**Dr. MGR-JANAKI COLLEGE
OF ARTS & SCIENCE FOR WOMEN**

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Affiliated to the University of Madras

# DEPARTMENT OF MATHEMATICS

## PROJECT RECORD

## ON

## UNCOVERING THE GAMING INDUSTRY'S HIDDEN GEMS: A COMPREHENSIVE ANALYSIS OF VIDEO GAME SALES

## -  DATA ANALYTICS WITH TABLEAU

## TAMILNADU SKILL DEVELOPMENT CORPORATION,
## GOVERNMENT OF TAMILNADU,
## NAAN MUDHALVAN PROGRAM

**Submitted**

**By**

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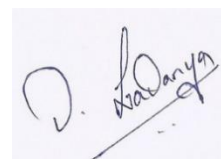
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# CERTIFICATE

THIS IS TO CERTIFY THAT THE PROJECT IS TITLED **UNCOVERING THE GAMING INDUSTRY'S HIDDEN GEMS: A COMPREHENSIVE ANALYSIS OF VIDEO GAMES-DATA ANALYTICS WITH TABLEAU.**

THIS PROJECT IS SUBMITTED BY B.JAYALAKSHMI(222006454), S.CHARANYA(222006447), P.PAVITHRA(222006463), R.RANJINI(222006465)  OF  III B.SC MATHEMATICS, Dr.MGR JANAKI COLLEGE OF ARTS AND SCIENCE FOR WOMEN, CHENNAI IN FULFILLMENT OF THE REQUIREMENTS FOR **TAMILNADU SKILL DEVELOPMENT CORPORATION, GOVERNMENT OF TAMILNADU,NAAN MUDHALVAN PROGRAM**. THIS PROJECT WAS AN AUTHENTIC WORK DONE BY HIM UNDER MY SUPERVISION AND GUIDANCE.

**PROJECT GUIDE**                                                                 **HOD**

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# UNCOVERING THE GAMING INDUSTRY'S HIDDEN GEMS : A COMPREHENSIVE ANALYSIS OF VIDEO GAMES

## 1. INTRODUCTION

### 1.1 Overview

Video games often have a variety of systems that work together to create gameplay mechanics and experiences. Some common systems found in many video games include: Combat system, Character system, Timing system, Magic system, Inventory system, Quest system, Dialogue system, Economic system, crafting system, Skill tree system, Stealth system, Weather system, Physics system These are just a few examples of the many systems that can be found in video games. The specific systems and mechanics of a game will depend on the design and genre of the game.
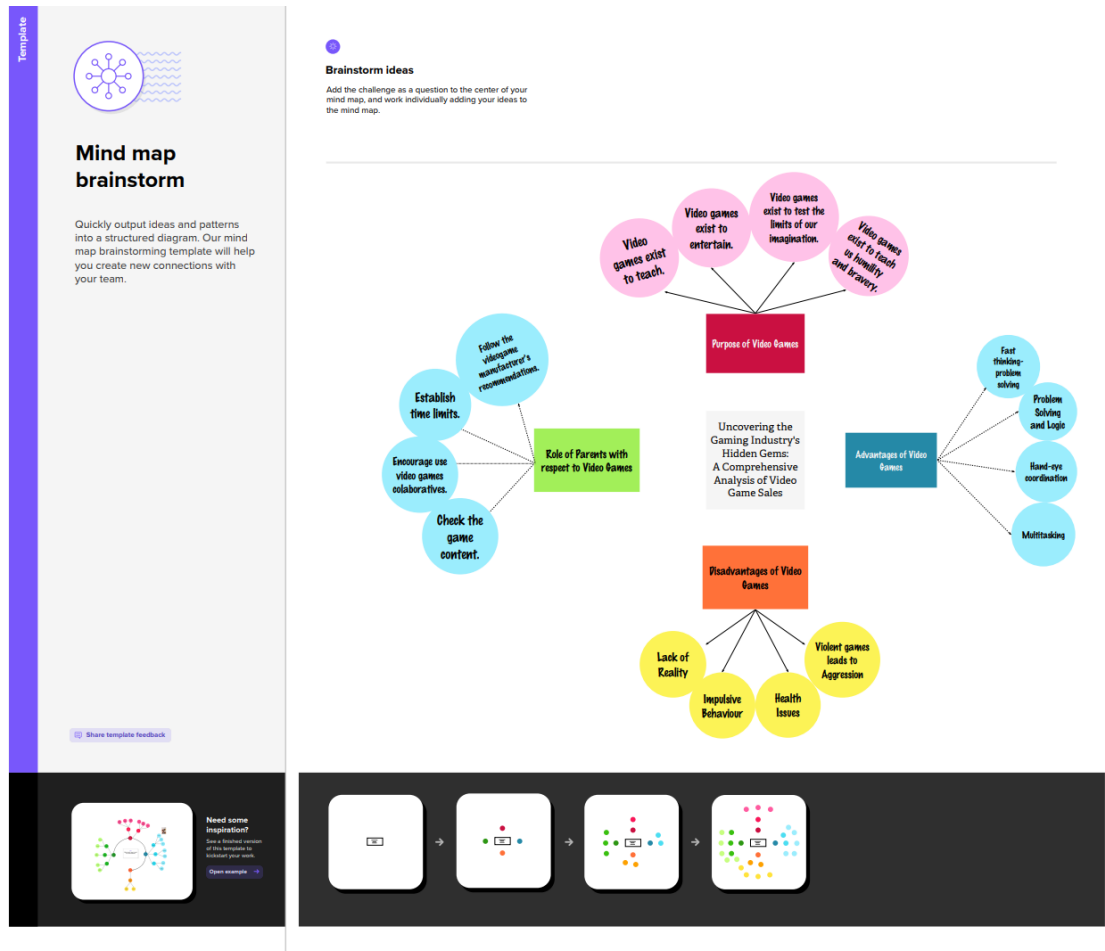
### 1.2 Purpose

The video game industry encompasses the development, marketing, and monetization of video games. The industry encompasses dozens of job disciplines and thousands of jobs worldwide. The future of gaming looks bright, with the emergence of new technologies such as virtual reality and the increased prevalence of mobile gaming.

