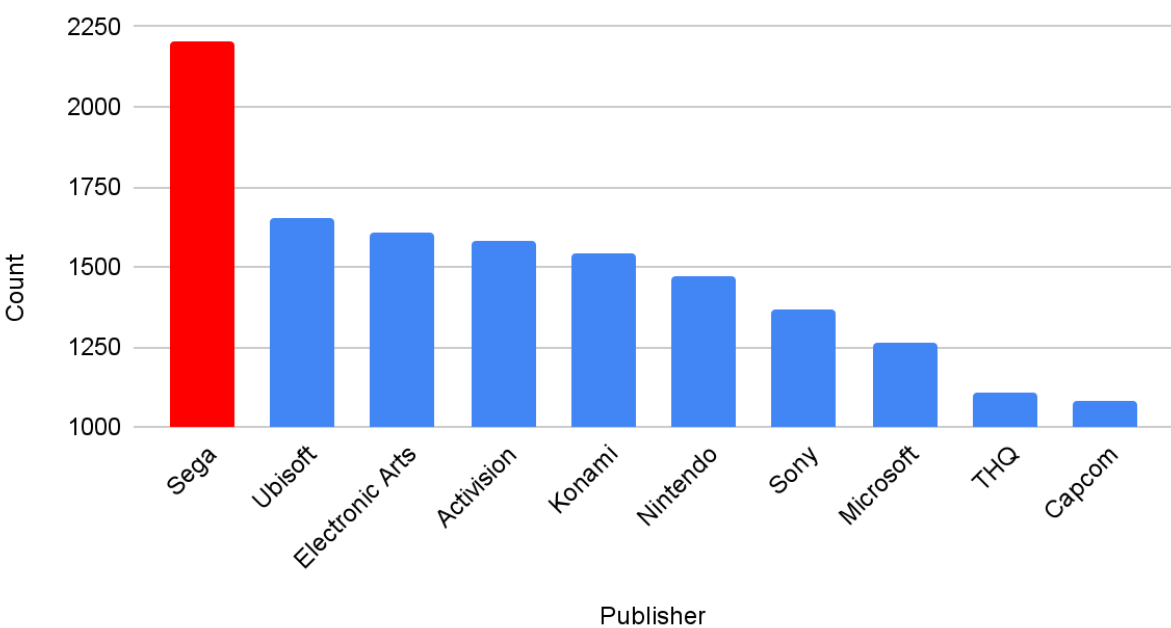
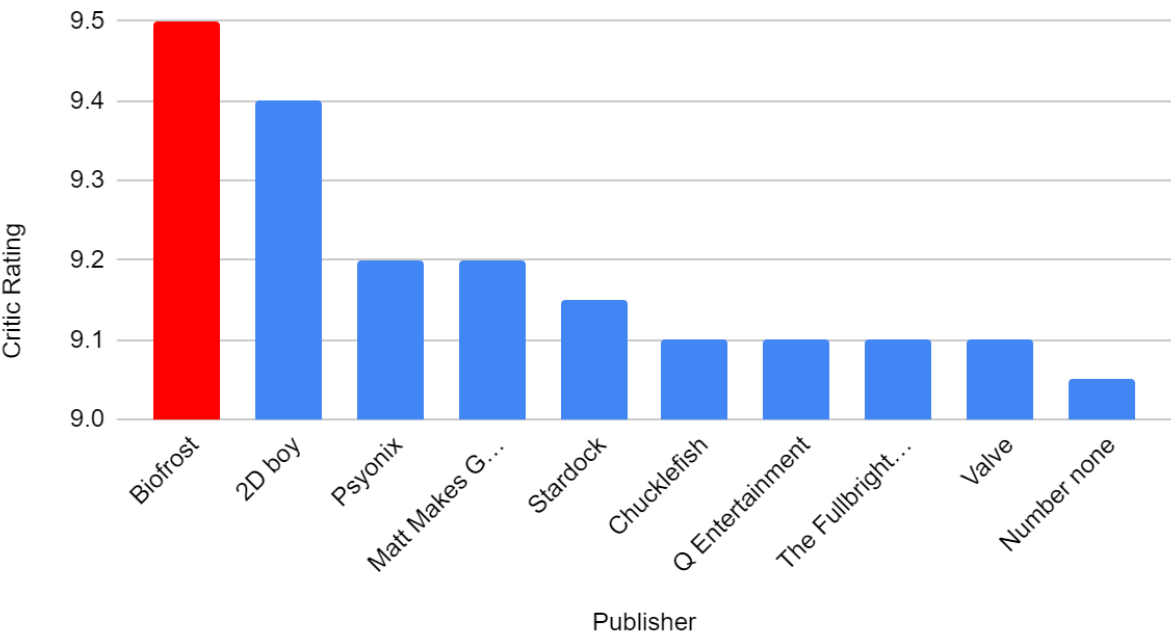


