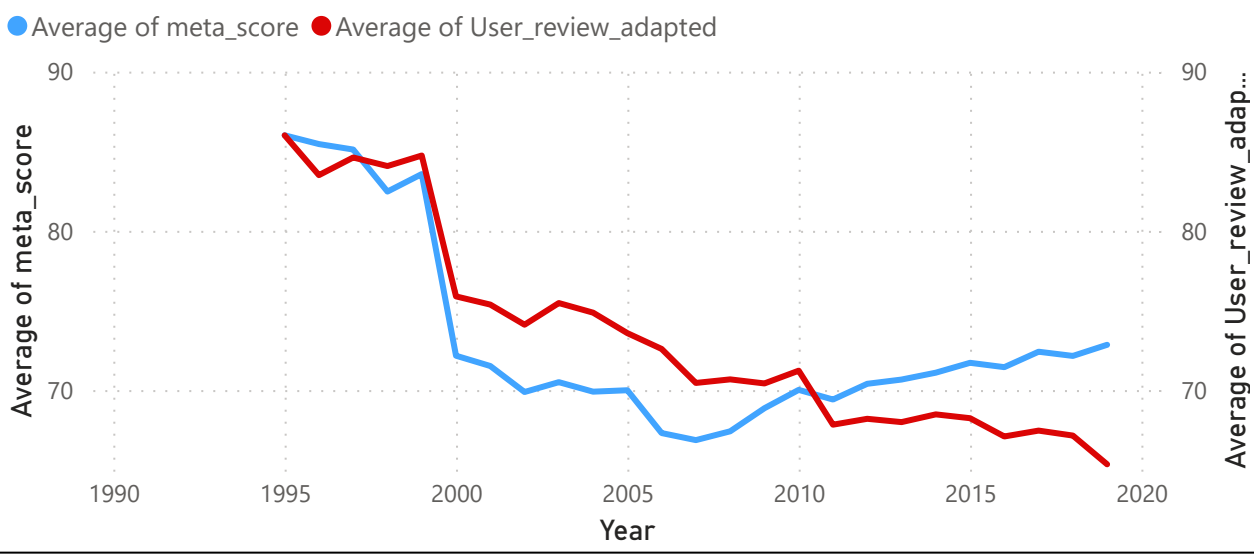
Global Sales Per Year (Millions)

Unique videogame releases (units)

Count of Name 0,01K �▮ 1,04K

## Average official and user ratings

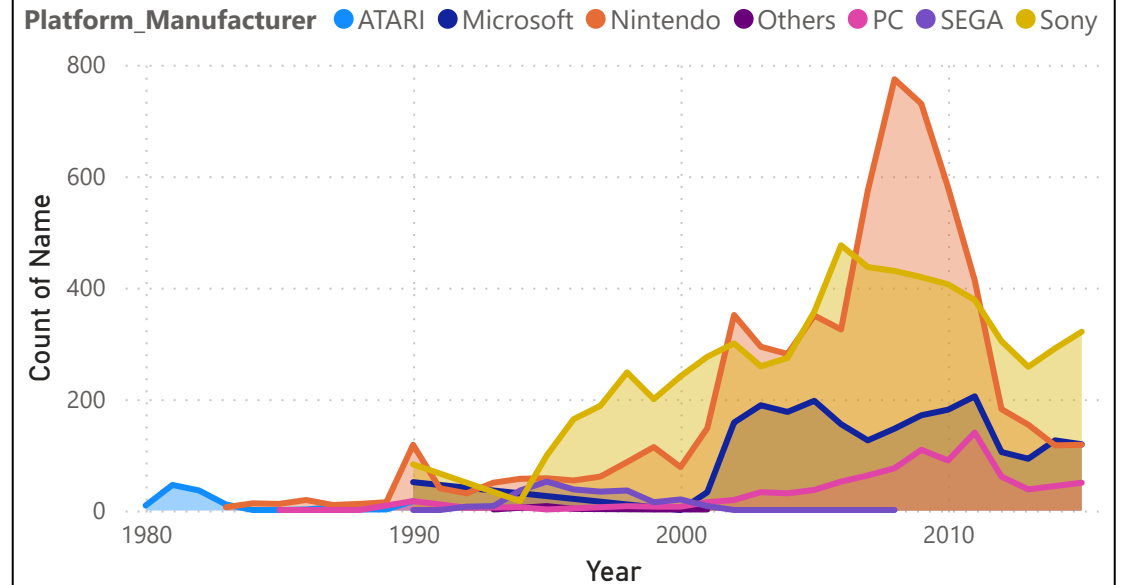● Average of meta_score   ● Average of User_review_adapted

- This Power Bi is based on some datasets from Kaggle that include **Metacritic** information with official press and user ratings and also on a dataset with videogames sales.

