

Video Game Sales

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Introduction

Video games were an entertainment source that were first created in the 1950's and 1960's. However, it was only in the 1970's during which the first consumer-ready video game hardware was ready for release, the console known as the "Magnovox Odyssey" and the first video games, Pong and Computer Space. Since then, video games have exploded in popularity, bringing in a total worldwide revenue of 175.8 billion dollars in 2021 when considering PC, console, and mobile games together.

Objective

The dataset we will be looking at in this project will contain data on video games with sales specifically greater than 100,000 copies. Using this dataset, we will answer the following questions below:

1. Which video game genres sell the most, across all platforms and regions? Do certain regions like different genres more or less?
2. In each region, which publishers have the greatest sales? Which publishers have the greatest sales worldwide?
3. During which years did video games have the greatest sales? (Provide a visualization to graphically represent the change in sales over the years)
4. For each decade present in the data set, what platforms had the most video game sales? What was the best-selling game of each decade?

Loading in packages

```
library(tidyverse)
```

```
## -- Attaching packages ----- tidyverse 1.3.1 --
```

```
## v ggplot2 3.3.5      v purrr   0.3.4
## v tibble  3.1.2      v dplyr   1.0.7
## v tidyr   1.1.3      v stringr 1.4.0
## v readr   2.0.0      v forcats 0.5.1
```

```
## -- Conflicts ----- tidyverse_conflicts() --
## x dplyr::filter() masks stats::filter()
## x dplyr::lag() masks stats::lag()

library(ggplot2)
```

Loading in the data

```
vgSalesData <- read_csv('vgsales.csv')

## Rows: 16598 Columns: 11

## -- Column specification -----
## Delimiter: ","
## chr (5): Name, Platform, Year, Genre, Publisher
## dbl (6): Rank, NA_Sales, EU_Sales, JP_Sales, Other_Sales, Global_Sales

##
## i Use 'spec()' to retrieve the full column specification for this data.
## i Specify the column types or set 'show_col_types = FALSE' to quiet this message.
```

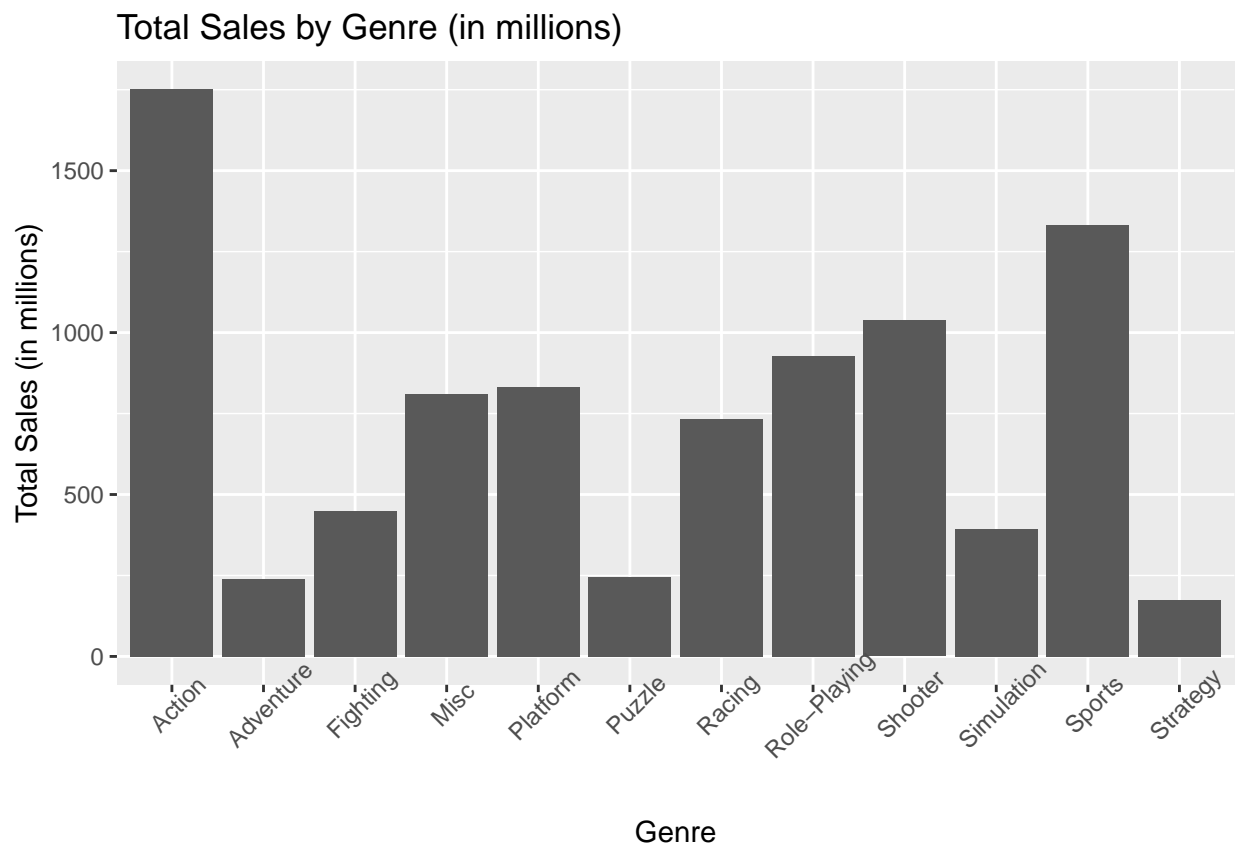
Taking a look into dimensions of dataset and data types of variables

```
glimpse(vgSalesData)

## Rows: 16,598
## Columns: 11
## $ Rank      <dbl> 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17~
## $ Name      <chr> "Wii Sports", "Super Mario Bros.", "Mario Kart Wii", "Wii~
## $ Platform  <chr> "Wii", "NES", "Wii", "Wii", "GB", "GB", "DS", "Wii", "Wii~
## $ Year      <chr> "2006", "1985", "2008", "2009", "1996", "1989", "2006", "~
## $ Genre     <chr> "Sports", "Platform", "Racing", "Sports", "Role-Playing",~
## $ Publisher <chr> "Nintendo", "Nintendo", "Nintendo", "Nintendo", "Nintendo~
## $ NA_Sales  <dbl> 41.49, 29.08, 15.85, 15.75, 11.27, 23.20, 11.38, 14.03, 1~
## $ EU_Sales  <dbl> 29.02, 3.58, 12.88, 11.01, 8.89, 2.26, 9.23, 9.20, 7.06, ~
## $ JP_Sales  <dbl> 3.77, 6.81, 3.79, 3.28, 10.22, 4.22, 6.50, 2.93, 4.70, 0.~
## $ Other_Sales <dbl> 8.46, 0.77, 3.31, 2.96, 1.00, 0.58, 2.90, 2.85, 2.26, 0.4~
## $ Global_Sales <dbl> 82.74, 40.24, 35.82, 33.00, 31.37, 30.26, 30.01, 29.02, 2~

# Grouping the data entries based on the "Genre" variable and finding global sales
# for each genre
salesbyGenre <- vgSalesData %>%
  group_by(Genre) %>%
  summarize(
    totalSales = sum(Global_Sales)
  )
```

```
# Creating a bar chart to visualize global sales for each genre
salesbyGenre %>%
  ggplot(aes(x = Genre, y = totalSales)) +
  geom_bar(stat = 'identity') +
  labs(
    x = 'Genre',
    y = 'Total Sales (in millions)',
    title = 'Total Sales by Genre (in millions)'
  ) +
  theme(
    axis.text.x = element_text(angle = 45)
  )
)
```