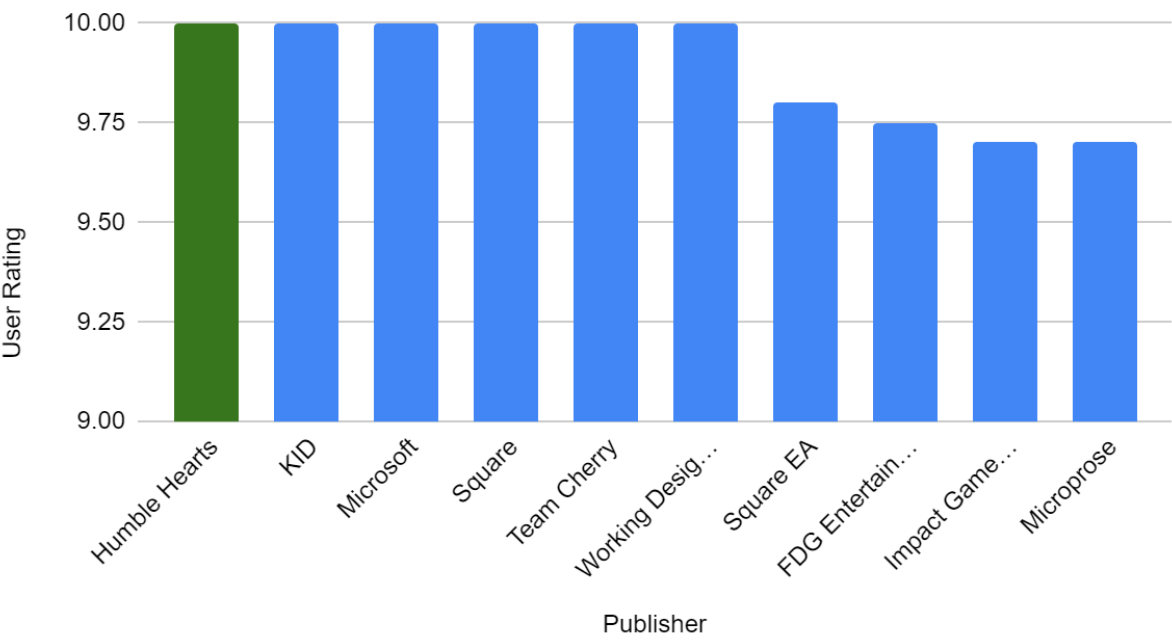
Games published vs. Publisher



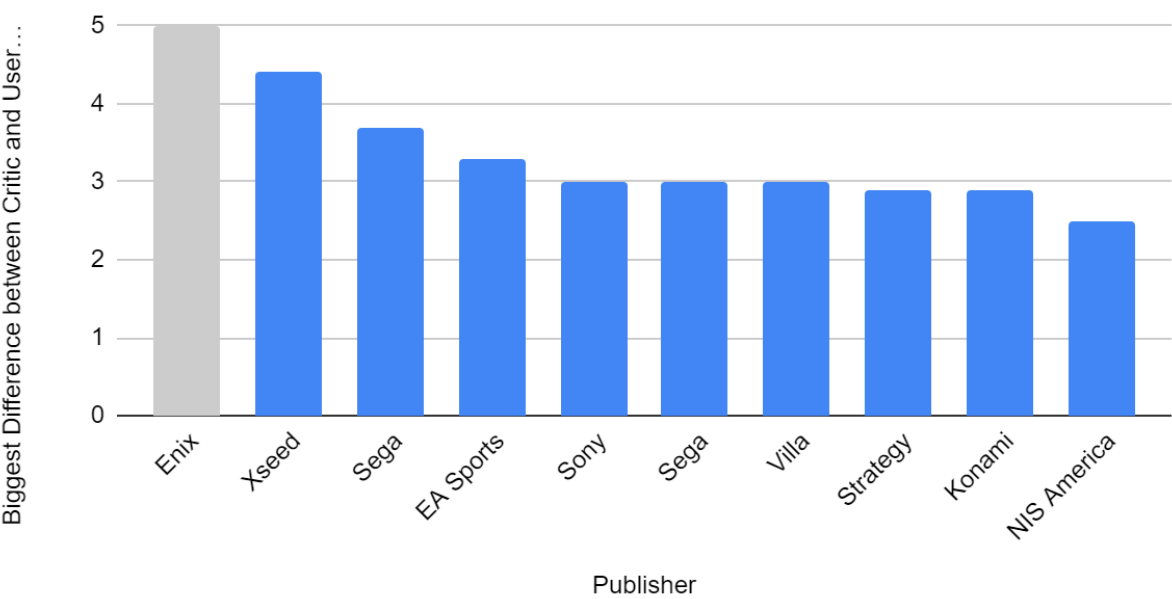
Critic Rating vs. Publisher



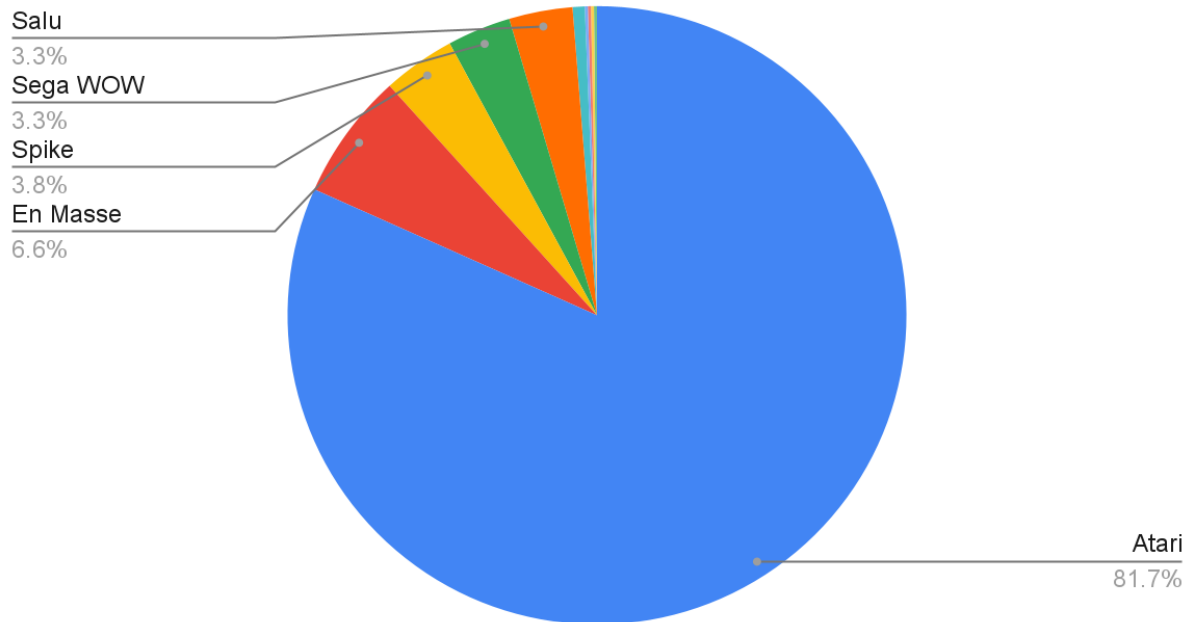
User Rating vs. Publisher



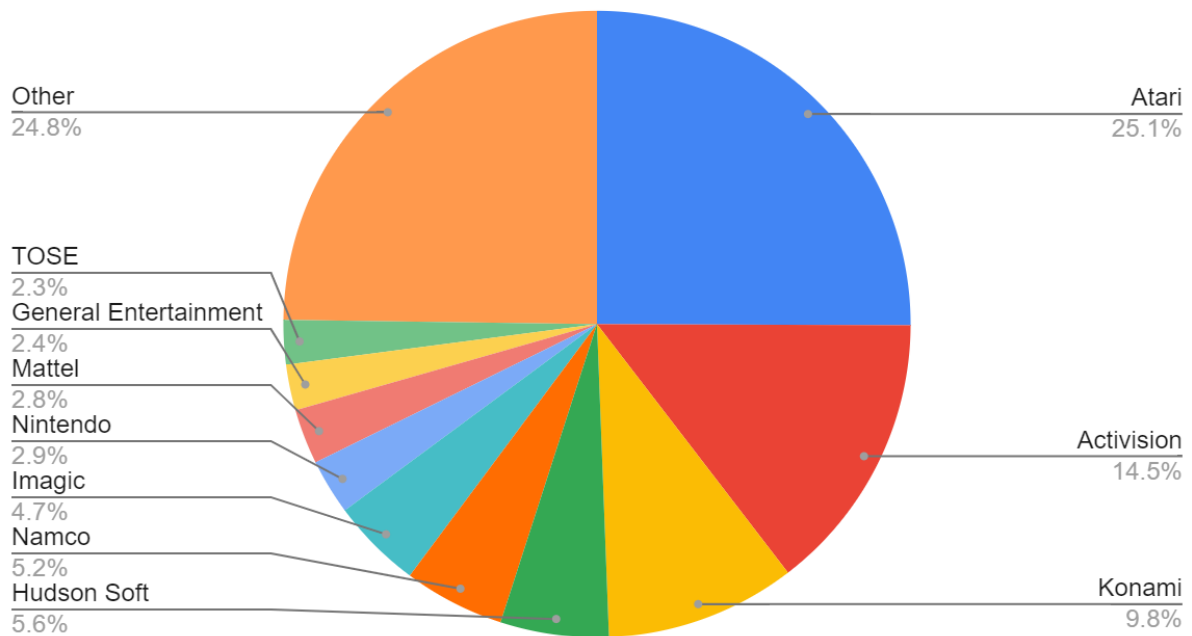
Biggest Difference between Critic and User Rating vs. Publisher



