

## **Executive Summary**

I came across a data set from kaggle.com that contained scores and release data for video games released between 1996-2016, which encapsulates my time spent playing video games. The scores come from IGN, which is a video game website that receives traffic from 68 million monthly users. The ratings are opinions based on reviewer impressions, but follow a lightly defined rating standard.

The data itself is very clean and has been scraped from the IGN website. I also found sales numbers for video games that I may later introduce to show how ratings and sales are related.

## **Motivation**

Video games have played a huge role in connecting me to my youth. I've always been a fan of certain video game series, and have fond memories of excitedly anticipating new games as their release dates approached. Some of my favorite games in my favorite series are from the late 90's, and I'd like to explore if my views are biased or if video game scores have dropped in recent years.

## **Data Question**

Present your question. Include any research, including citations, where others have attempted to answer this question. Do you have an initial hypothesis?

Have video game review scores decreased over time? Are certain video game series immune to decreasing scores? When was the "golden age" for video games?

I've found a couple articles related to the idea of video games reviews over time, but haven't seen anything too insightful:

- [Polygon.com article showing a decrease in review score, particularly in 2007](#)
- [A look at the subjective nature of video game review scores and its negative impact on video games.](#)

I hypothesize that video game scores are less varied by year than they are by system, with the Super Nintendo Entertainment System and Nintendo 64 having the highest scores. I also believe that video game series like Zelda, Pokémon, and Mario are immune to receiving lower than average scores, through a combination of high resources and reviewer bias.

## **Schedule (February 15 – March 10)**

1. Get the Data (completed)
2. Clean & Explore the Data (February 23<sup>rd</sup>)
3. Build & Deploy your Shiny App (March 3<sup>rd</sup>)
4. Document/Pitch your Shiny App with a Presentation (March 8<sup>th</sup>?)
5. Individual presentations (March 10<sup>th</sup>)

## **Data Sources**

My data came from 2 sources:

[20 years of video games \(Kaggle\) that includes IGN review scores and release date.](#)

[Video game sales \(Kaggle\)](#)

### **Known Issues and Challenges**

Explain any anticipated challenges with your project, and your plan for managing them.

The biggest difficulty that I anticipate facing is that video games are often released across multiple systems, and sometimes receive different scores on different systems. I'll have to bounce between incorporating the data from all systems on certain views (like when looking at review scores per system) and only using one value in other views (like review scores by years).