



Project of Section1

“ 다음 분기에 어떤 게임을 설계해야 할까? ”



01

지역에 따라 선호하는 장르가 다를까?

- 장르별 출고량
- 장르별 출고량 by 지역

02

연도별 게임의 트렌드가 있을까?

- 연도별 출고량
- 연도별 출고량 by 장르
- 연도별 출고량 by 플랫폼

03

출고량 높은 게임에 대한 분석 및 시각화

04

결과

01

지역에 따라 선호하는 장르가 다를까?

장르별 게임 출고량 TOP 3

1. Action

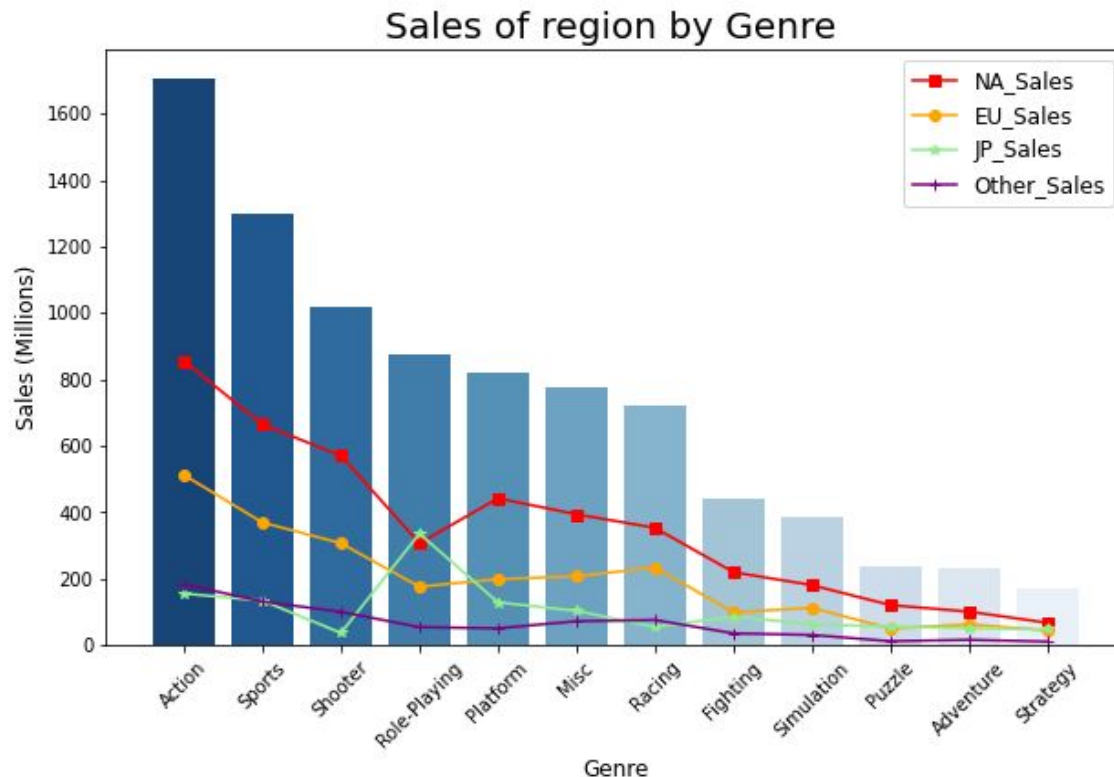
1707.85 million

2. Sports

1300.33 million

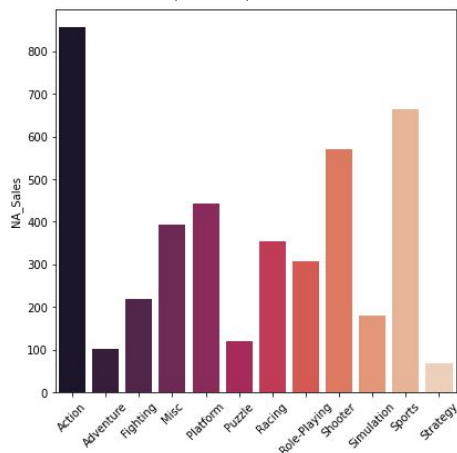
3. Shooter

1016.31 million



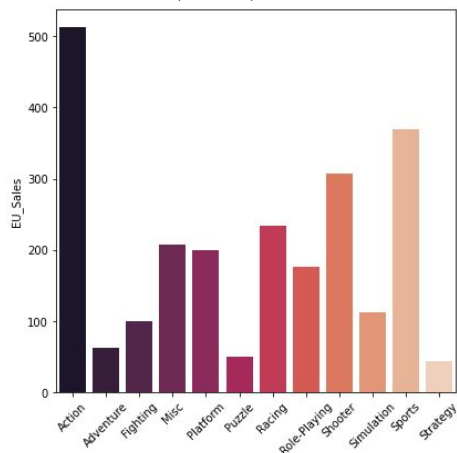
장르별 게임 출고량 [지역별]