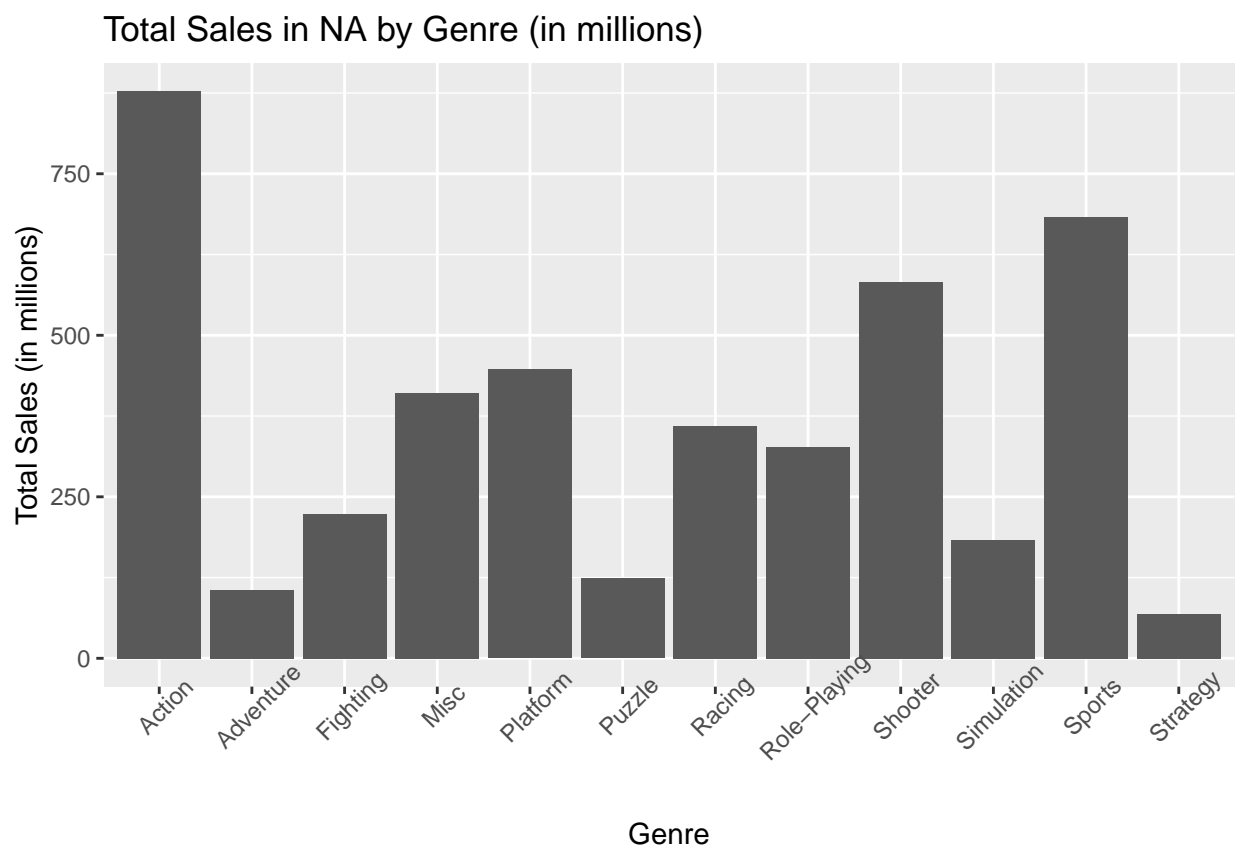


```
# Grouping the dataset by genre, and then focusing on NA, EU, and JP sales separately
naSalesbyGenre <- vgSalesData %>%
  group_by(Genre) %>%
  summarize(naSales = sum(NA_Sales))

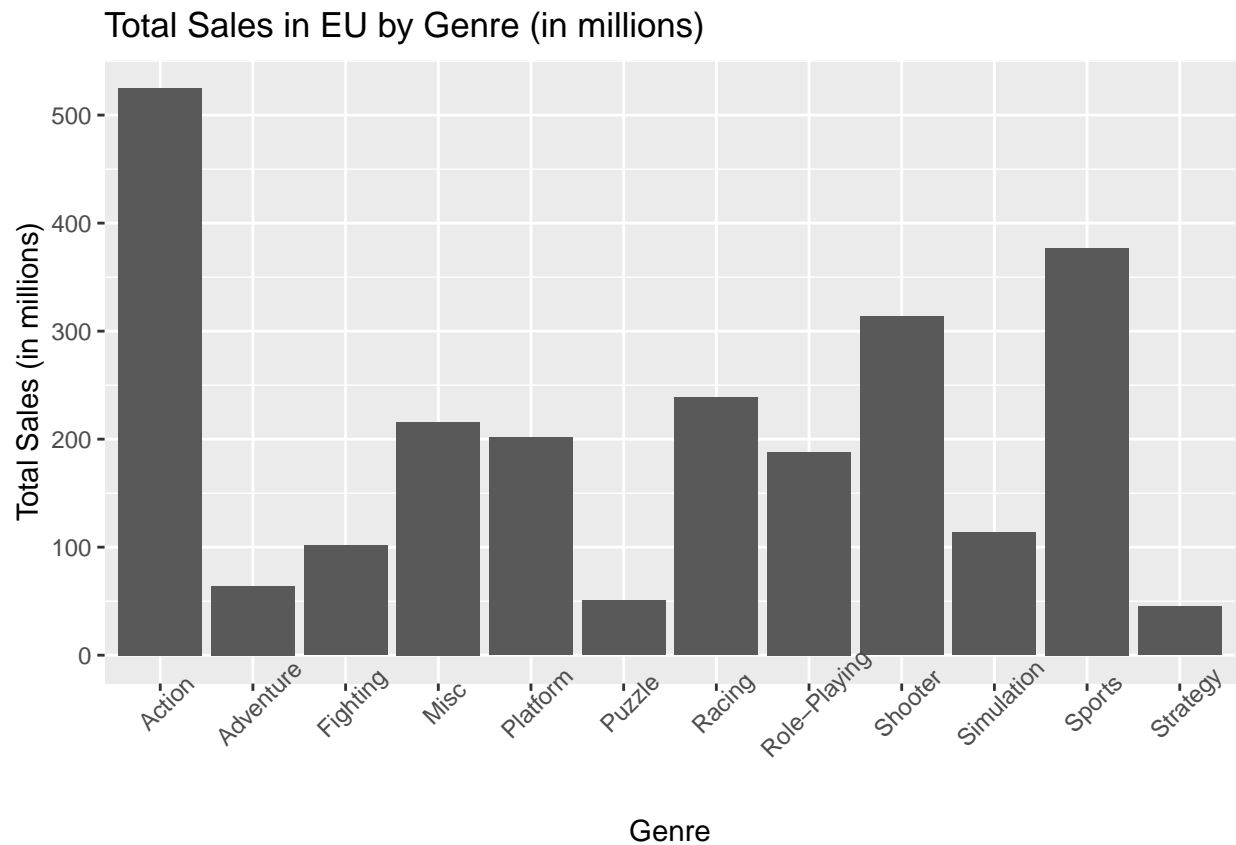
euSalesbyGenre <- vgSalesData %>%
  group_by(Genre) %>%
  summarize(euSales = sum(EU_Sales))

jpSalesbyGenre <- vgSalesData %>%
  group_by(Genre) %>%
  summarize(jpSales = sum(JP_Sales))
```

```
# Creating a bar chart for NA, EU, and JP to visualize the total sales of each
# genre in those regions
naSalesbyGenre %>%
  ggplot(aes(x = Genre, y = naSales)) +
  geom_bar(stat = 'identity') +
  labs(
    x = 'Genre',
    y = 'Total Sales (in millions)',
    title = 'Total Sales in NA by Genre (in millions)'
  ) +
  theme(
    axis.text.x = element_text(angle = 45)
  )
)
```