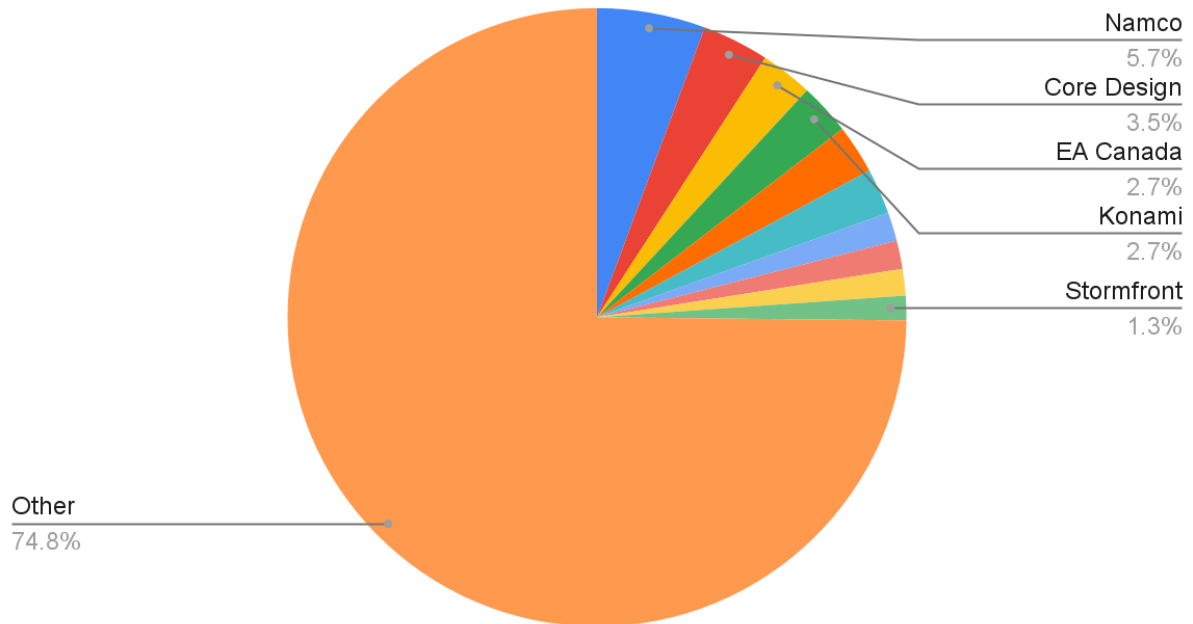
% of sales (1970s)



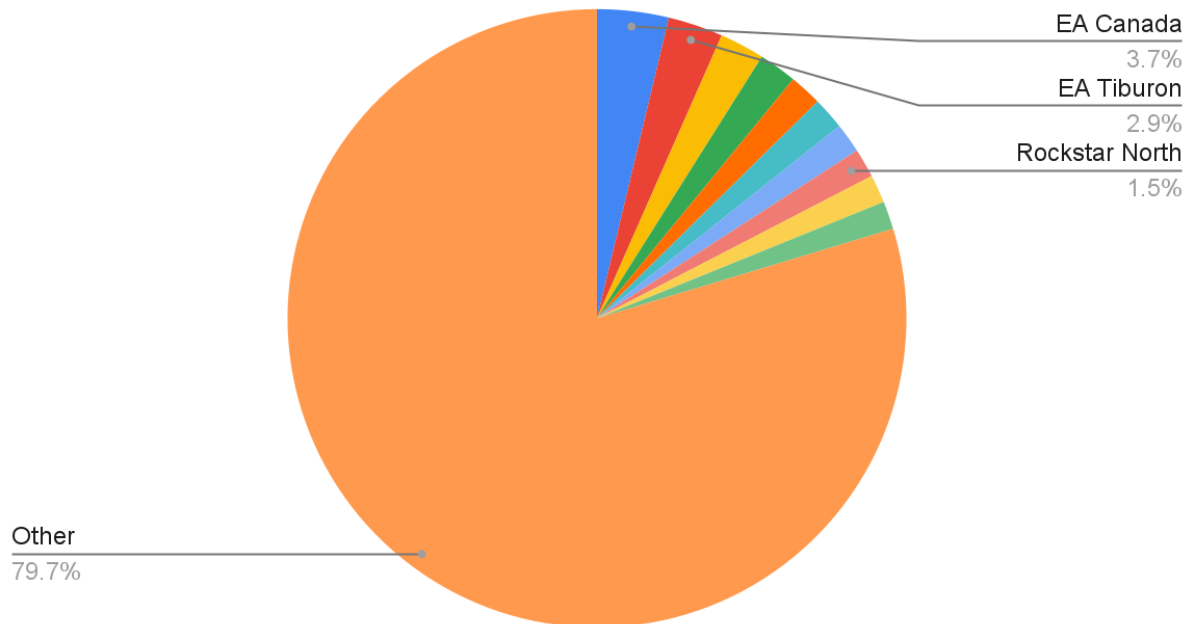
% of sales (1980s)