- We are going to check first the Global Sales, Videogame Releases and Average of Ratings per year, and get into more details in the following pages.

SALES AND RELEASES BY SYSTEM MANUFACTURER

Total Global Video Games Sales by System/Platform per Year (in Millions)

Platform_Manufacturer ● ATARI ● Microsoft ● Nintendo ● Others ● PC ● SEGA ● Sony
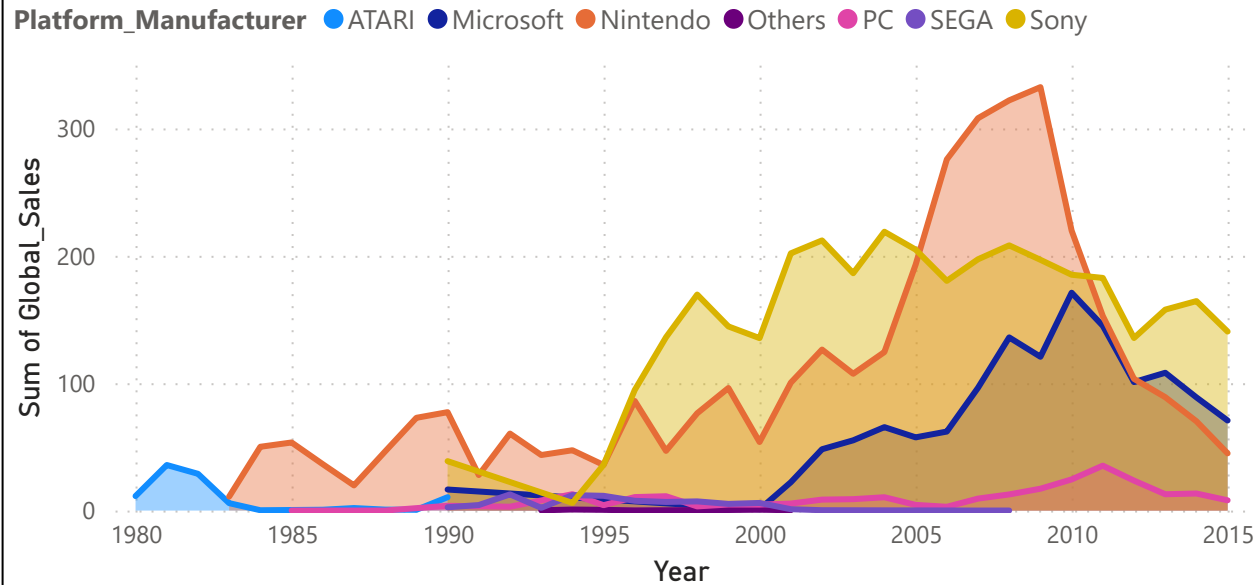
Total Video Game Releases by System/Platform per Year (units)

Platform_Manufacturer ● ATARI ● Microsoft ● Nintendo ● Others ● PC ● SEGA ● Sony

- We can notice an increase of sales since the arrival of **Sony** (mid 90's), that helped others to increase their sales too.

- There were sales drops in videogames in 2012 and 2015.

- The 2012 drop could have been caused by the drop of physical copies, and the one in 2015 due to fewer interesting releases for the new system/platform generations released in 2013. (We can't guarantee that the dataset includes all non-physical purchase).

- Here are some articles that could explain the sales drops:

https://www.latimes.com/entertainment/envelope/la-xpm-2013-jan-10-la-fi-ct-video-games-sales-20130111-story.html

https://www.cnet.com/tech/gaming/npd-video-game-report-may-2015/

- If we check the total videogame releases, there was a drop in 2012, matching the sales drop.

- However releases recovered a bit in 2015 while sales dropped anyway.