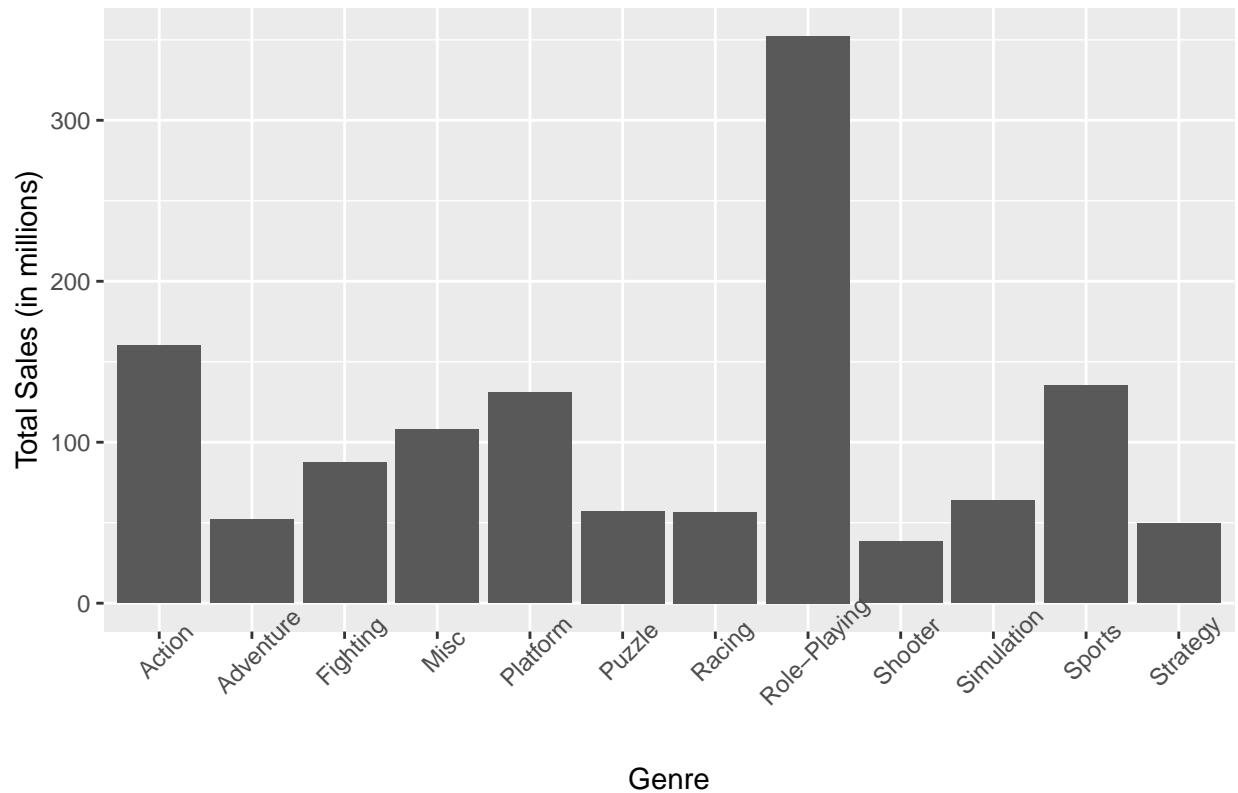


```
euSalesbyGenre %>%
  ggplot(aes(x = Genre, y = euSales)) +
  geom_bar(stat = 'identity') +
  labs(
    x = 'Genre',
    y = 'Total Sales (in millions)',
    title = 'Total Sales in EU by Genre (in millions)'
  ) +
  theme(
    axis.text.x = element_text(angle = 45)
  )
)
```



```
jpSalesbyGenre %>%  
  ggplot(aes(x = Genre, y = jpSales)) +  
  geom_bar(stat = 'identity') +  
  labs(  
    x = 'Genre',  
    y = 'Total Sales (in millions)',  
    title = 'Total Sales in JP by Genre (in millions)'  
  ) +  
  theme(  
    axis.text.x = element_text(angle = 45)  
  )
```