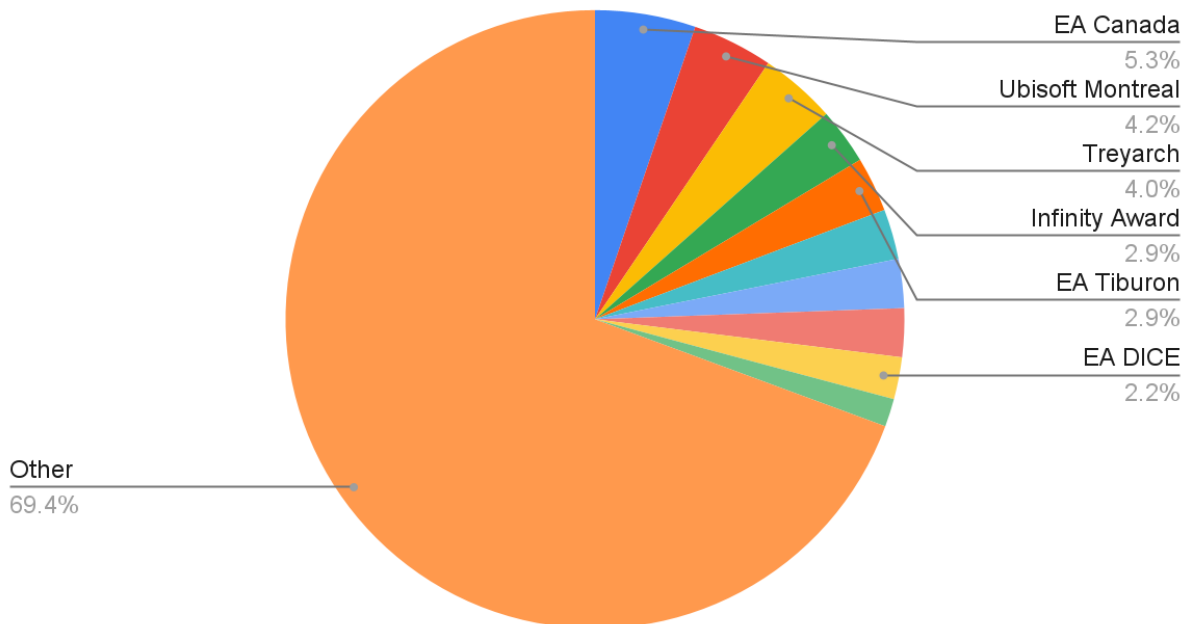
% of sales (1990s)



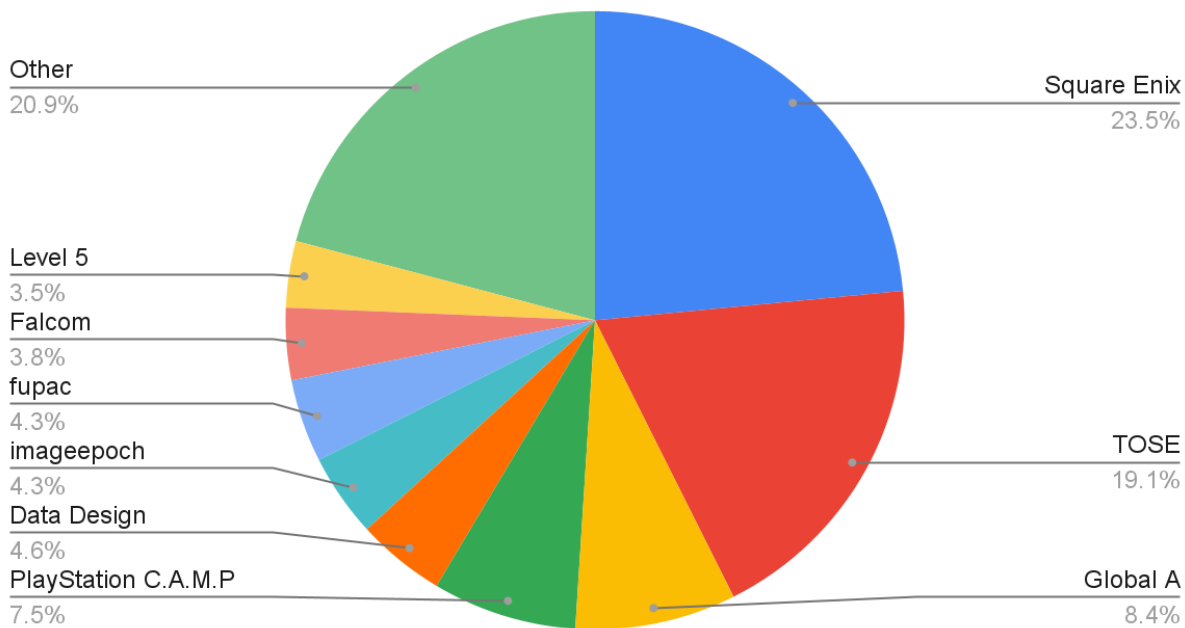
% of sales (2000s)



% of sales (2010s)

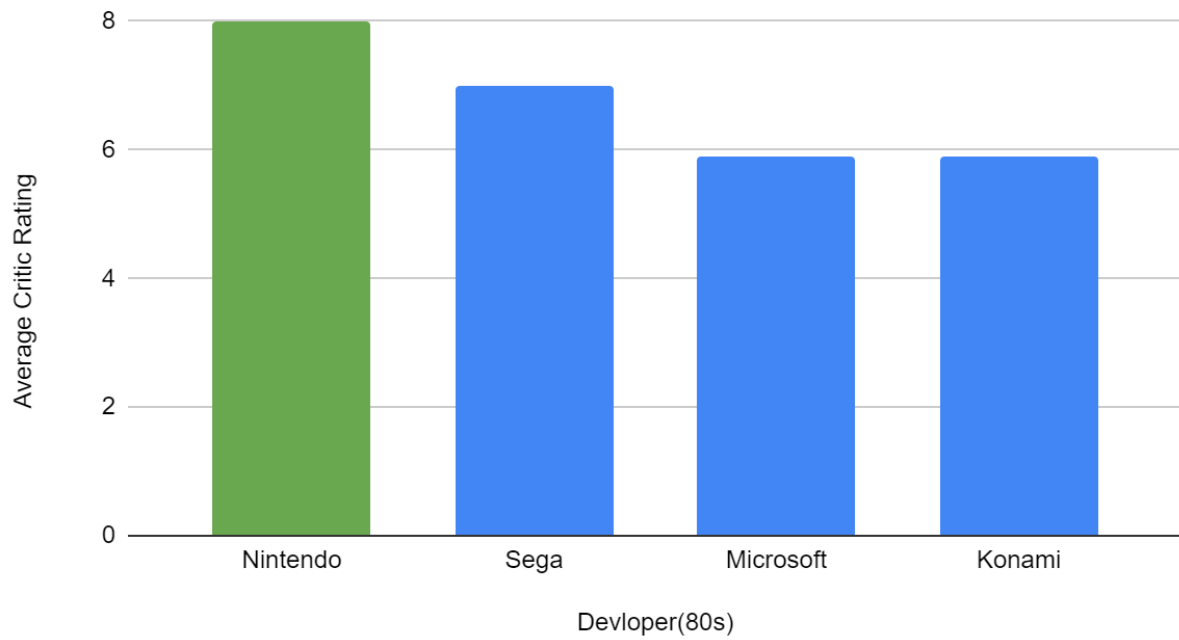


% of sales (2020s)