## 2. PROBLEM DEFINITION AND DESIGN THINKING

### 2.1 Empathy Map

## 2.2 Idealisation and Brainstorming Map



# 3. RESULT

## 3.1 Data Source

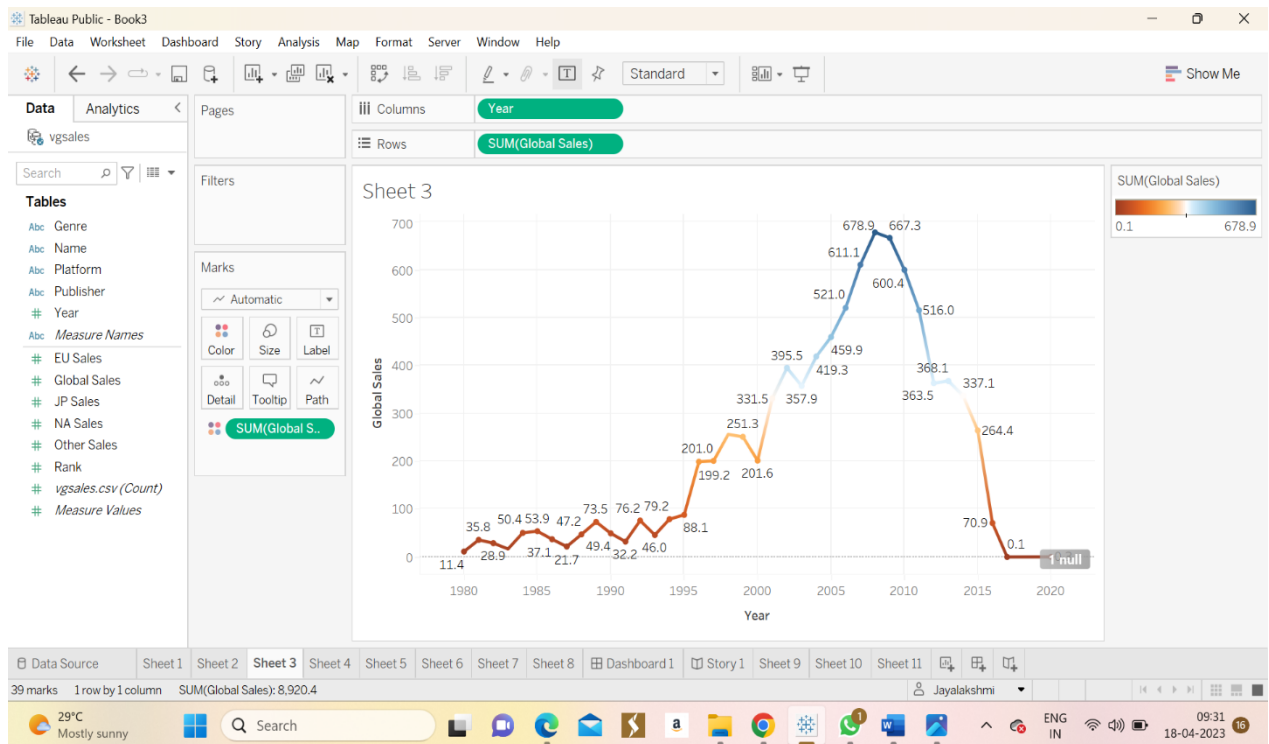