Total Sales in JP by Genre (in millions)



```
# Finding total video game sales by publisher worldwide and in specific regions
salesByPublisher <- vgSalesData %>%
  group_by(Publisher) %>%
  summarize(globalPublisherSales = sum(Global_Sales),
            naPublisherSales = sum(NA_Sales),
            euPublisherSales = sum(EU_Sales),
            jpPublisherSales = sum(JP_Sales),
            otherPublisherSales = sum(Other_Sales))

# Finding publishers with greatest worldwide sales by arrange dataframe in
# descending order of globalPublisherSales
salesByPublisher %>%
  arrange(desc(globalPublisherSales)) %>%
  select(Publisher, globalPublisherSales)
```

```
## # A tibble: 579 x 2
##   Publisher                globalPublisherSales
##   <chr>                    <dbl>
## 1 Nintendo                1787.
## 2 Electronic Arts         1110.
## 3 Activision              727.
## 4 Sony Computer Entertainment 608.
## 5 Ubisoft                 475.
## 6 Take-Two Interactive      400.
## 7 THQ                     341.
## 8 Konami Digital Entertainment 284.
```

```
## 9 Sega 273.
## 10 Namco Bandai Games 254.
## # ... with 569 more rows
```

```
# Finding publishers with greatest NA sales by arranging dataframe in descending
# order of naPublisherSales
salesByPublisher %>%
  arrange(desc(naPublisherSales)) %>%
  select(Publisher, naPublisherSales)
```

```
## # A tibble: 579 x 2
##   Publisher naPublisherSales
##   <chr>      <dbl>
## 1 Nintendo 817.
## 2 Electronic Arts 595.
## 3 Activision 430.
## 4 Sony Computer Entertainment 265.
## 5 Ubisoft 253.
## 6 Take-Two Interactive 220.
## 7 THQ 209.
## 8 Microsoft Game Studios 155.
## 9 Atari 110.
## 10 Sega 109.
## # ... with 569 more rows
```

```
# Finding publishers with greatest EU sales by arranging dataframe in descending
# order of euPublisherSales
salesByPublisher %>%
  arrange(desc(euPublisherSales)) %>%
  select(Publisher, euPublisherSales)
```

```
## # A tibble: 579 x 2
##   Publisher euPublisherSales
##   <chr>      <dbl>
## 1 Nintendo 419.
## 2 Electronic Arts 371.
## 3 Activision 216.
## 4 Sony Computer Entertainment 188.
## 5 Ubisoft 163.
## 6 Take-Two Interactive 118.
## 7 THQ 94.7
## 8 Sega 82
## 9 Konami Digital Entertainment 69.7
## 10 Microsoft Game Studios 68.6
## # ... with 569 more rows
```

```
# Finding publishers with greatest JP sales by arranging dataframe in descending
# order of jpPublisherSales
salesByPublisher %>%
  arrange(desc(jpPublisherSales)) %>%
  select(Publisher, jpPublisherSales)
```

```
## # A tibble: 579 x 2
##   Publisher                jpPublisherSales
##   <chr>                    <dbl>
## 1 Nintendo                455.
## 2 Namco Bandai Games      127.
## 3 Konami Digital Entertainment 91.3
## 4 Sony Computer Entertainment 74.1
## 5 Capcom                  68.1
## 6 Sega                    57.0
## 7 Square Enix             49.9
## 8 SquareSoft              40.1
## 9 Enix Corporation        32.4
## 10 Tecmo Koei             29.2
## # ... with 569 more rows
```

```
# Finding publishers with greatest Other sales by arranging dataframe in descending
# order of otherPublisherSales
salesByPublisher %>%
  arrange(desc(otherPublisherSales)) %>%
  select(Publisher, otherPublisherSales)
```

```
## # A tibble: 579 x 2
##   Publisher                otherPublisherSales
##   <chr>                    <dbl>
## 1 Electronic Arts        130.
## 2 Nintendo               95.3
## 3 Sony Computer Entertainment 80.4
## 4 Activision             75.3
## 5 Take-Two Interactive    55.2
## 6 Ubisoft                50.3
## 7 THQ                   32.1
## 8 Konami Digital Entertainment 30.3
## 9 Sega                  24.5
## 10 Microsoft Game Studios 18.6
## # ... with 569 more rows
```

```
# Converting Year column into integer type
vgSalesData$Year <- as.integer(vgSalesData$Year)
```

```
## Warning: NAs introduced by coercion
```

```
glimpse(vgSalesData)
```

```
## Rows: 16,598
## Columns: 11
## $ Rank      <dbl> 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17~
## $ Name      <chr> "Wii Sports", "Super Mario Bros.", "Mario Kart Wii", "Wii~
## $ Platform  <chr> "Wii", "NES", "Wii", "Wii", "GB", "GB", "DS", "Wii", "Wii~
## $ Year      <int> 2006, 1985, 2008, 2009, 1996, 1989, 2006, 2006, 2009, 198~
## $ Genre     <chr> "Sports", "Platform", "Racing", "Sports", "Role-Playing",~
## $ Publisher <chr> "Nintendo", "Nintendo", "Nintendo", "Nintendo", "Nintendo~
## $ NA_Sales  <dbl> 41.49, 29.08, 15.85, 15.75, 11.27, 23.20, 11.38, 14.03, 1~
```



```
## $ EU_Sales      <dbl> 29.02, 3.58, 12.88, 11.01, 8.89, 2.26, 9.23, 9.20, 7.06, ~
## $ JP_Sales      <dbl> 3.77, 6.81, 3.79, 3.28, 10.22, 4.22, 6.50, 2.93, 4.70, 0.~
## $ Other_Sales   <dbl> 8.46, 0.77, 3.31, 2.96, 1.00, 0.58, 2.90, 2.85, 2.26, 0.4~
## $ Global_Sales  <dbl> 82.74, 40.24, 35.82, 33.00, 31.37, 30.26, 30.01, 29.02, 2~
```

```
# Re-arranging the data set to observe which year the oldest video games
# in the data set were created
arrange(vgSalesData, Year)
```

```
## # A tibble: 16,598 x 11
##   Rank Name      Platform Year Genre Publisher NA_Sales EU_Sales JP_Sales
##   <dbl> <chr>      <chr>   <int> <chr>   <chr>      <dbl>   <dbl>   <dbl>
## 1    259 Asteroids 2600    1980 Shooter Atari        4      0.26      0
## 2    545 Missile Co~ 2600    1980 Shooter Atari       2.56    0.17      0
## 3   1768 Kaboom!    2600    1980 Misc   Activisi~ 1.07    0.07      0
## 4   1971 Defender  2600    1980 Misc   Atari      0.99    0.05      0
## 5   2671 Boxing     2600    1980 Fighti~ Activisi~ 0.72    0.04      0
## 6   4027 Ice Hockey 2600    1980 Sports Activisi~ 0.46    0.03      0
## 7   5368 Freeway    2600    1980 Action Activisi~ 0.32    0.02      0
## 8   6319 Bridge     2600    1980 Misc   Activisi~ 0.25    0.02      0
## 9   6898 Checkers   2600    1980 Misc   Atari      0.22    0.01      0
## 10  240 Pitfall!    2600    1981 Platfo~ Activisi~ 4.21    0.24      0
## # ... with 16,588 more rows, and 2 more variables: Other_Sales <dbl>,
## #   Global_Sales <dbl>
```

```
# Finding out when the latest games in the data set were made
max(vgSalesData$Year, na.rm = TRUE)
```

```
## [1] 2020
```

```
# Filtering for data entries that have the years 1980 to 1989
firstDecade <- vgSalesData %>%
  filter(Year >= 1980 & Year <= 1989)

# Finding the best-selling game from 1980 to 1989
firstDecade %>%
  arrange(desc(Global_Sales))
```

```
## # A tibble: 205 x 11
##   Rank Name      Platform Year Genre Publisher NA_Sales EU_Sales JP_Sales
##   <dbl> <chr>      <chr>   <int> <chr>   <chr>      <dbl>   <dbl>   <dbl>
## 1     2 Super Mario~ NES     1985 Platf~ Nintendo  29.1     3.58     6.81
## 2     6 Tetris      GB     1989 Puzzle Nintendo  23.2     2.26     4.22
## 3    10 Duck Hunt   NES     1984 Shoot~ Nintendo  26.9     0.63     0.28
## 4    22 Super Mario~ GB     1989 Platf~ Nintendo  10.8     2.71     4.18
## 5    23 Super Mario~ NES     1988 Platf~ Nintendo   9.54     3.44     3.84
## 6    90 Pac-Man     2600    1982 Puzzle Atari     7.28     0.45      0
## 7    97 Super Mario~ NES     1988 Platf~ Nintendo   5.39     1.18     0.7
## 8   128 The Legend ~ NES     1986 Action Nintendo   3.74     0.93     1.69
## 9   156 Tetris      NES     1988 Puzzle Nintendo   2.97     0.69     1.81
## 10  171 Dr. Mario    GB     1989 Puzzle Nintendo   2.18     0.96      2
## # ... with 195 more rows, and 2 more variables: Other_Sales <dbl>,
## #   Global_Sales <dbl>
```

