

Generations of Gaming Growth

From Dreamcast to PS4



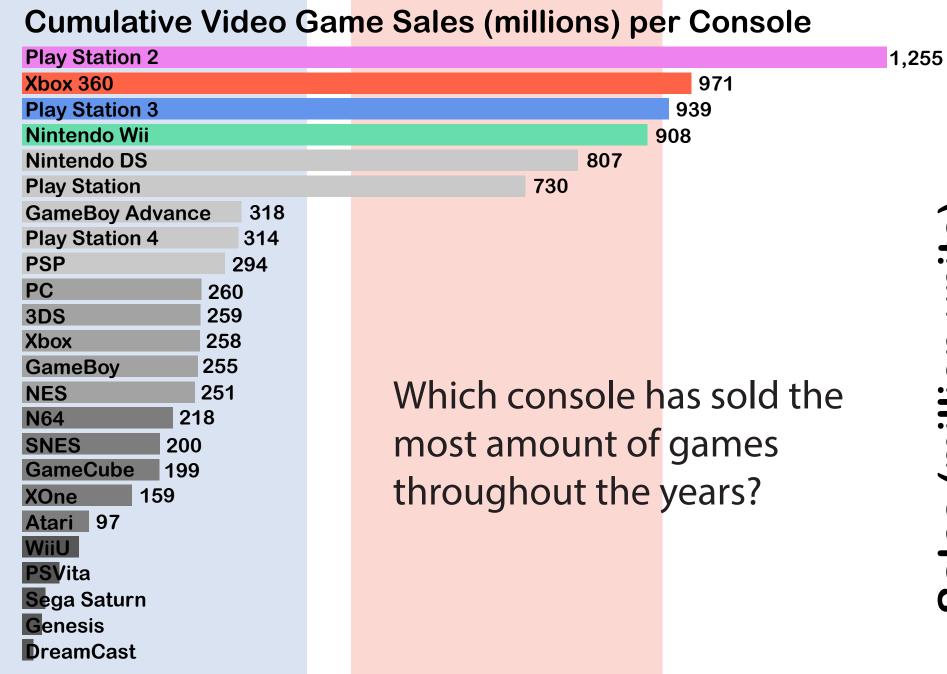




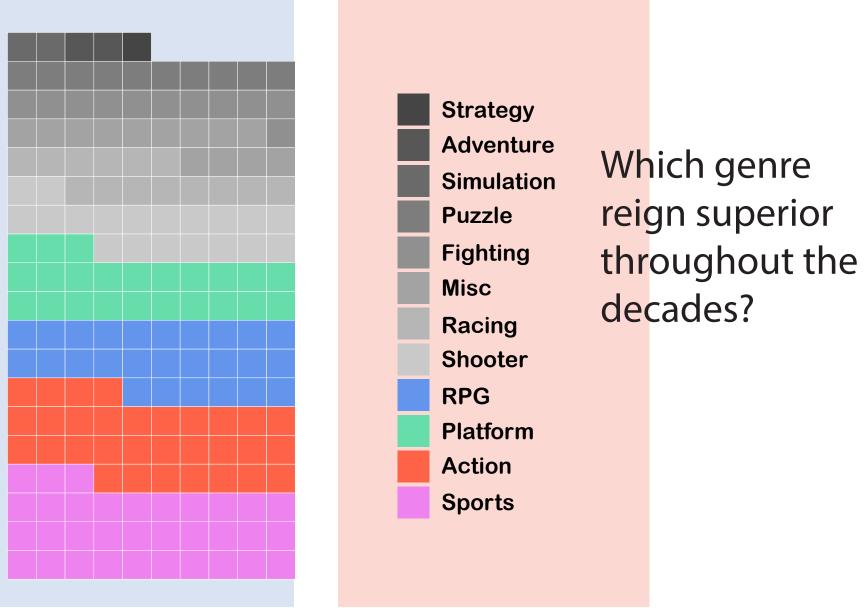
Story Behind the Numbers:

Since 1980, video games have infiltrated the homes of millions throughout the globe. This analysis shows some insight on why the video game industry flourished throughout the decades.