- The increase of releases was also impacted by the **Sony PSX** release mid 90's.
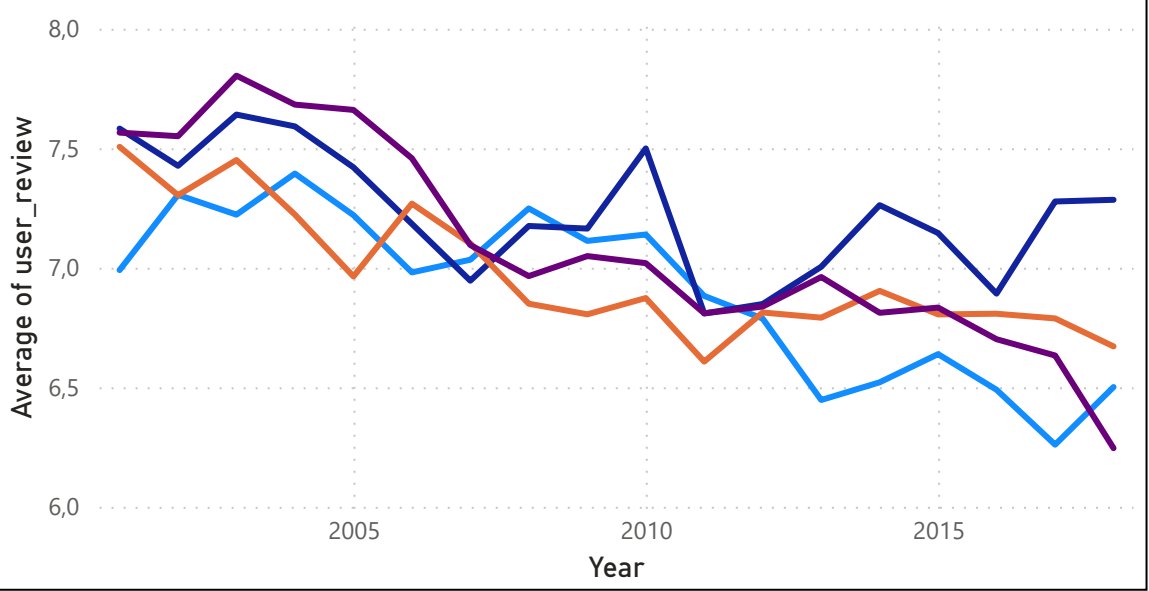
Meta_Score Vs User Reviews 1

Average meta_score by System Manufacturer

Platform_Manufacturer ● Microsoft ● Nintendo ● PC ● Sony
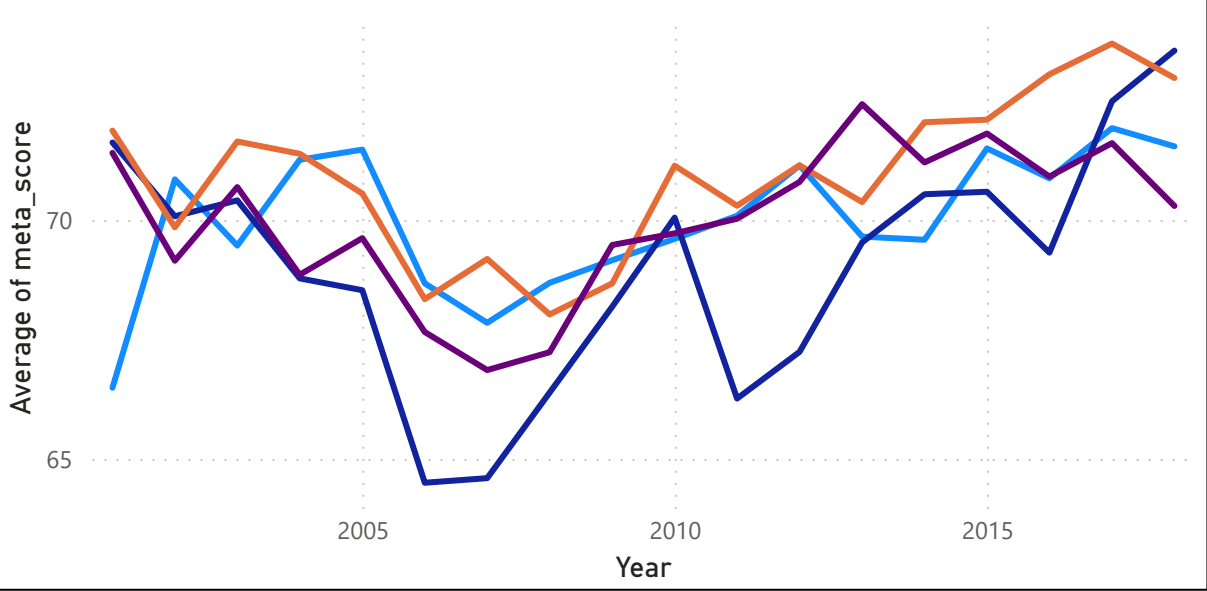
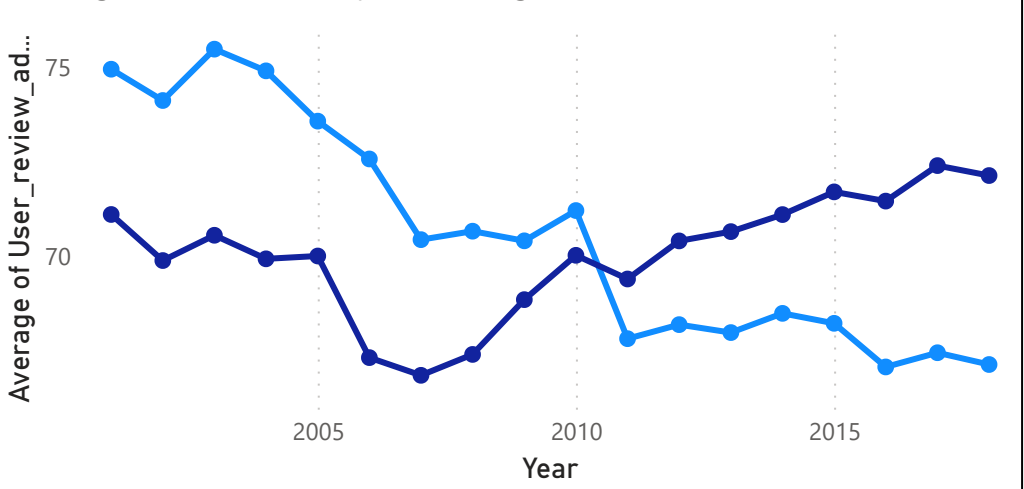
Average user_review by System Manufacturer