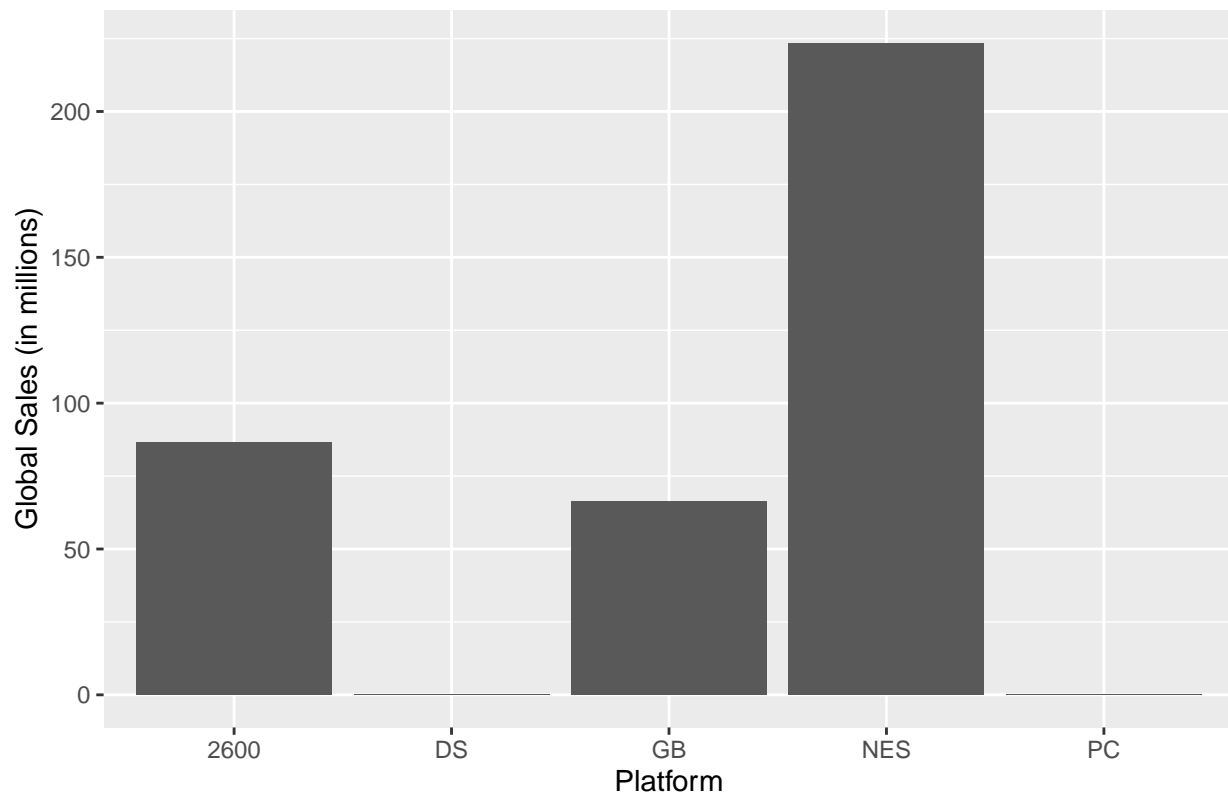
```
# Grouping the firstDecade data entries by platform, and summarizing the sum of
# each platform's global sales
```

```
firstDecadePlatformSales <- firstDecade %>%
  group_by(Platform) %>%
  summarize(
    platformSales = sum(Global_Sales)
  )
```

```
# Creating bar chart to visualize the amount of sales each platform from 1980 to
# 1989 had worldwide
```

```
firstDecadePlatformSales %>%
  ggplot(aes(x = Platform, y = platformSales)) +
  geom_bar(stat = 'identity') +
  labs(
    x = "Platform",
    y = "Global Sales (in millions)",
    title = "Global Sales for Each Platform from 1980 to 1989"
  )
```

Global Sales for Each Platform from 1980 to 1989



```
# Filtering for data entries that have the years 1990 to 1999
```

```
secondDecade <- vgSalesData %>%
  filter(Year >= 1990 & Year <= 1999)
```

```
# Finding the best-selling game from 1990 to 1999
```

```
secondDecade %>%
```

```
arrange(desc(Global_Sales))
```

```
## # A tibble: 1,769 x 11
##   Rank Name      Platform Year Genre Publisher NA_Sales EU_Sales JP_Sales
##   <dbl> <chr>      <chr>   <int> <chr>  <chr>      <dbl>   <dbl>   <dbl>
## 1     5 Pokemon R~ GB      1996 Role-~ Nintendo    11.3     8.89    10.2
## 2    13 Pokemon G~ GB      1999 Role-~ Nintendo     9      6.18     7.2
## 3    19 Super Mar~ SNES    1990 Platf~ Nintendo    12.8     3.75     3.54
## 4    31 Pokémon Y~ GB      1998 Role-~ Nintendo     5.89     5.04     3.12
## 5    47 Super Mar~ N64    1996 Platf~ Nintendo     6.91     2.85     1.91
## 6    51 Super Mar~ GB      1992 Adven~ Nintendo     6.16     2.04     2.69
## 7    53 Gran Turi~ PS      1997 Racing Sony Compu~ 4.02     3.87     2.54
## 8    58 Super Mar~ SNES    1993 Platf~ Nintendo     5.99     2.15     2.12
## 9    64 Mario Kar~ N64    1996 Racing Nintendo     5.55     1.94     2.23
## 10   67 Final Fan~ PS      1997 Role-~ Sony Compu~ 3.01     2.47     3.28
## # ... with 1,759 more rows, and 2 more variables: Other_Sales <dbl>,
## #   Global_Sales <dbl>
```