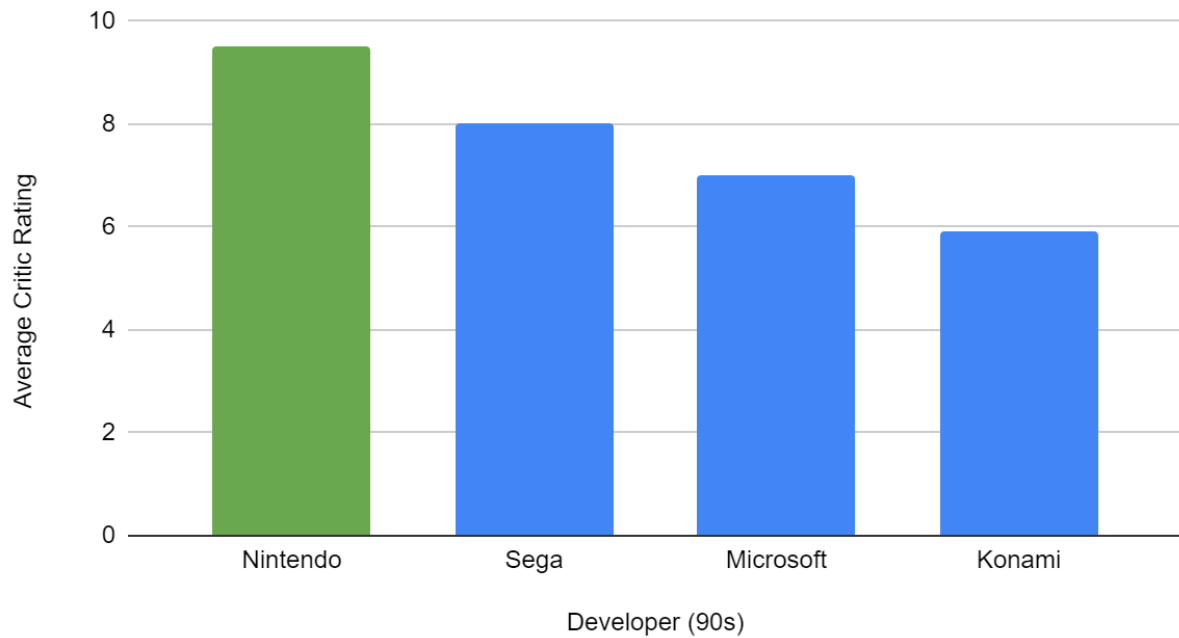


CRITIC RATING

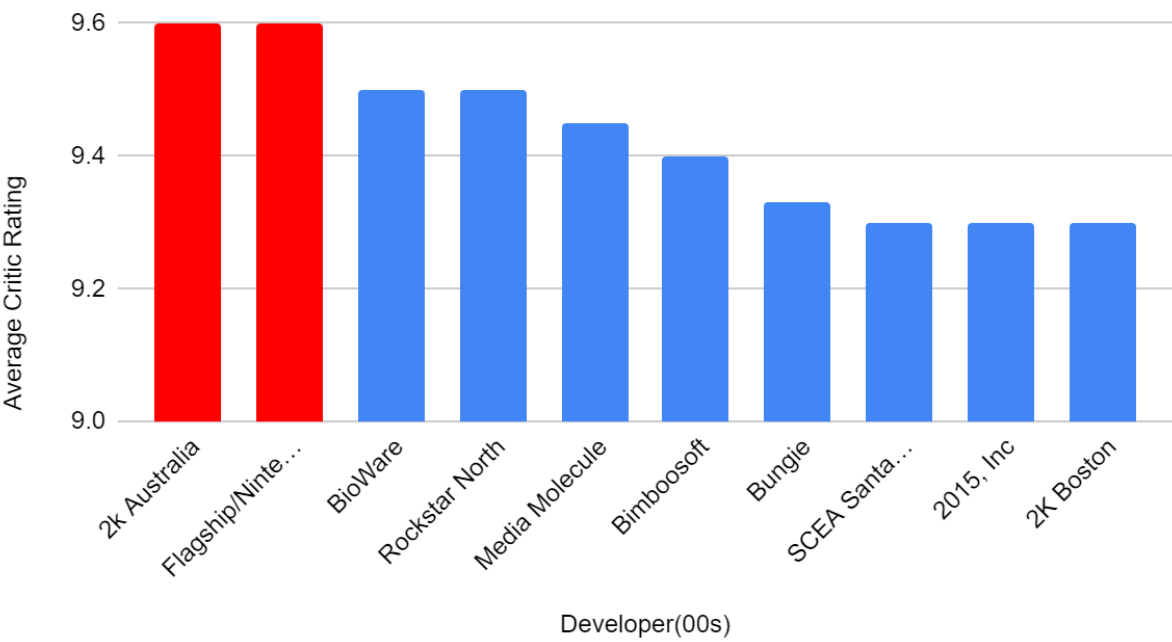
Average Critic Rating vs. Developer(80s)



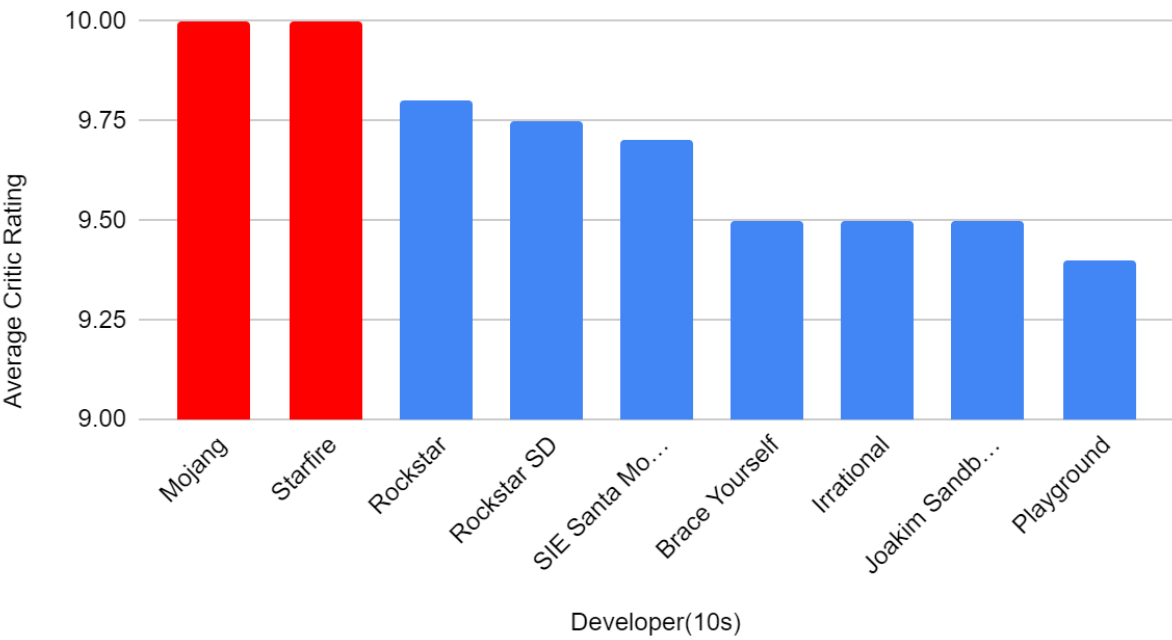
Average Critic Rating vs. Developer (90s)