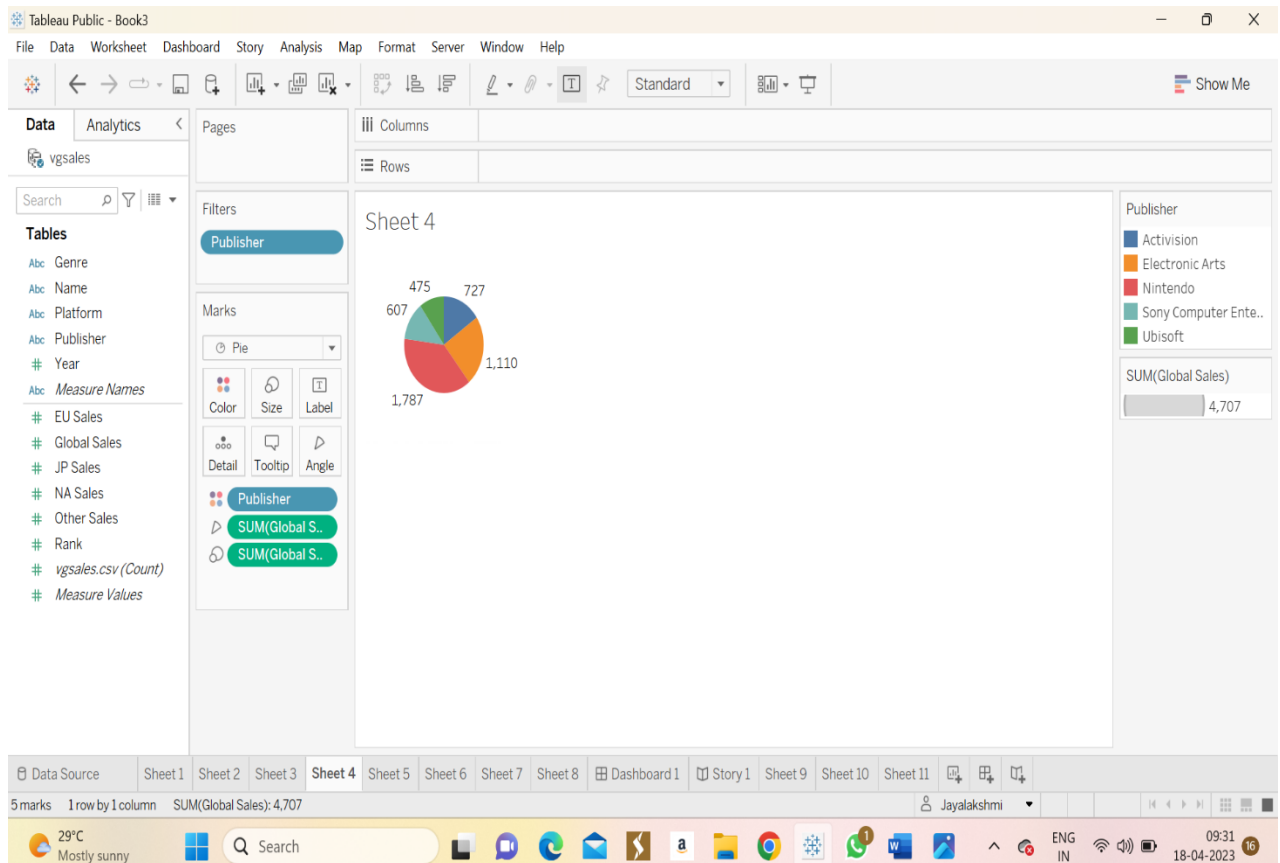## 3.2 Sales in Different Region Analysis
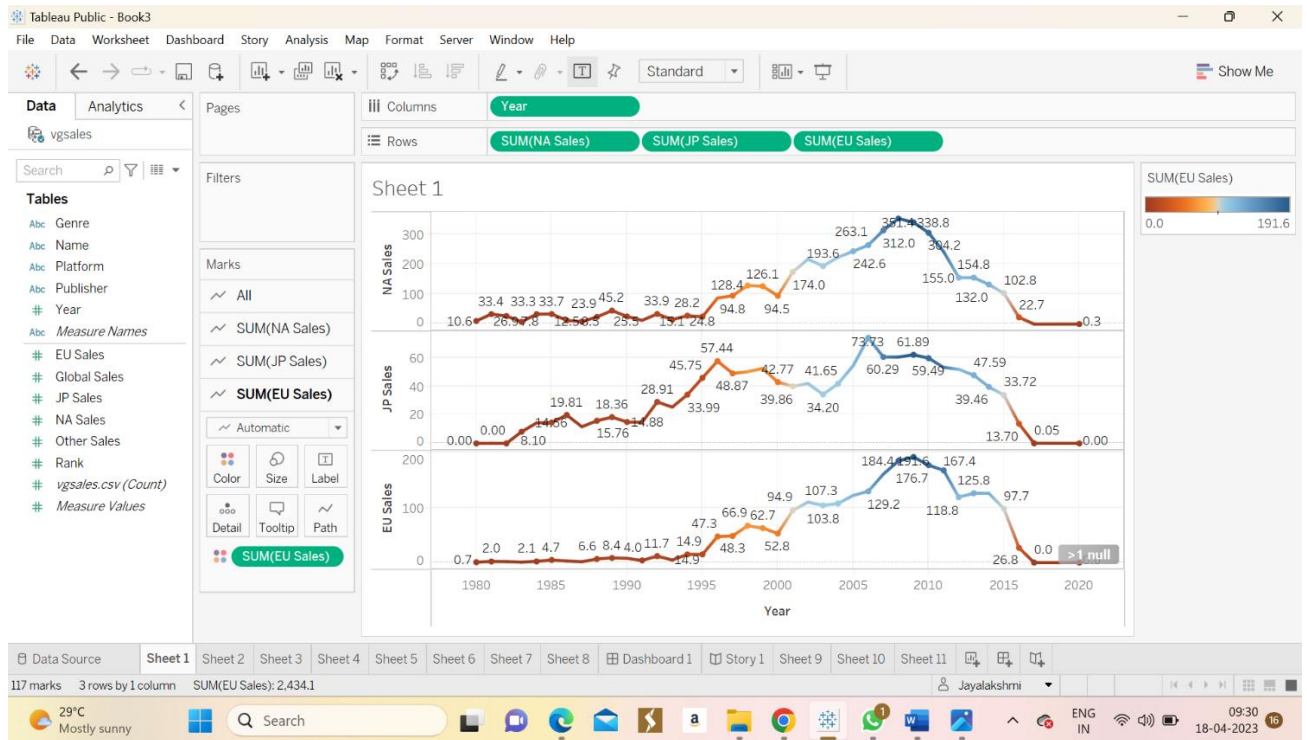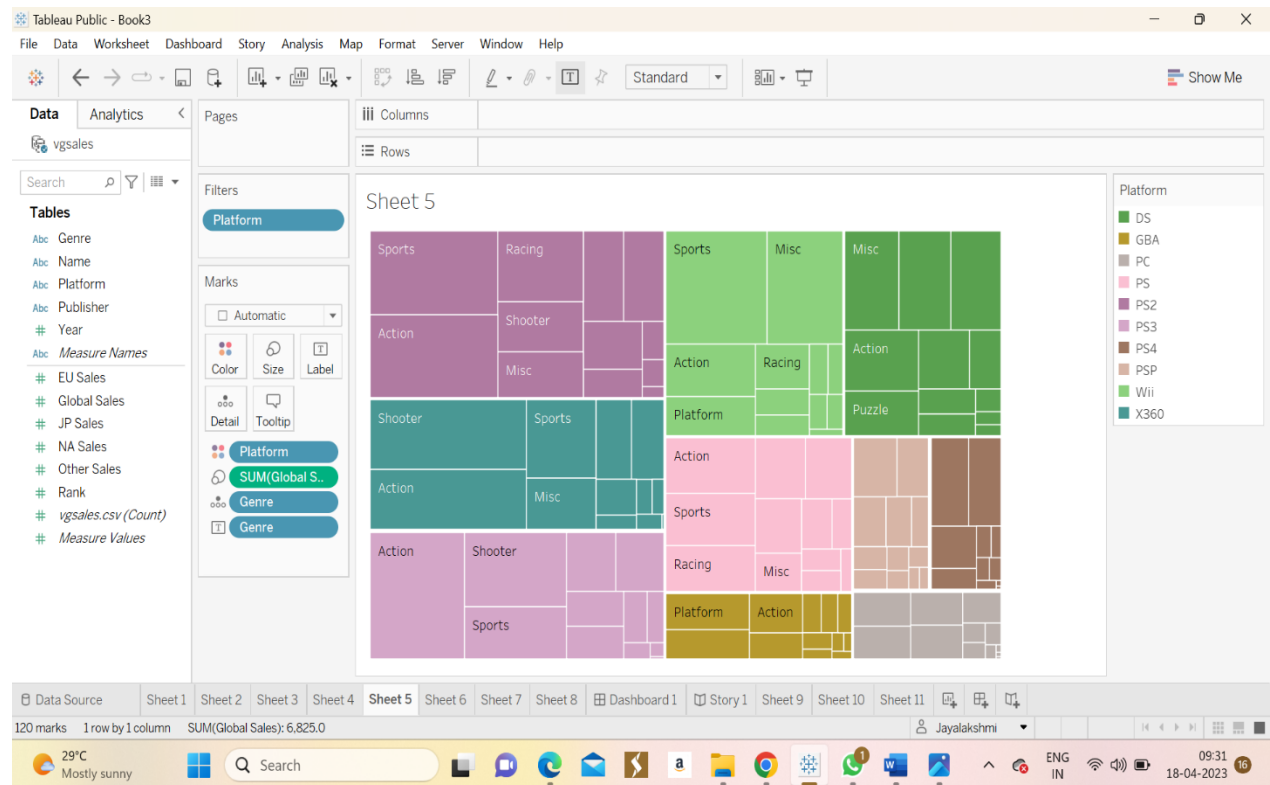