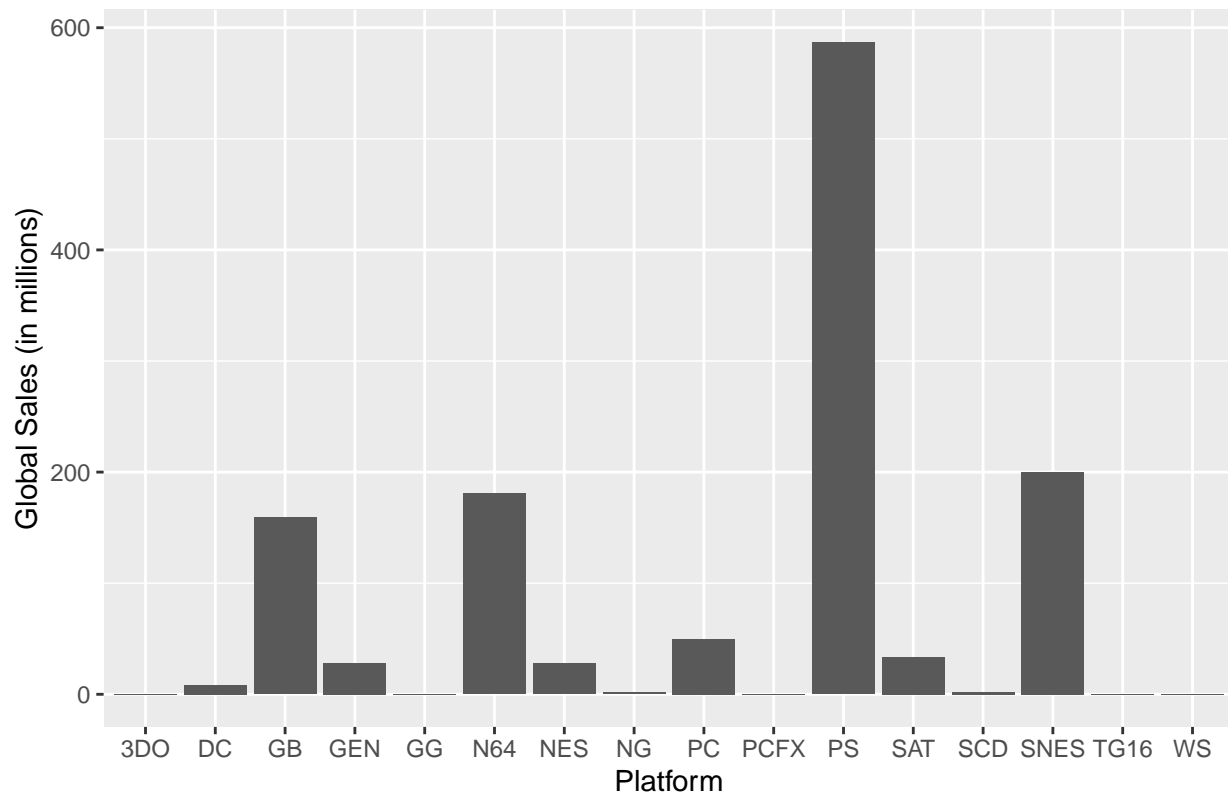
```
# Grouping the secondDecade data entries by platform, and summarizing the sum of
# each platform's global sales
```

```
secondDecadePlatformSales <- secondDecade %>%
  group_by(Platform) %>%
  summarize(
    platformSales = sum(Global_Sales)
  )
```

```
# Creating bar chart to visualize the amount of sales each platform from 1990 to
# 1999 had worldwide
```

```
secondDecadePlatformSales %>%
  ggplot(aes(x = Platform, y = platformSales)) +
  geom_bar(stat = 'identity') +
  labs(
    x = "Platform",
    y = "Global Sales (in millions)",
    title = "Global Sales for Each Platform from 1990 to 1999"
  )
```

Global Sales for Each Platform from 1990 to 1999



Filtering for data entries that have the years 2000 to 2009

```
thirdDecade <- vgSalesData %>%
  filter(Year >= 2000 & Year <= 2009)
```

Finding the best-selling game from 2000 to 2009

```
thirdDecade %>%
  arrange(desc(Global_Sales))
```