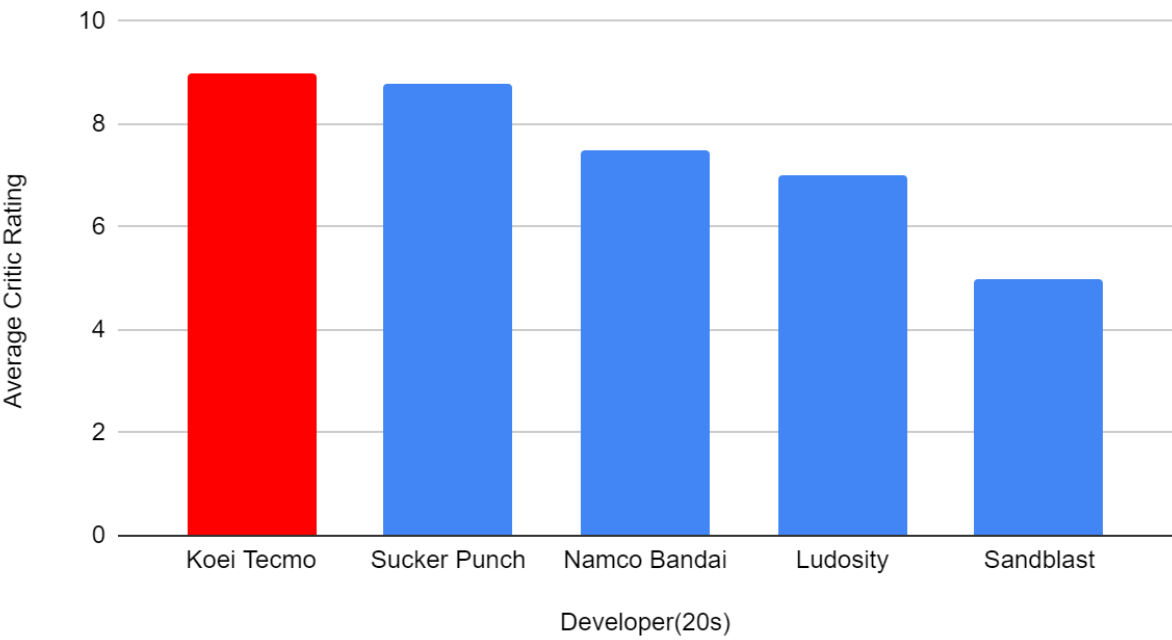
Average Critic Rating vs. Developer(00s)



Average Critic Rating vs. Developer(10s)

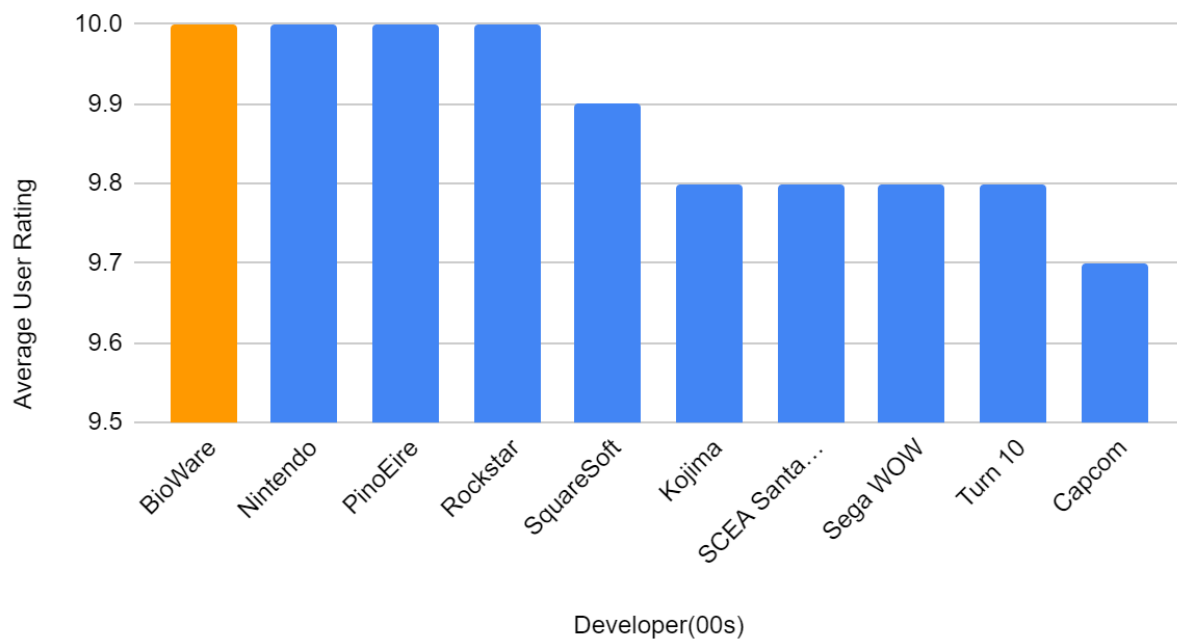


Average Critic Rating vs. Developer(20s)



USER RATING

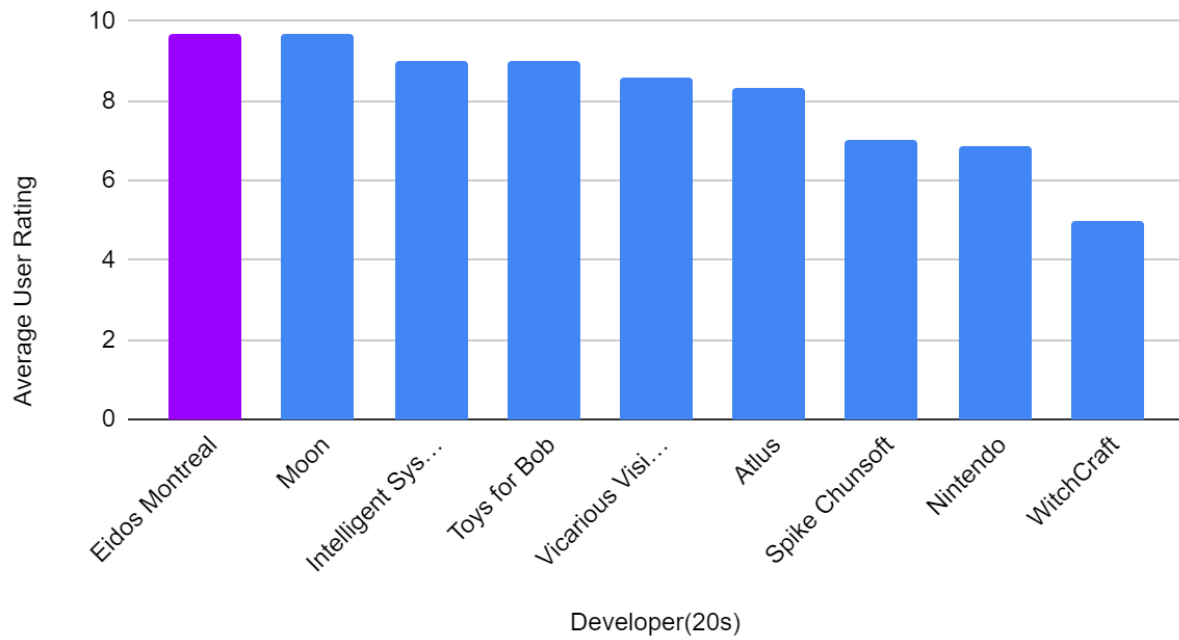
Average User Rating vs. Developer(00s)