Platform_Manufacturer ● Microsoft ● Nintendo ● PC ● Sony

- **meta_score** shows the official "press" reviews compiled by Metacritic. We see a constant increase in rating values since 2011.

- **user_review** shows the user ratings in Metacritic. Here we find the opposite, a ratings decrease since 2010.

- Both review types seemed to match in 2011, when they change their tendencies.

- Higher meta_score ratings have been blamed to be caused by preassure of Publishers to the press, while the decrease in user reviews has been blamed on review bombing, where extremely low reviews are placed for reasons sometimes unrelated to videogames' quality.

- The ratings for **Nintendo** between 2011-2012 were low according both to Metacritic's official reviews and user reviews

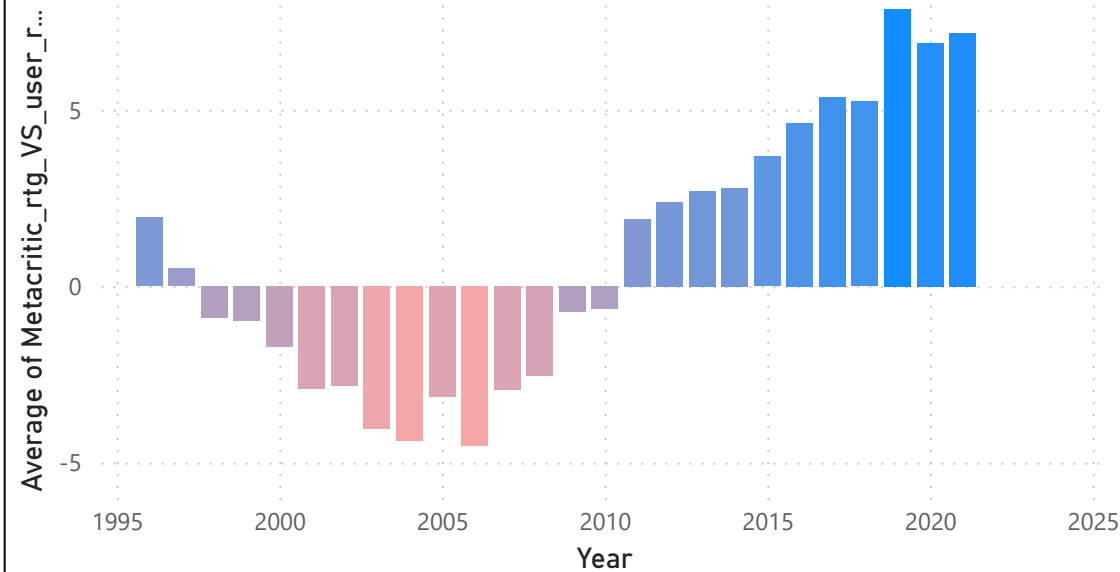## Avg User_Review vs Metacritic Reviews

● Average of User_review_adapted ● Average of meta_score
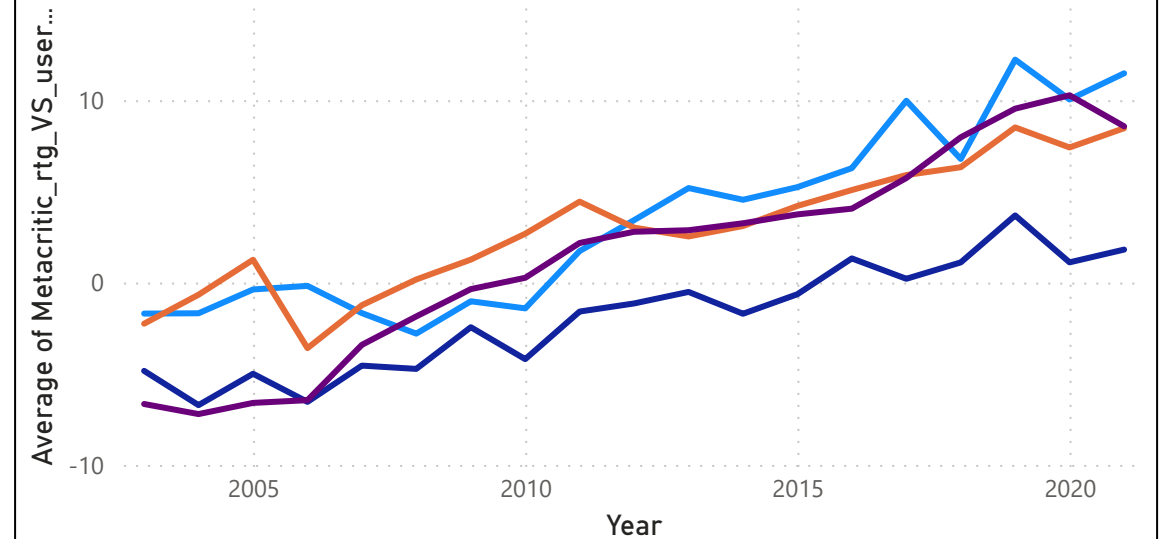
Meta_Score Vs User Reviews 2

Average of Metacritic_rtg_VS_user_review by Year

Average of Metacritic_rtg_VS_user_review   -4,53 ▨ 7,85

Average of Metacritic_rtg_VS_user_review by Year and Platform_Manufacturer

Platform_Manufacturer ● Microsoft ● Nintendo ● PC ● Sony

- **Evolution of the average difference between the Metacritic official ratings and the user_ratings**: above 0 the official rating is higher than the user rating, and below 0 when the opposite happens.

- Until 2010 user_ratings where higher than the Metacritic official ratings most years. From than moment on, the difference escalated in favour of the official ratings.

- **Possible causes**: as discussed possible review bombings or press preassure from the publishers. Also, some users could have rated the games later than the moment they played them, so they have a good memory of an old game and are more biased to rate higher older games.

- The rating differences for **Nintendo** have also increased in favour of the official releases, but the slope is not as steep as for the rest of the systems. It is said that Nintendo fans are more faithful to their brand, so maybe they are less inclined to give lower ratings.