A tibble: 9,208 x 11

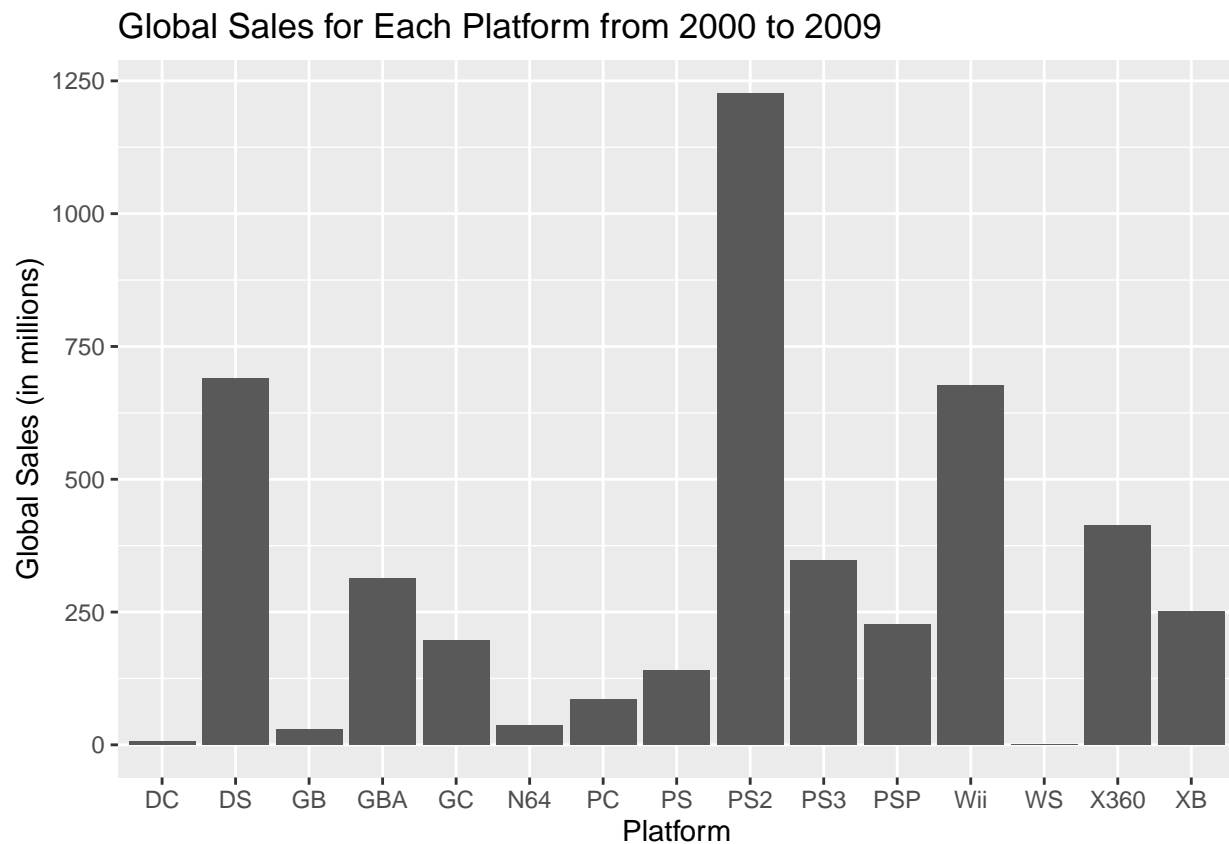
##	Rank	Name	Platform	Year	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	
##	<dbl>	<chr>	<chr>	<int>	<chr>	<chr>	<dbl>	<dbl>	<dbl>	
##	1	1	Wii Sports	Wii	2006	Sports	Nintendo	41.5	29.0	3.77
##	2	3	Mario Kart ~	Wii	2008	Racing	Nintendo	15.8	12.9	3.79
##	3	4	Wii Sports ~	Wii	2009	Sports	Nintendo	15.8	11.0	3.28
##	4	7	New Super M~	DS	2006	Platf~	Nintendo	11.4	9.23	6.5
##	5	8	Wii Play	Wii	2006	Misc	Nintendo	14.0	9.2	2.93
##	6	9	New Super M~	Wii	2009	Platf~	Nintendo	14.6	7.06	4.7
##	7	11	Nintendogs	DS	2005	Simul~	Nintendo	9.07	11	1.93
##	8	12	Mario Kart ~	DS	2005	Racing	Nintendo	9.81	7.57	4.13
##	9	14	Wii Fit	Wii	2007	Sports	Nintendo	8.94	8.03	3.6
##	10	15	Wii Fit Plus	Wii	2009	Sports	Nintendo	9.09	8.59	2.53
##	#	...	with 9,198 more rows, and 2 more variables: Other_Sales <dbl>,							
##	#	Global_Sales	<dbl>							

```
# Grouping the thirdDecade data entries by platform, and summarizing the sum of
# each platform's global sales
```

```
thirdDecadePlatformSales <- thirdDecade %>%
  group_by(Platform) %>%
  summarize(
    platformSales = sum(Global_Sales)
  )
```

```
# Creating bar chart to visualize the amount of sales each platform from 2000 to
# 2009 had worldwide
```

```
thirdDecadePlatformSales %>%
  ggplot(aes(x = Platform, y = platformSales)) +
  geom_bar(stat = 'identity') +
  labs(
    x = "Platform",
    y = "Global Sales (in millions)",
    title = "Global Sales for Each Platform from 2000 to 2009"
  )
```



```
# Filtering for data entries that have the years 2010 to 2019
```

```
lastDecade <- vgSalesData %>%
  filter(Year >= 2010 & Year <= 2019)
```

```
# Combining sales of games that were on more than one platform
```

```
lastDecadeCombined <- lastDecade %>%
```

```

group_by(Name) %>%
  summarize(
    NA_Sales = sum(NA_Sales),
    EU_Sales = sum(EU_Sales),
    JP_Sales = sum(JP_Sales),
    Other_Sales = sum(Other_Sales),
    Global_Sales = sum(Global_Sales)
  )

# Finding the best-selling game from 2010-2020
lastDecadeCombined %>%
  arrange(desc(Global_Sales))

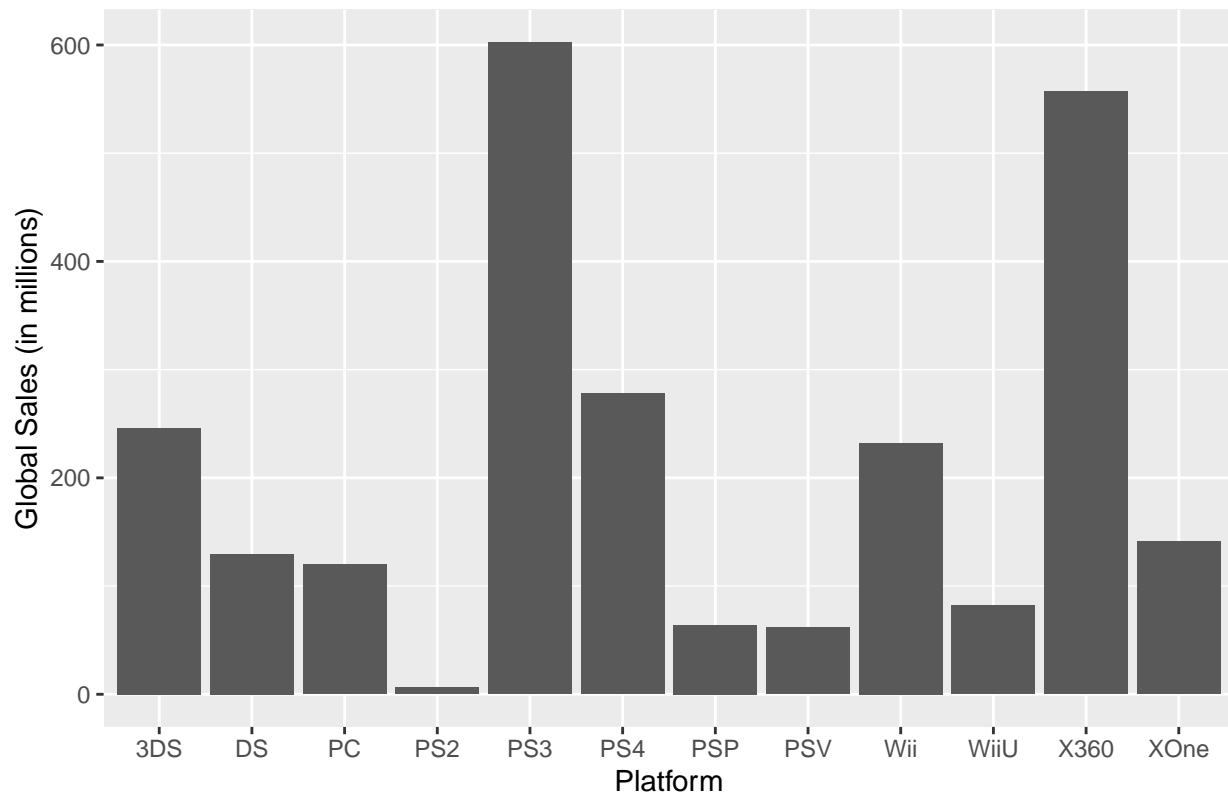
## # A tibble: 3,208 x 6
##   Name NA_Sales EU_Sales JP_Sales Other_Sales Global_Sales
##   <chr> <dbl> <dbl> <dbl> <dbl> <dbl>
## 1 Grand Theft Auto V 23.5 23.0 1.39 8.03 55.9
## 2 Call of Duty: Modern War~ 15.6 11.3 0.62 3.35 30.8
## 3 Call of Duty: Black Ops ~ 14.1 11.0 0.72 3.88 29.7
## 4 Call of Duty: Black Ops 17.0 8.69 0.59 3.12 29.4
## 5 Call of Duty: Ghosts 14.9 9.05 0.48 2.92 27.4
## 6 Call of Duty: Black Ops 3 11.9 9.56 0.43 3.42 25.3
## 7 Minecraft 10.8 8.85 1.15 2.93 23.7
## 8 Call of Duty: Advanced W~ 10.4 8.18 0.34 2.93 21.9
## 9 Kinect Adventures! 15.0 4.94 0.24 1.67 21.8
## 10 The Elder Scrolls V: Sky~ 8.73 7.66 0.35 2.54 19.3
## # ... with 3,198 more rows

# Grouping the lastDecade data entries by platform, and summarizing the sum of
# each platform's global sales
lastDecadePlatformSales <- lastDecade %>%
  group_by(Platform) %>%
  summarize(
    platformSales = sum(Global_Sales)
  )

# Creating bar chart to visualize the amount of sales each platform from 2010 to
# 2019 had worldwide
lastDecadePlatformSales %>%
  ggplot(aes(x = Platform, y = platformSales)) +
  geom_bar(stat = 'identity') +
  labs(
    x = "Platform",
    y = "Global Sales (in millions)",
    title = "Global Sales for Each Platform from 2010 to 2019"
  )