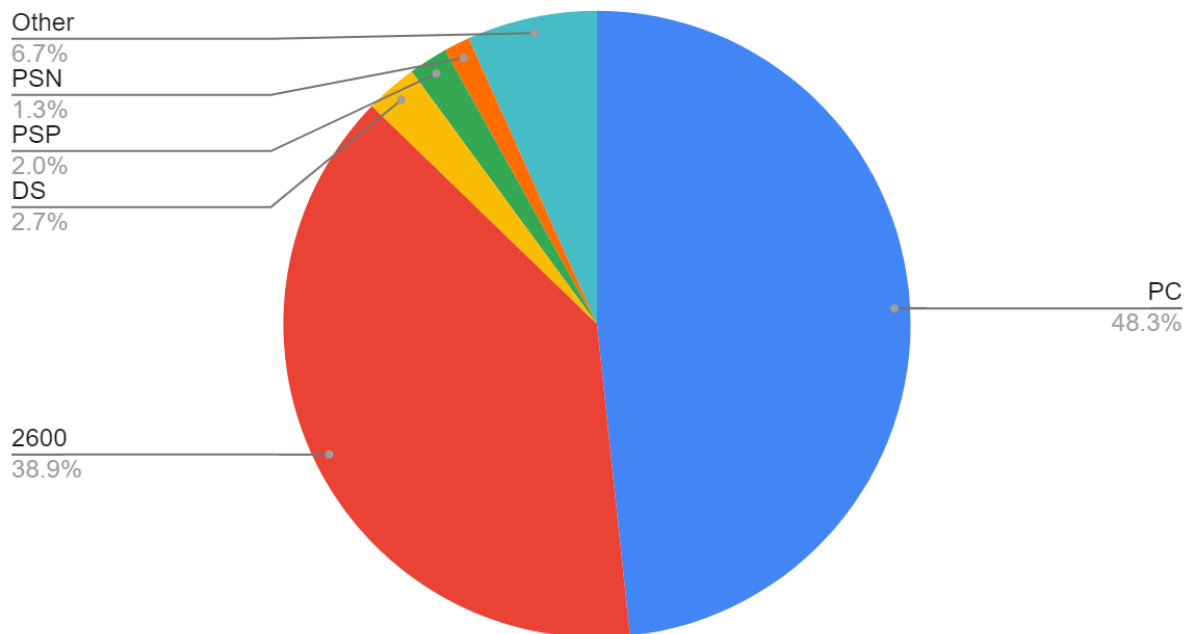
TOP 10 DEVELOPERS of 2010s (Average score of 10 for all)

1. Capcom
2. Castle Pixel
3. HAL Laboratory
4. Humble Hearts
5. Nintendo
6. Pavel Tovarys
7. Rockstar
8. SIE Santa Monica
9. Team Cherry
10. Nintendo Tokyo

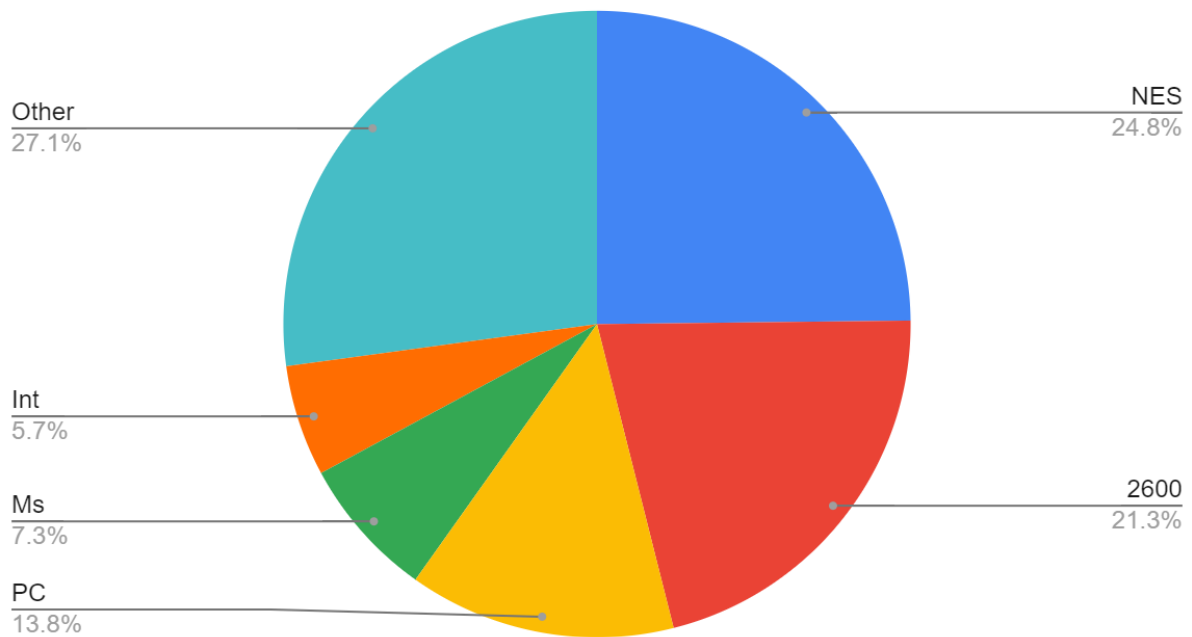
Average User Rating vs. Developer(20s)