북미(NA)



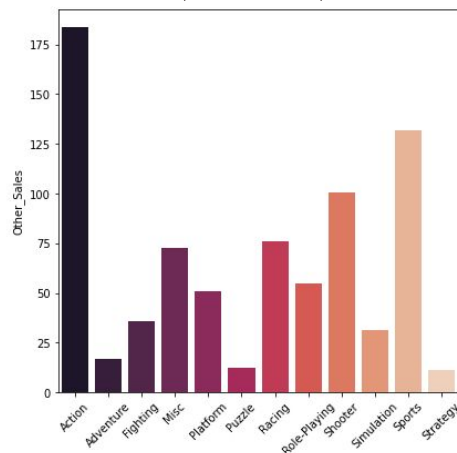
Action
Sports
Shooter

유럽(EU)



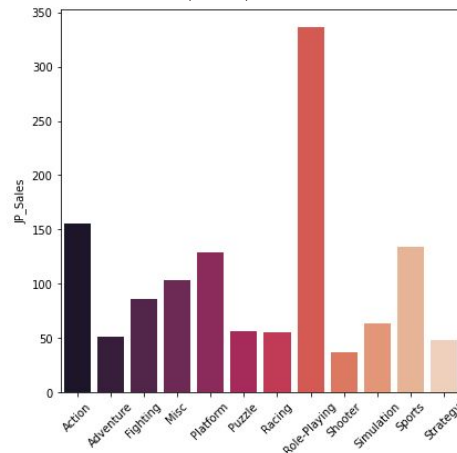
Action
Sports
Shooter

기타(Other)



Action
Sports
Shooter

일본(JP)

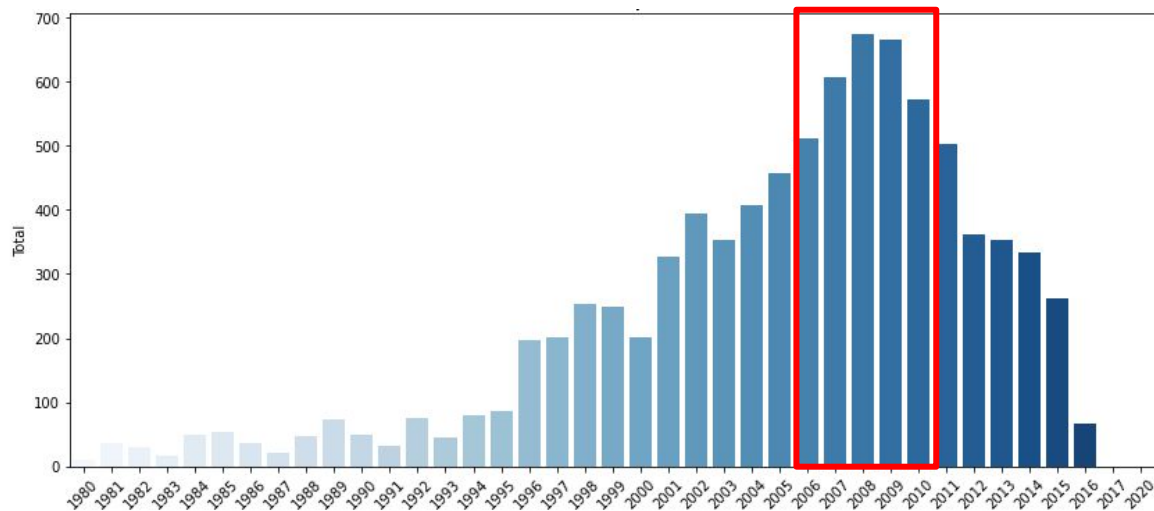


Role-Playing
Action
Sports

02

연도별 게임의 트렌드가 있을까?

어느 연도에 제작된 게임들이 가장 많이 출고되었을까?