The Console Craze



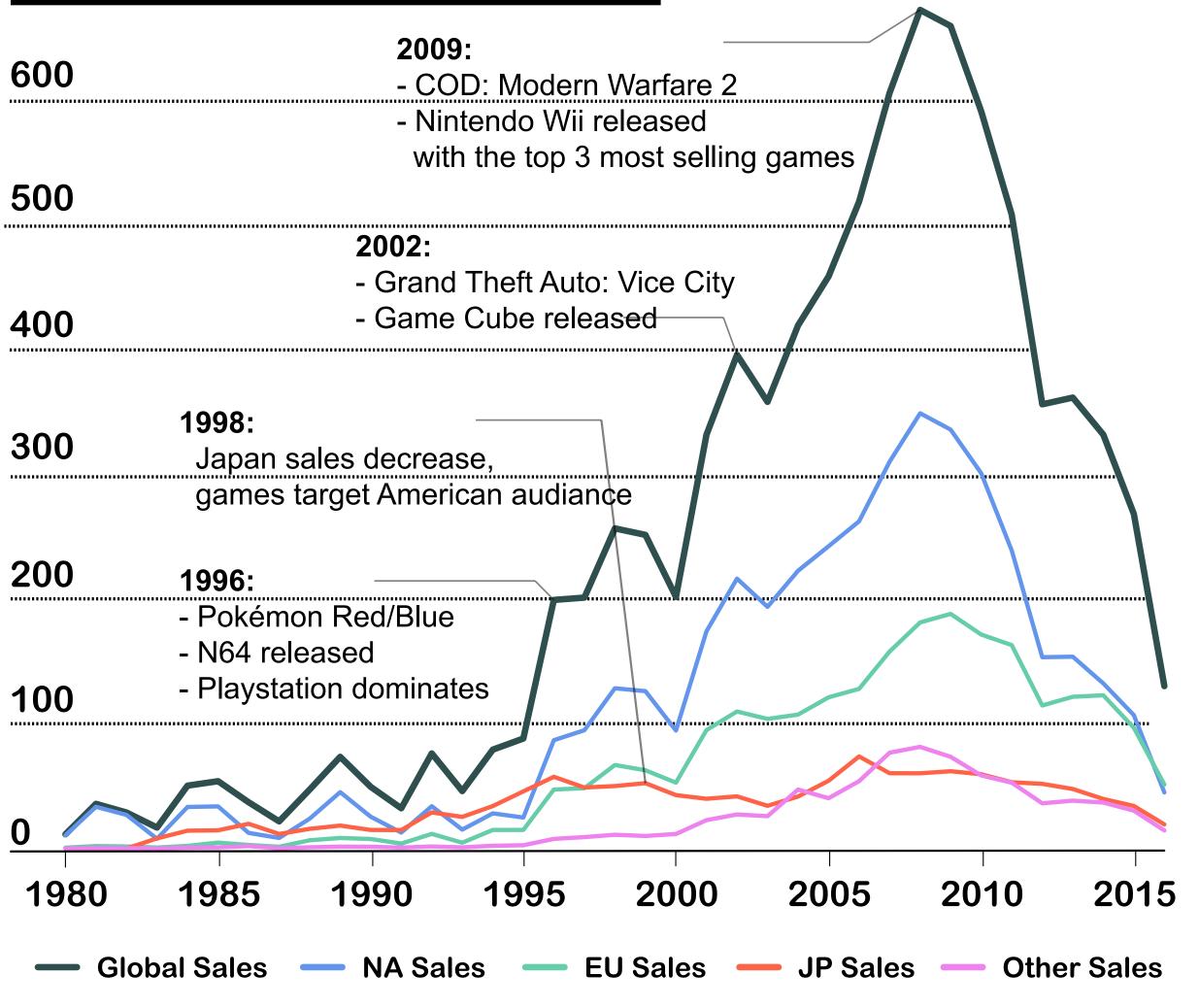
Top Genres Throughout the Years **Culmination of Top 5 Genre for each year**



Data Description:

This dataset has 16 columns 3 Decades and 16.7k records. containing 32 Platforms (2) 16.7k Titles global video game unit sales. Data had to be removed for missing year values and empty fields.