```

Global Sales for Each Platform from 2010 to 2019



```
# Grouping data entries in original data set by year, and then finding global sales
# for each year
```

```
globalSalesByYear <- vgSalesData %>%
  group_by(Year) %>%
  summarize(
    yearlyGlobalSales = sum(Global_Sales)
  )
```

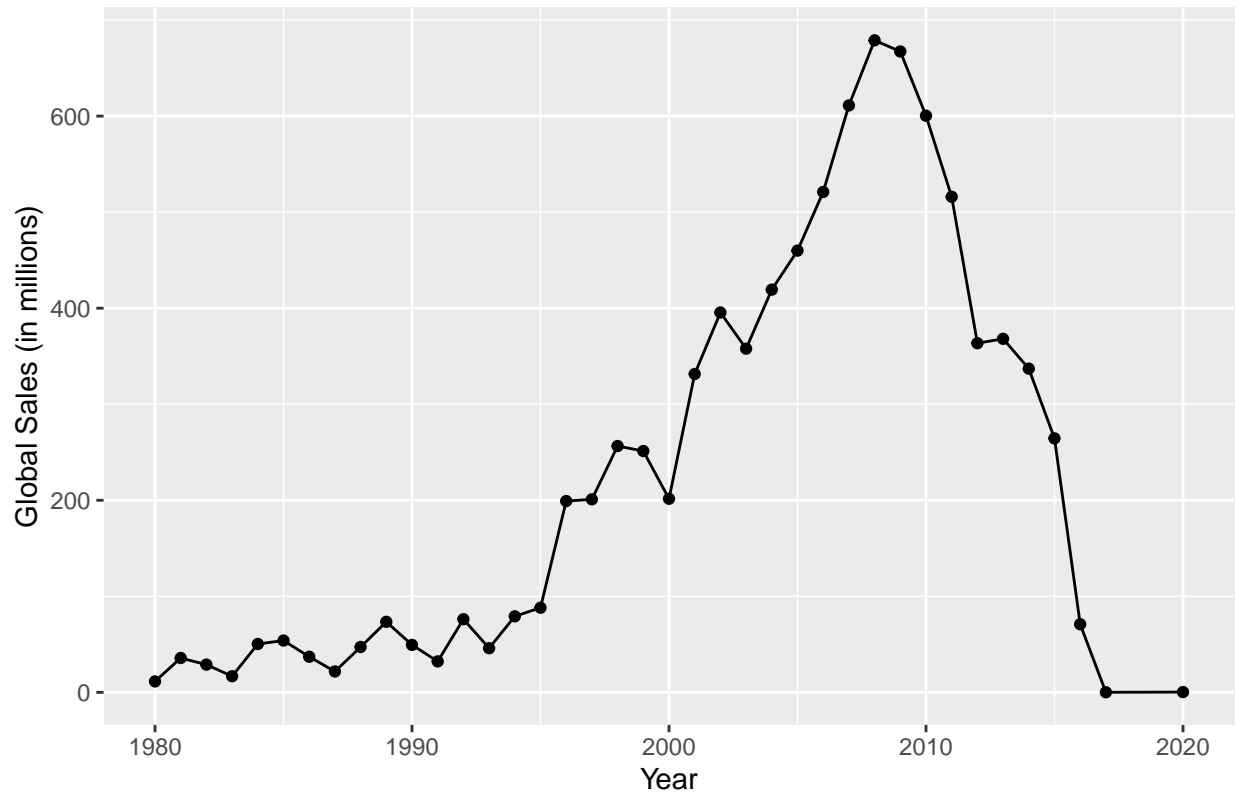
```
# Creating line graph to represent yearly global sales from 1980 to 2020
```

```
globalSalesByYear %>%
  ggplot(aes(x = Year, y = yearlyGlobalSales)) +
  geom_line() +
  geom_point() +
  labs(
    y = 'Global Sales (in millions)',
    title = 'Yearly Global Sales from 1980 to 2020 (in millions)'
  )
```

```
## Warning: Removed 1 row(s) containing missing values (geom_path).
```

```
## Warning: Removed 1 rows containing missing values (geom_point).
```

Yearly Global Sales from 1980 to 2020 (in millions)



Summary Report

The video game genres that sell the most across all platforms and regions are Action (1751.18 million), Sports (1330.93 million), and Shooters (1037.37 million). Both the NA and EU regions follow this worldwide trend, with Action, Sports, and Shooter video games selling the most there. But the case is highly different in the JP region, where Role-Playing Games (RPG's) take heavy precedence over all other video game genres. After RPG's, Action and Sports games sell the most.

From a global perspective, the publisher that has the most video game sales is Nintendo. In the NA, EU, and JP regions, Nintendo also takes first place for greatest number of video game sales. In other regions of the world, however, Electronic Arts (EA) has the most video game sales.

The year with the greatest video game sales is 2008, with 678.90 million sales total. It seems that from 2000 to around 2008, the yearly global sales of video games greatly increased, before dropping off starting 2009 and onward.

In the 1980's, the platform with the greatest video game sales was the NES (223.52 million), and the best-selling game of that decade was Super Mario Bros (40.24 million). In the 1990's, the platform with the highest video game sales was the PS or Playstation, while the best-selling game of that decade was Pokemon Red/Pokemon Blue. From 2000 to 2009, the platform with the highest video game sales was the PS2, and the best-selling video game of the decade Wii Sports. For 2010-2020, the PS3 had the greatest game sales, and the best-selling game was Grand Theft Auto V.