- The gap for the rest of the systems is similar throught time.

Underrated or Overrated Games?

- These are the top 10 overrated games according to the user reviews vs the official press reviews. The higher the number, the higher the difference between the 2 ratings and more overrated the games are.

- There are many **EA** and **Ubisoft** games. These are some of the less appreciated gaming publishers by users.

- All overrated games are from the recent past years (we don't have data for 2021-2022 yet).

name	Year	Average of Metacritic_rtg_VS_user_review ▲
FIFA 20	2019	66,00
FIFA 21	2020	63,67
Madden NFL 22	2021	63,50
Madden NFL 21	2020	62,50
Tom Clancy's The Division 2: Warlords of New York	2020	62,00
When Ski Lifts Go Wrong	2019	62,00
NBA 2K20	2019	61,67
EA SPORTS UFC 4	2020	61,50
Madden NFL 20	2019	60,50
The Sims 4: Star Wars - Journey to Batuu	2020	60,00

- Regarding the 10 underrated games according to users vs official press reviews, the lower the negative number is, the more underrated the game is.

- **Torrente** is Top 1. This game is based on a famous spanish movie character and is considered to be an average GTA rip off.

- Other games such as **Shrek:Super Party** which is a party game (such as Mario Party), **March of The Pinguins**, **Left Alive** or **Buffy** have also different ratings among users, there is no consensus.

- **Cyberball 2072** or **Hard Truck Apocalypse** on the other side seem to have more consistent reviews among users.

- In conclusion, there seems to be some bias in the user reviews ratings too, maybe due to the attachment to a character, or to a chilldhood memory. We can't say that these games are bad, but it is hard to really classify them as underrated.

name	Year	Average of Metacritic_rtg_VS_user_review ▲
Torrente	2004	-46,00
Left Alive	2019	-45,00
Buffy the Vampire Slayer: Wrath of the Darkhul King	2003	-44,00
American McGee Presents Bad Day LA	2006	-42,00
Taito Legends Power-Up	2007	-42,00
Shrek: Super Party	2002	-41,00
Tokyo Xtreme Racer DRIFT 2	2007	-41,00
Cyberball 2072	2007	-40,00
Hard Truck: Apocalypse	2006	-40,00
March of the Penguins	2006	-40,00