Global Gross Sales



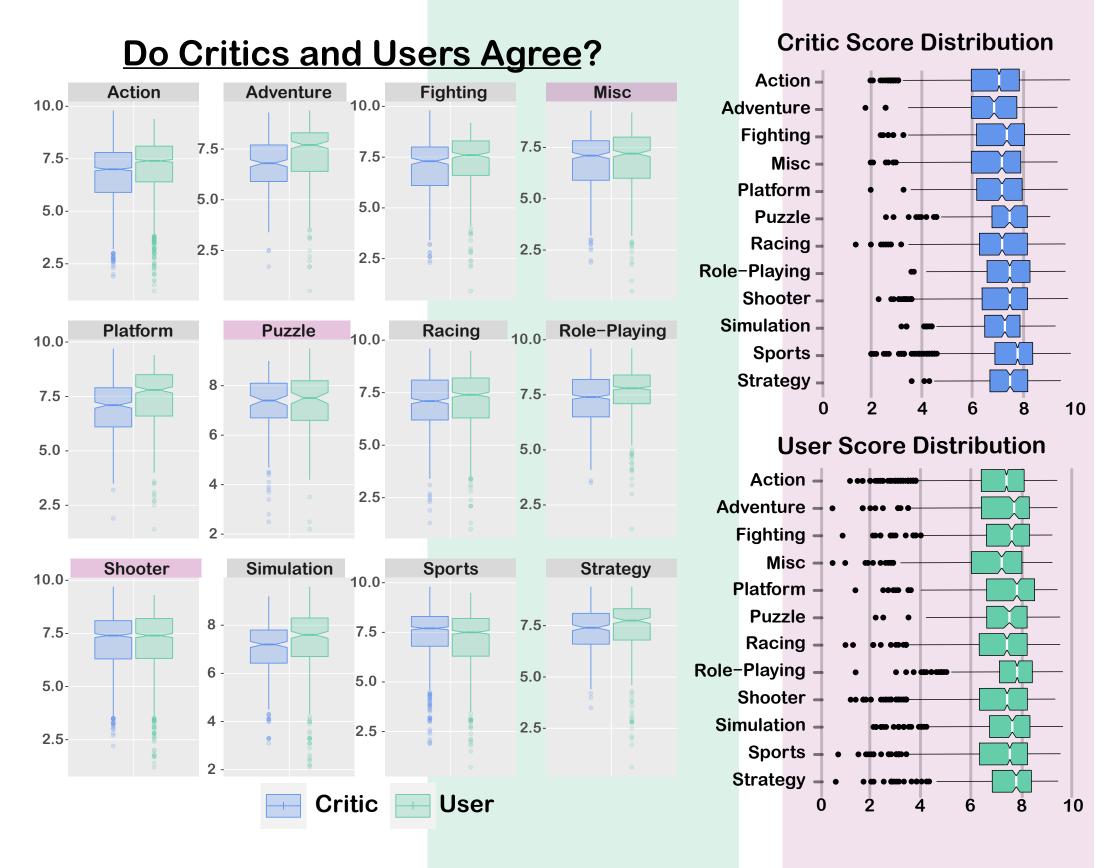
My Motivation:

As I've grown throughout the years, video games have become enthralling and hard to pass up when I have spare time and money. Among all of my favorites, I want to know which came on top, how many others enjoyed them and if my opinion really matters.

Those Interested:

Not only can this be used for general curiosity but also for marketing capabilities. This analysis shows which genre is most profitable, what console sold the most amount of units and how the gaming market prospered over time. I implore those who are have a passion for gaming or an entreprenueral mindset to take a deep drive into these insights.

> Is the opinion of the usual consumer the same as certified critic?



The boxplot charts show how the two populations differ from one another and by genre. The plot titles highlighted in violet are genre that do not have sufficient evidence to conclude if their means differ. The second chart on the right depicts each genre and how they differ against one another per population.