## 3.3 Genre with Rank Analysis
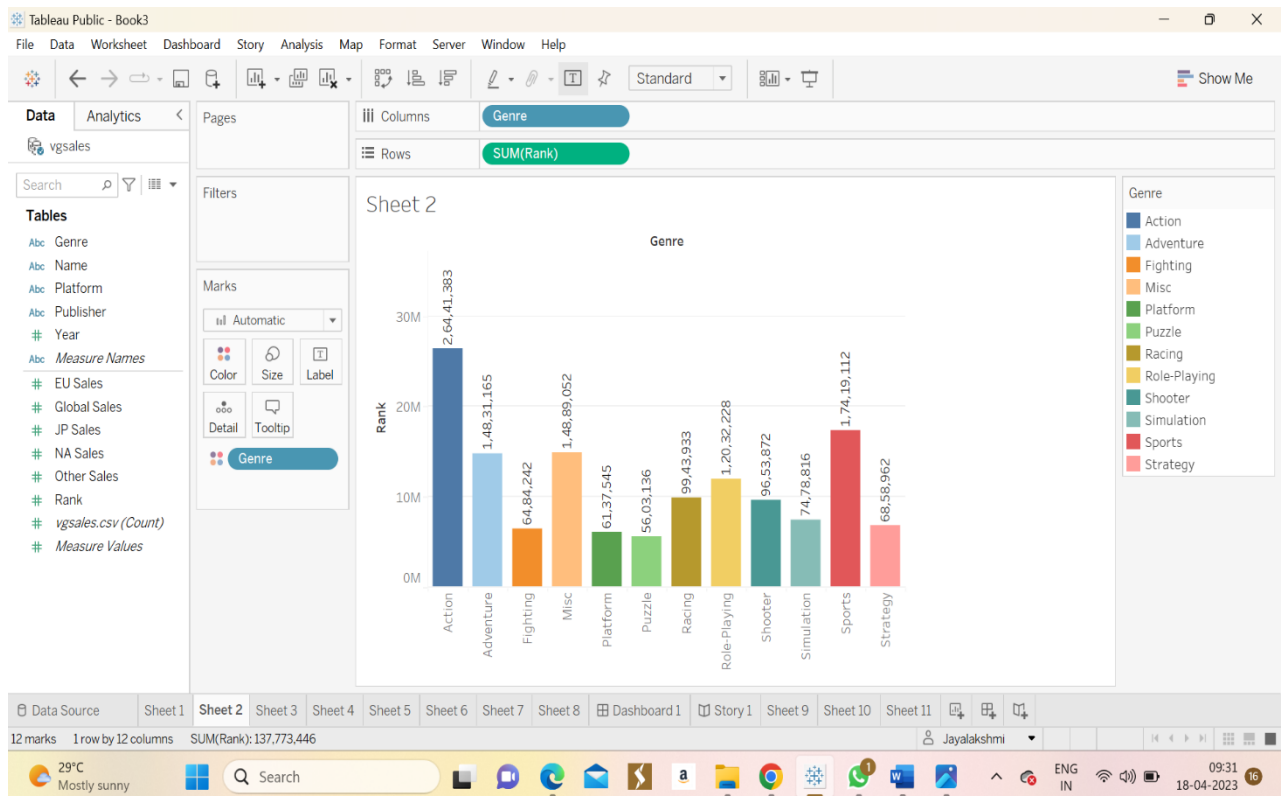
## 3.4 Total Sales Analysis



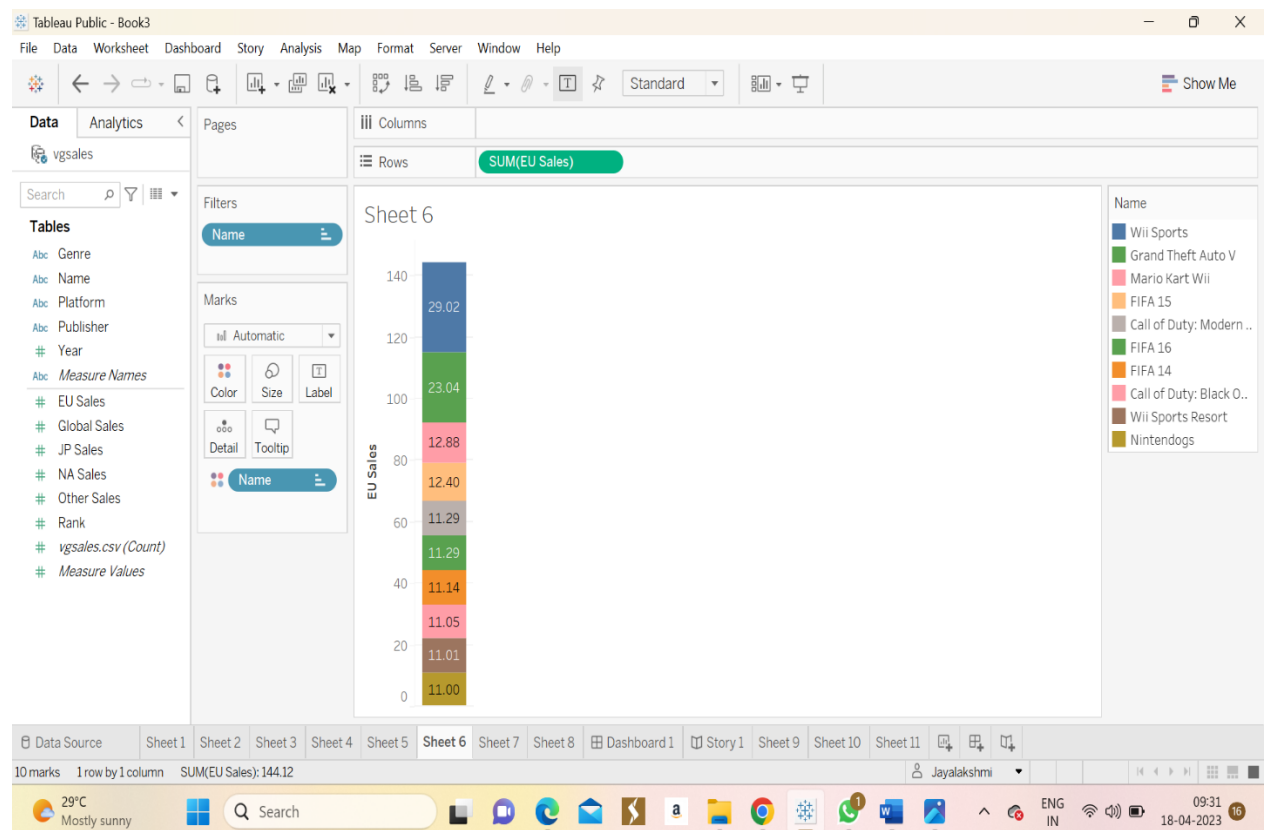## 3.5 Top 5 Publishers Analysis