Videogames genres trend in time

Global Sales by Genre

Genre ●Action ●Adventure ●Fighting ●Misc ●Platform ●Puzzle ●Racing ●Role-Playing ●Shooter ●Simulation ●Sports ●Strategy
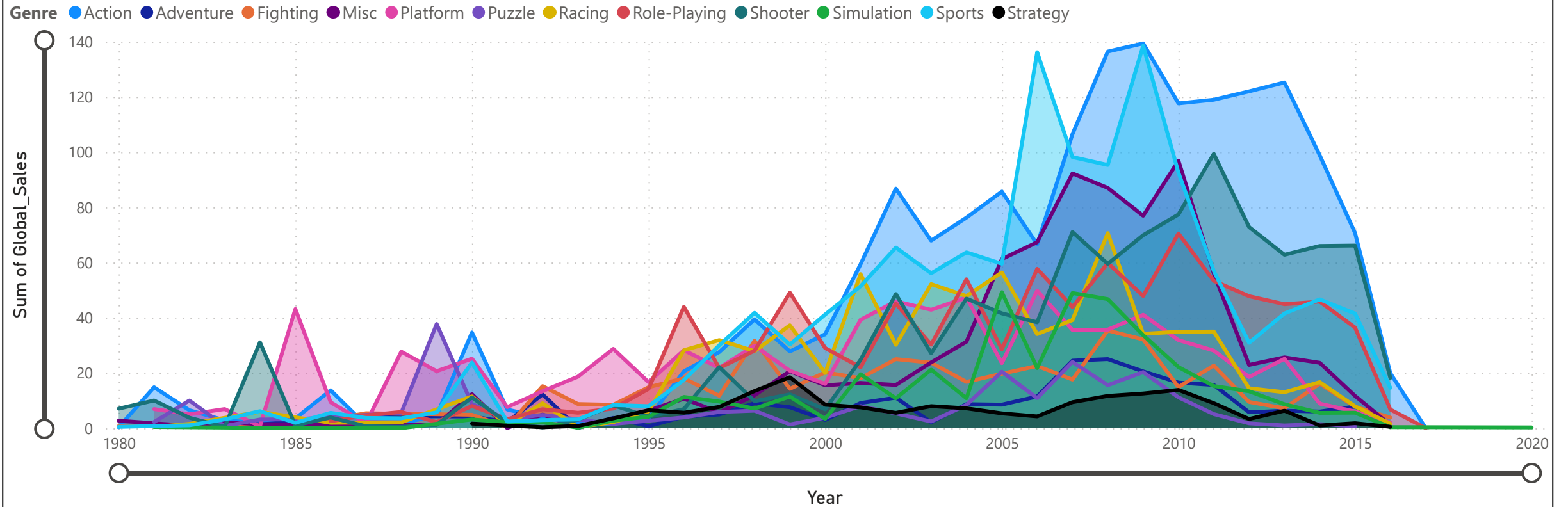
- Between **1980-2000**, the best selling games were **Platforming**, **Puzzles** and some **Action** and **Simulation**.

- By **1995** we see a rise in the sales of **RPG**, **Sports**, **Racing** and **Action** games. Also the most popular Genres tripled the sales for the most popular Genres in the previous period.

- Between **2000-2020** the predominant Genre was **Action** followed by **Sports** and **Shooters**. RPG and Racing kept some good sales too.