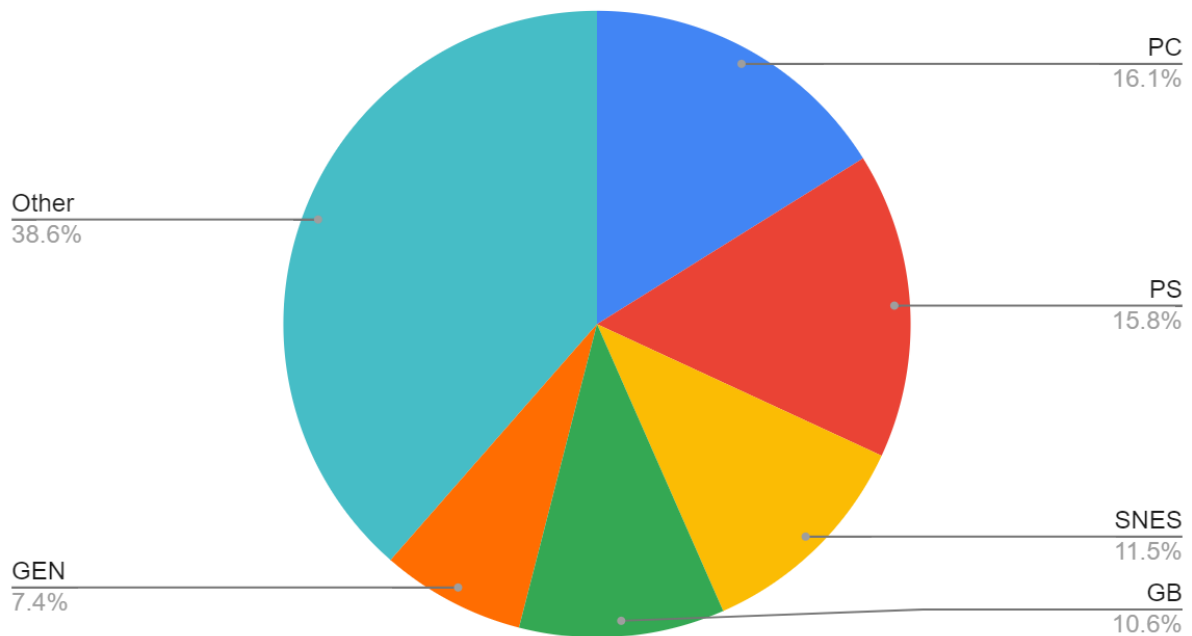
Game Count (70s)



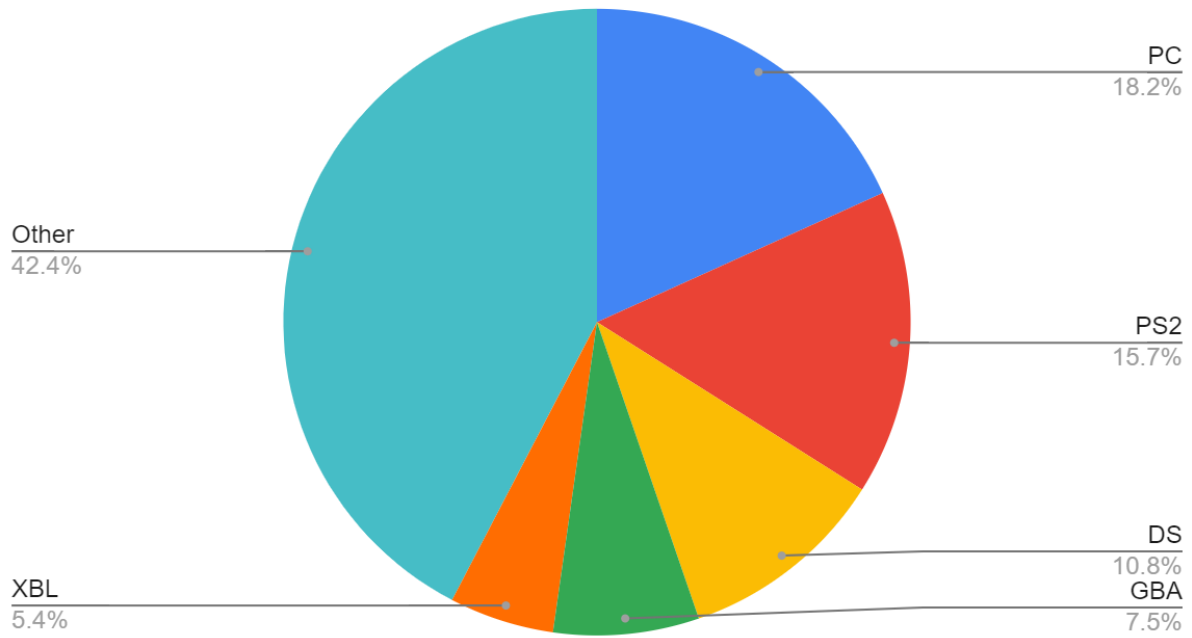
Game Count(80s)



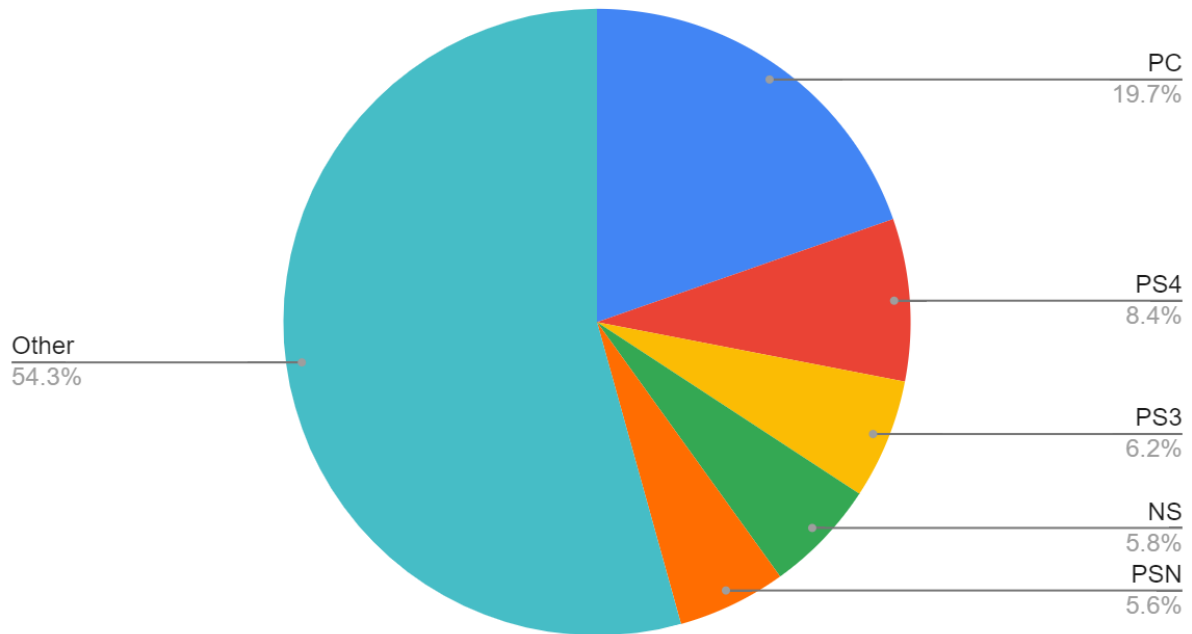
Game Count(90s)



Game Count (00s)



Game Count (10s)



Game Count (20s)