## 3.6 Best 10 Selling Genres on Platform Analysis
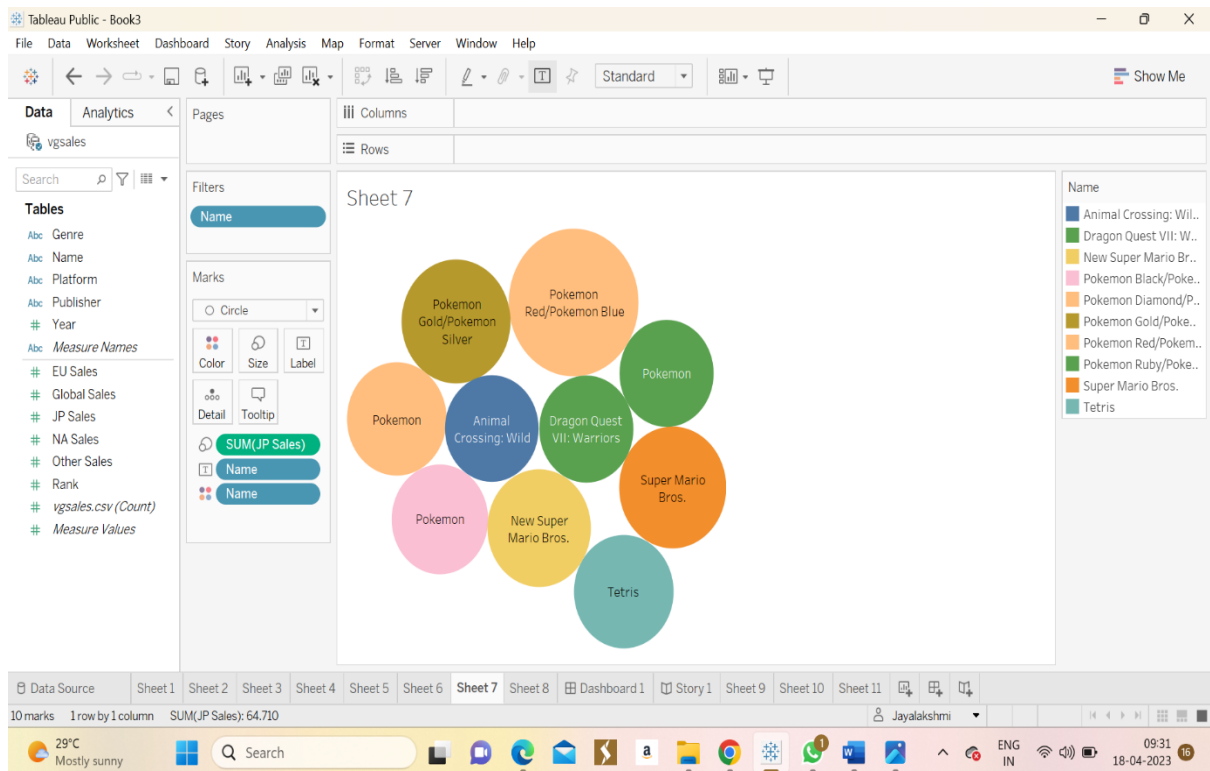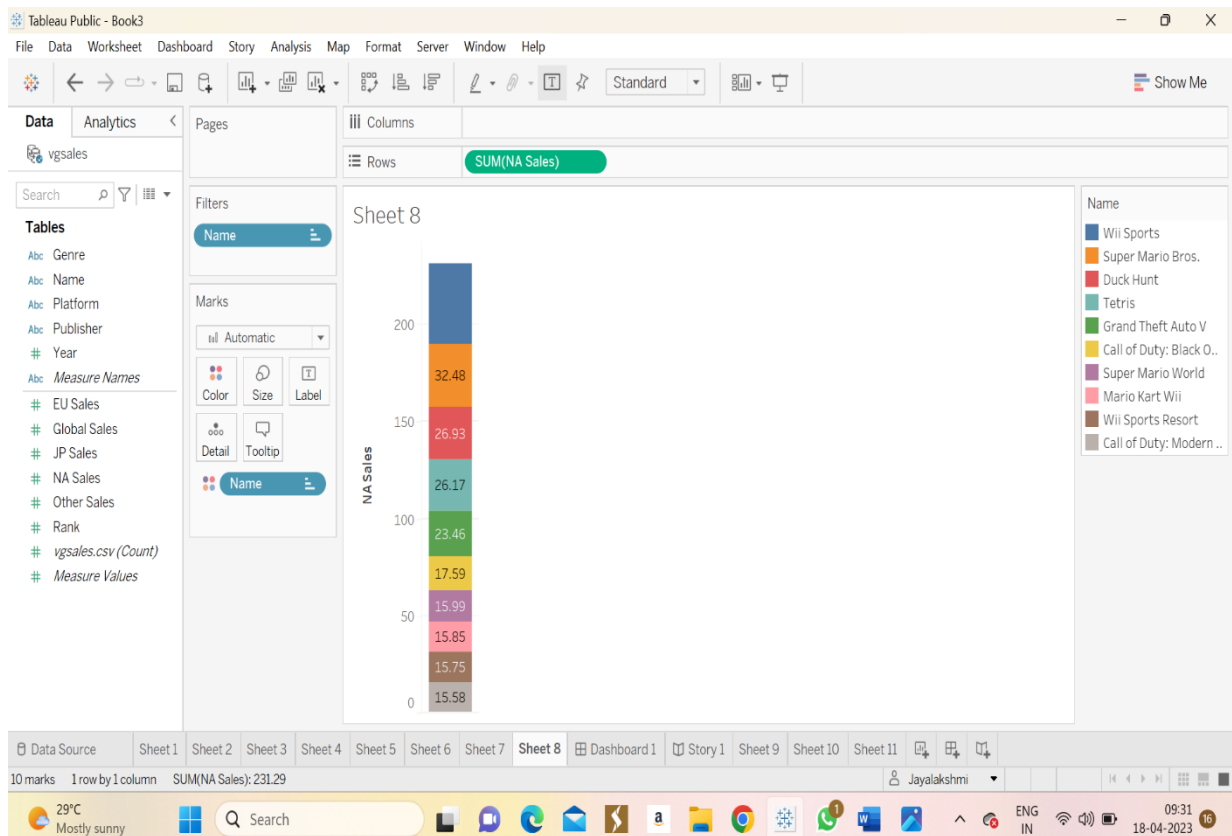