Top Selling Genres 1980-1999

Global Sales Genres 1980-1999

Genre ● Action ● Adventure ● Fighting ● Misc ● Platform ● Puzzle ● Racing ● Role-Playing ● Shooter ▶
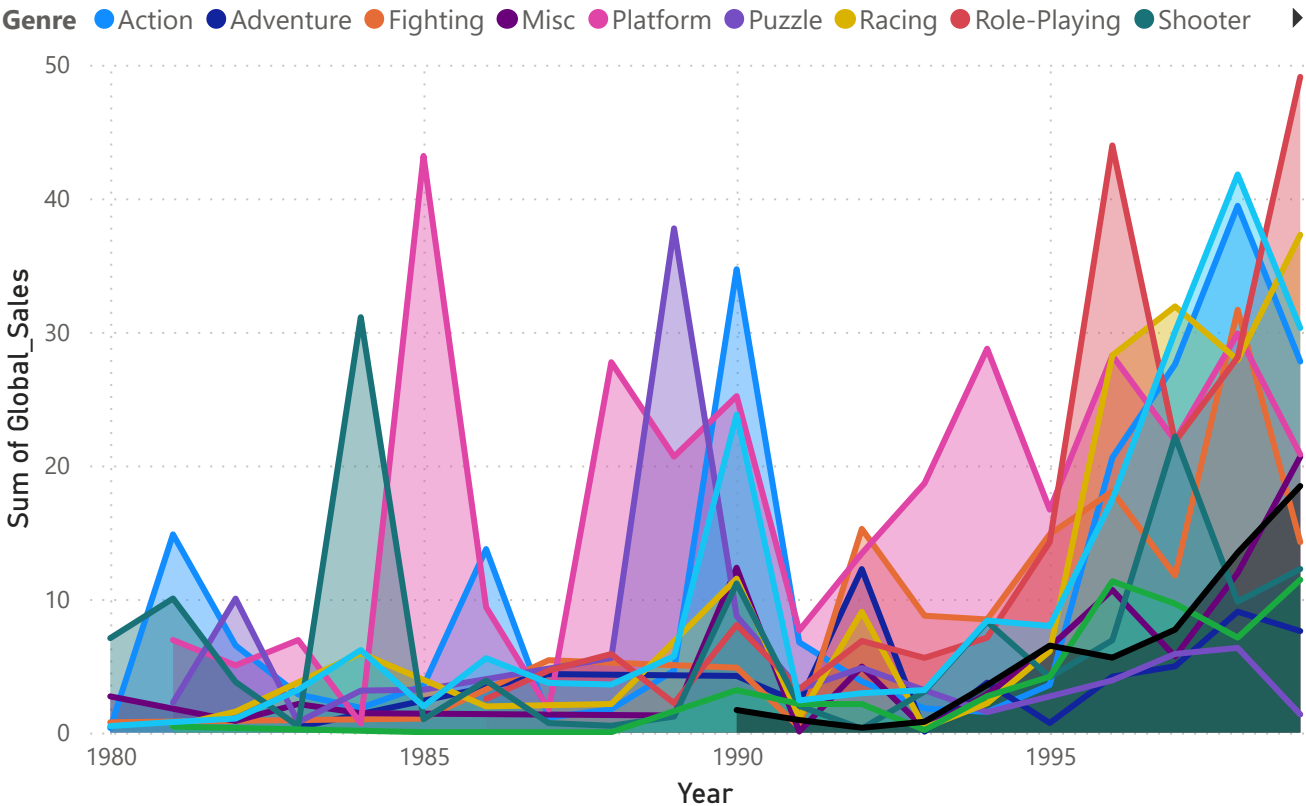
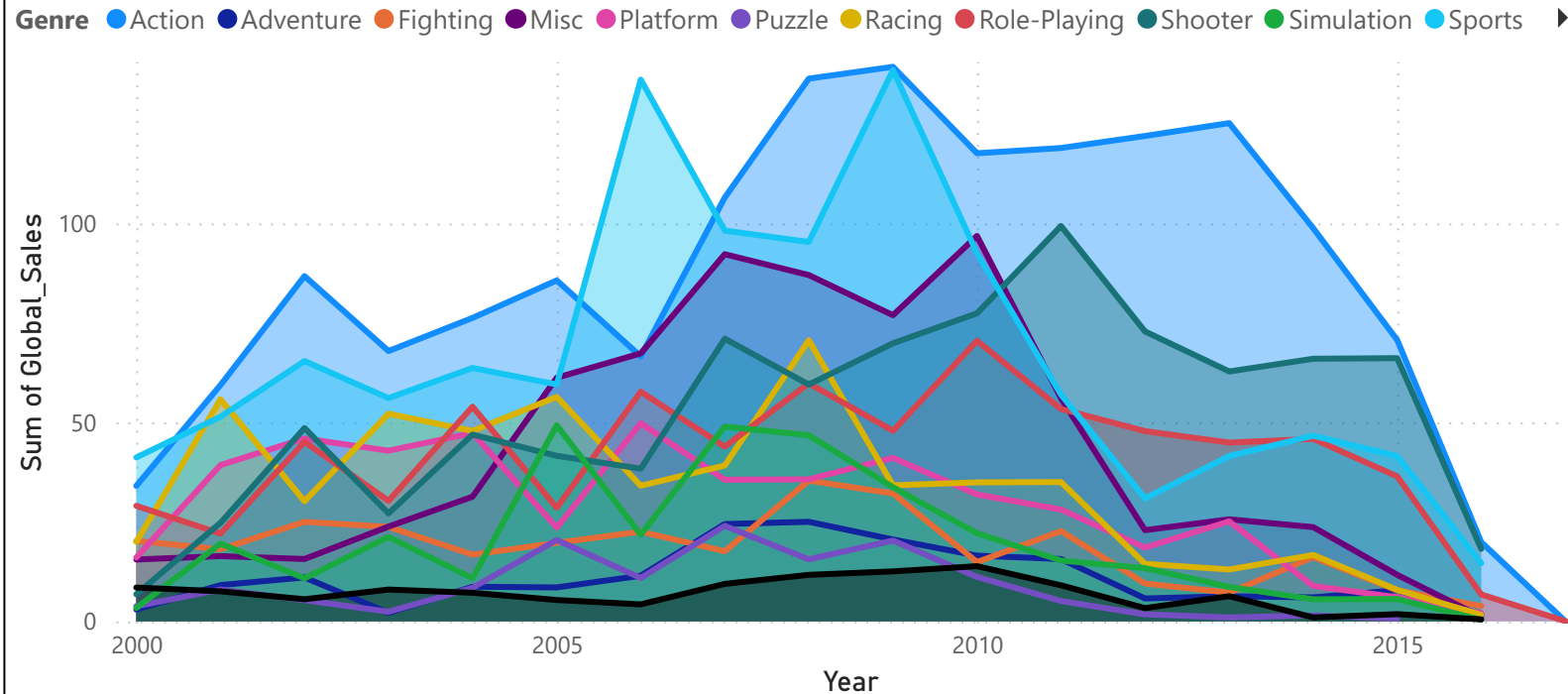| Year	Genre	Name	VG_ranks
1980	Shooter	Asteroids	1
1981	Platform	Pitfall!	1
1982	Puzzle	Pac-Man	1
1983	Sports	Baseball	1
1984	Shooter	Duck Hunt	1
1985	Platform	Super Mario Bros	1
1986	Action	The Legend of Zelda	1
1987	Adventure	Zelda II: The Adventure of Link	1
1988	Platform	Super Mario Bros 3	1
1989	Puzzle	Tetris	1
1990	Platform	Super Mario World	1
1991	Action	The Legend of Zelda: A Link to the Past	1
1992	Adventure	Super Mario Land 2: 6 Golden Coins	1
1993	Platform	Super Mario All-Stars	1
1994	Platform	Donkey Kong Country	1
1995	Platform	Donkey Kong Country 2: Diddy's Kong Quest	1
1996	Role-Playing	Pokemon Red/Pokemon Blue	1
1997	Racing	Gran Turismo	1
1998	Role-Playing	PokÃ©mon Yellow: Special Pikachu Edition	1
1999	Role-Playing	Pokemon Gold/Pokemon Silver	1