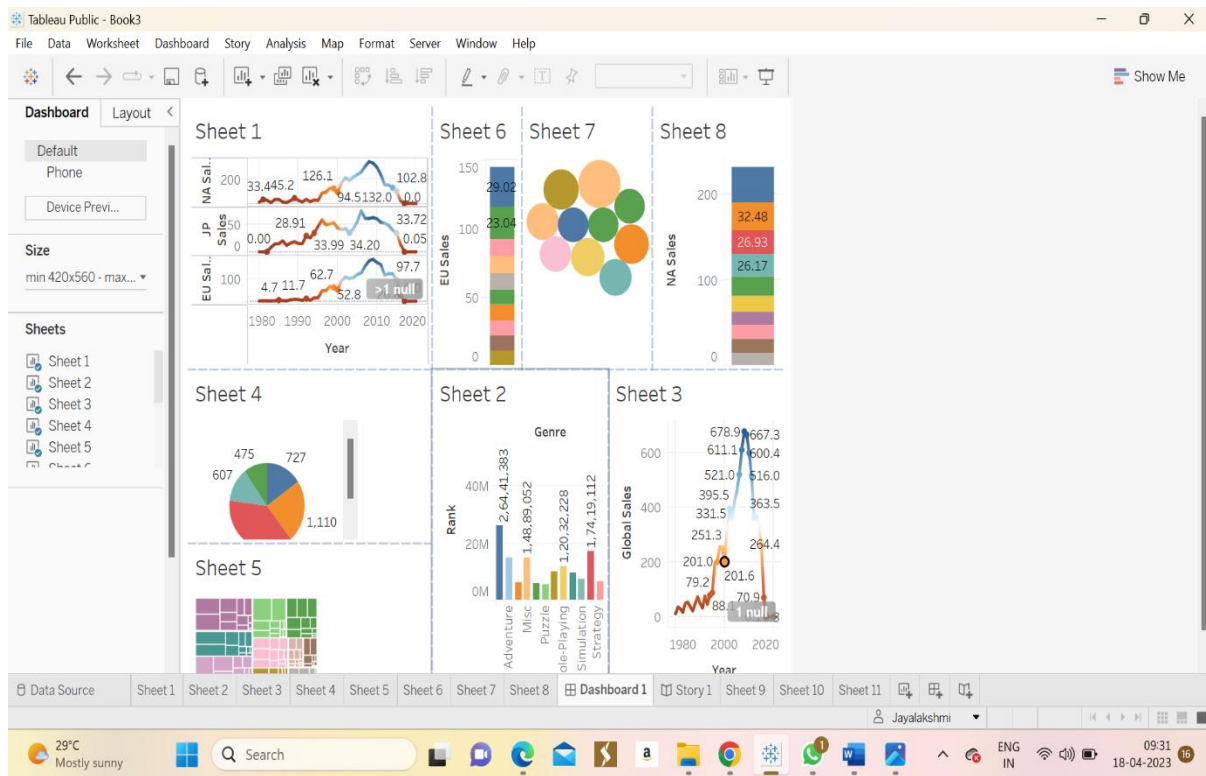## 3.7 Top 10 EU Selling Video Games Analysis

## 3.8   Top 10 Japan selling Video games Analysis



## 3.9   Top 10 NA selling video games

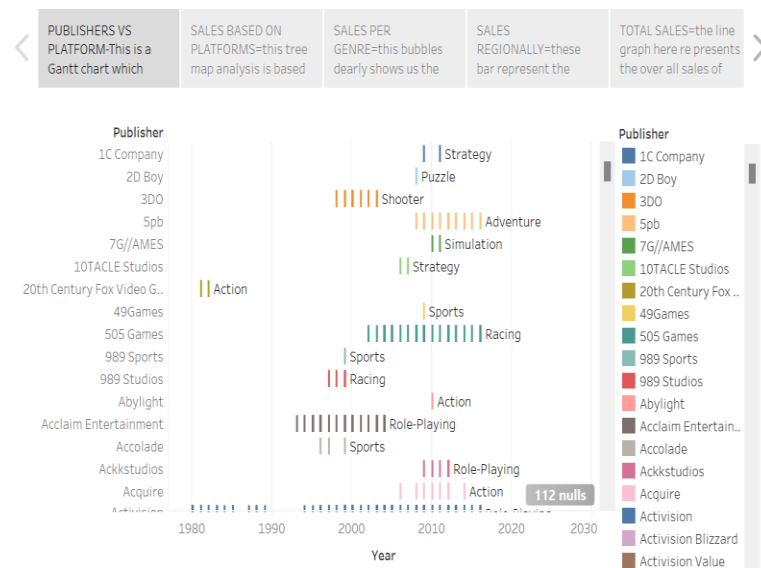## 3.10 Dashboard



## 3.11 Story 1

## 3.12 Story 2
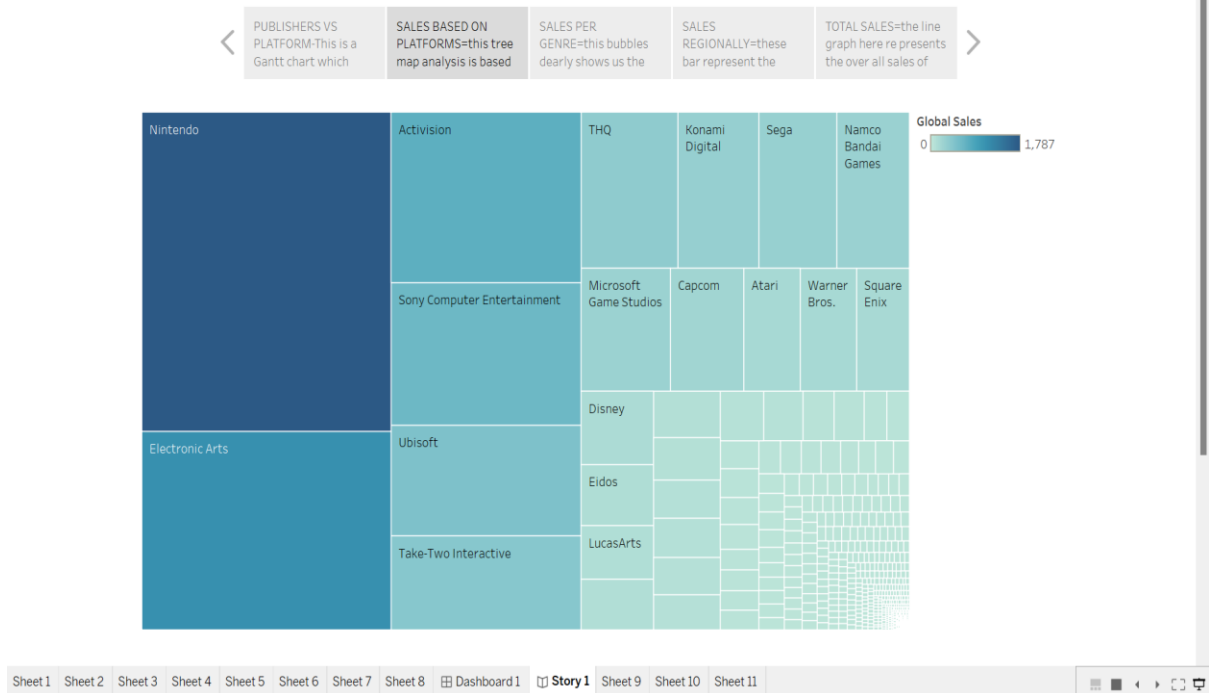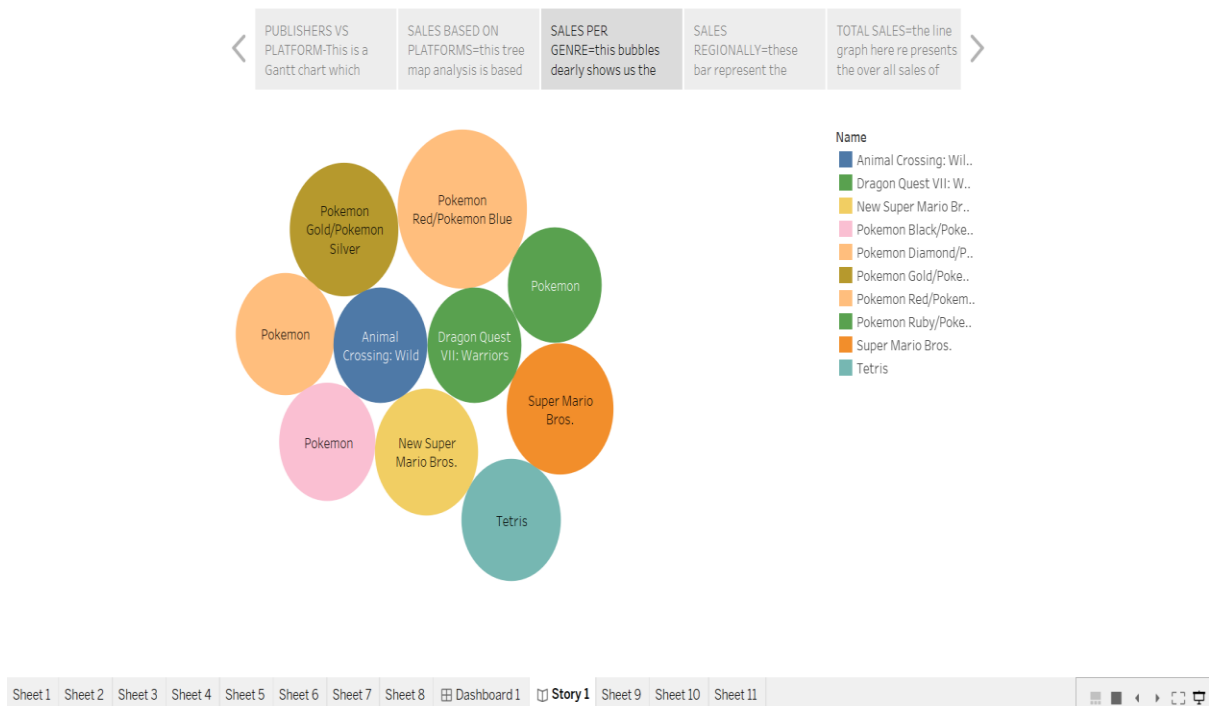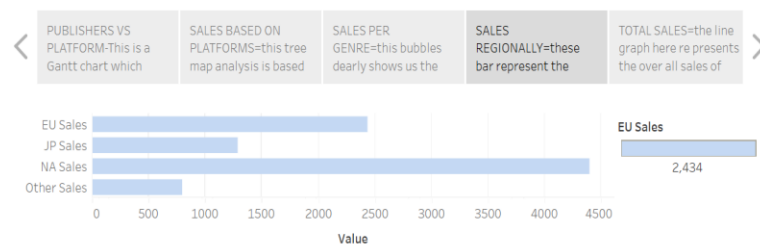