- There is a wide variety of genres for the top selling games between 1980-1985. The game industry was young, there was not a genre that had made an impact yet in sales or audiences.

- By the **end of the 80's** Platforming games became best selling: **Super Mario Bros** in 1985 and **Super Mario Bros 3** in 1988. From 1990 until 1995 many of the top selling games were Platformers.

- By **1995-1996** there is a rise in sales of RPG, Sports, Racing and Action games. This is when the first **Pokemon** games were released, labelled as RPG, and remained as top selling games for some of the last years of the 90's.

- Between **1985 and 1999 Nintendo** dominated the videogames sales market. This changed in **1997** with **Gran Turismo** for the first **PlayStation**.

Top Selling Genres 2000-2016

Global Sales 2000-016

Genre ● Action ● Adventure ● Fighting ● Misc ● Platform ● Puzzle ● Racing ● Role-Playing ● Shooter ● Simulation ● Sports ▶

Year	Genre	Name	VG_ranks
2000	Role-Playing	PokÃ©mon Crystal Version	1
2001	Racing	Gran Turismo 3: A-Spec	1
2002	Action	Grand Theft Auto: Vice City	1
2003	Racing	Need for Speed Underground	1
2004	Action	Grand Theft Auto: San Andreas	1
2005	Simulation	Nintendogs	1
2006	Sports	Wii Sports	1
2007	Sports	Wii Fit	1
2008	Racing	Mario Kart Wii	1
2009	Sports	Wii Sports Resort	1
2010	Shooter	Call of Duty: Black Ops	1
2011	Shooter	Call of Duty: Modern Warfare 3	1
2012	Shooter	Call of Duty: Black Ops II	1
2013	Action	Grand Theft Auto V	1
2014	Shooter	Call of Duty: Advanced Warfare	1
2015	Shooter	Call of Duty: Black Ops 3	1
2016	Sports	FIFA 17	1

- Between 2000-2020 the predominant Genre was Action followed by Sports and Shooters. RPG and Racing kept some good sales too.

- While **Nintendo** games were predominant in the previous period, now they have to share sales with games from **Playstation** or **Microsoft** systems.

- The **sales of videogames tripled** if we compare them to the previous period: even if some generes seem to have a lower sales, they really sold better compared to the previous period.

- Many of the top selling games now are oriented to an older public (**Grand Theft Aut**o or **Call of Duty** for example).

- Considering this change and the higher sales vs the previous period, this could mean that the people playing videogames have kept playing and grown older, asking for more adult themed videogames, while new players have started playing too.

- **Between 2005 and 2009** the Top playing games were for **Nintendo** systems again: these are games for the **Wii and NDS** systems, which became really popular and best selling.