## 3.13 Story 3

## 3.14 Story 4



## 3.15 Story 5
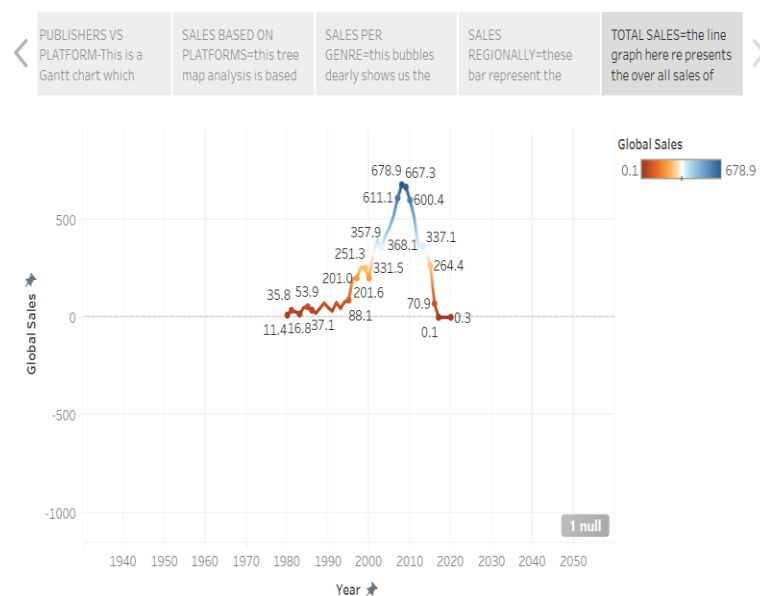
## 4. ADVANTAGE AND DISADVANTAGE

4.1 Advantages:
- ❖ Educational Benefits
- ❖ Information Handling
- ❖ Problem Solving
- ❖ Improves Hand and Eye Coordination
- ❖ Imagination Booster
- ❖ A remedy for certain health disorder

4.2 Disadvantages:
- ❖ Video games can make you addicted
- ❖ Elevated risk of aggression
- ❖ Games replace real world problem
- ❖ Some games promote gambling
- ❖ Decreased physical and mental health

## 5. APPLICATIONS
- ❖ Video games also present opportunities to increase skills that players can use outside of gaming.
- ❖ Independent learning in problem-solving and critical thinking spaces.
- ❖ Video games can be effective learning tools in an educational environment.
- ❖ Video games provides higher level of motivation.

## 6. CONCLUSION

The gaming industry is a thriving and dynamic field that offers immense opportunities for aspiring game developers and designers. However, it is not without its challenges, and game development requires a unique blend of creativity, technical expertise, collaboration, and business acumen. Video games have changed over the years from a simple game of bouncing a ball from side to side on a black and white screen to being able to see the sweat coming from your characters face.

In conclusion, "The Gaming Industry Uncovered: Behind the Scenes of Game Development and Design" provides a glimpse into the fascinating world of game development, highlighting the art, science.

- ❖ Games are at the leading edge of entertainment, rapidly becoming the ultimate form of media due to all the possible expanding resources.
- ❖ Companies spend-and earn- a lot of money in from their video game advertising.
- ❖ Game developers will be at the forefront.
- ❖ More undiscovered uses still to come.

We believe Video games do have a nature to change the way someone learns.

Video games are influential and have a tendency to affect those who play them.

7. **FUTURE SCOPE**
   - ❖ In 2 years, the Gaming industry in India will need 10,000 people or maybe more. The Animation industry will need another 8,000 people or more.
   - ❖ In future, Indian gaming industry will grow big as U.S gaming industry.
   - ❖ Different gaming studios offer different types of designations to game designers, like team leader, designing expert, designing managers etc. Once skilled enough, you can work as a freelancer too.

VIDEO LINK

**https://drive.google.com/file/d/1vjeGRKbdMrzBTOjPHugff19d7Zd4bgry/view?usp=drives dk**