Year	Total
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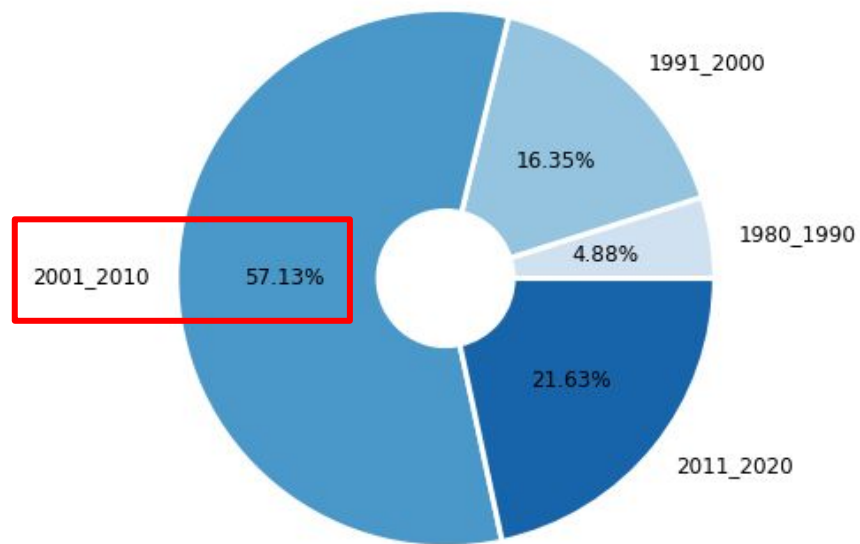
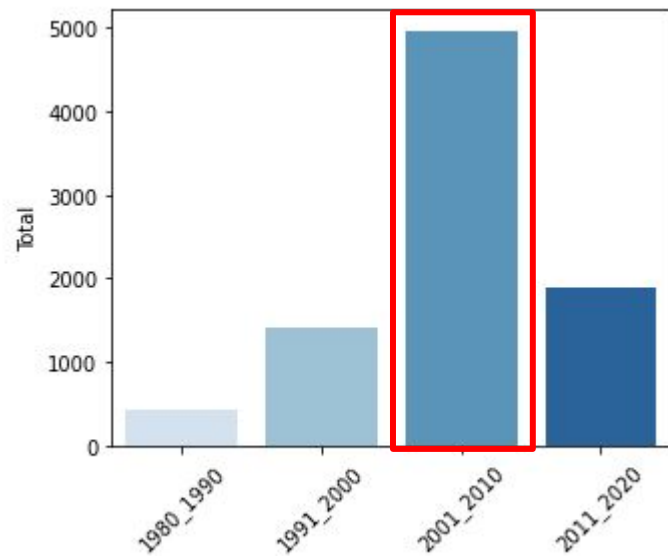
2006	510.57
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2007	608.15
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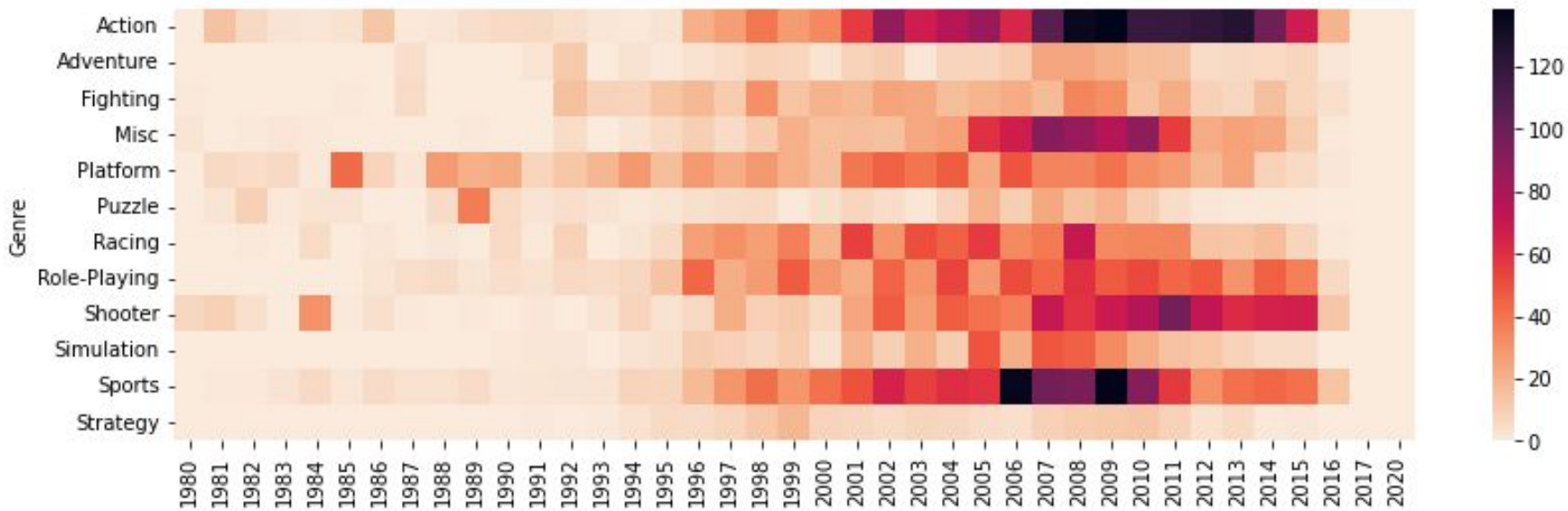
2008	674.24
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2009	664.70
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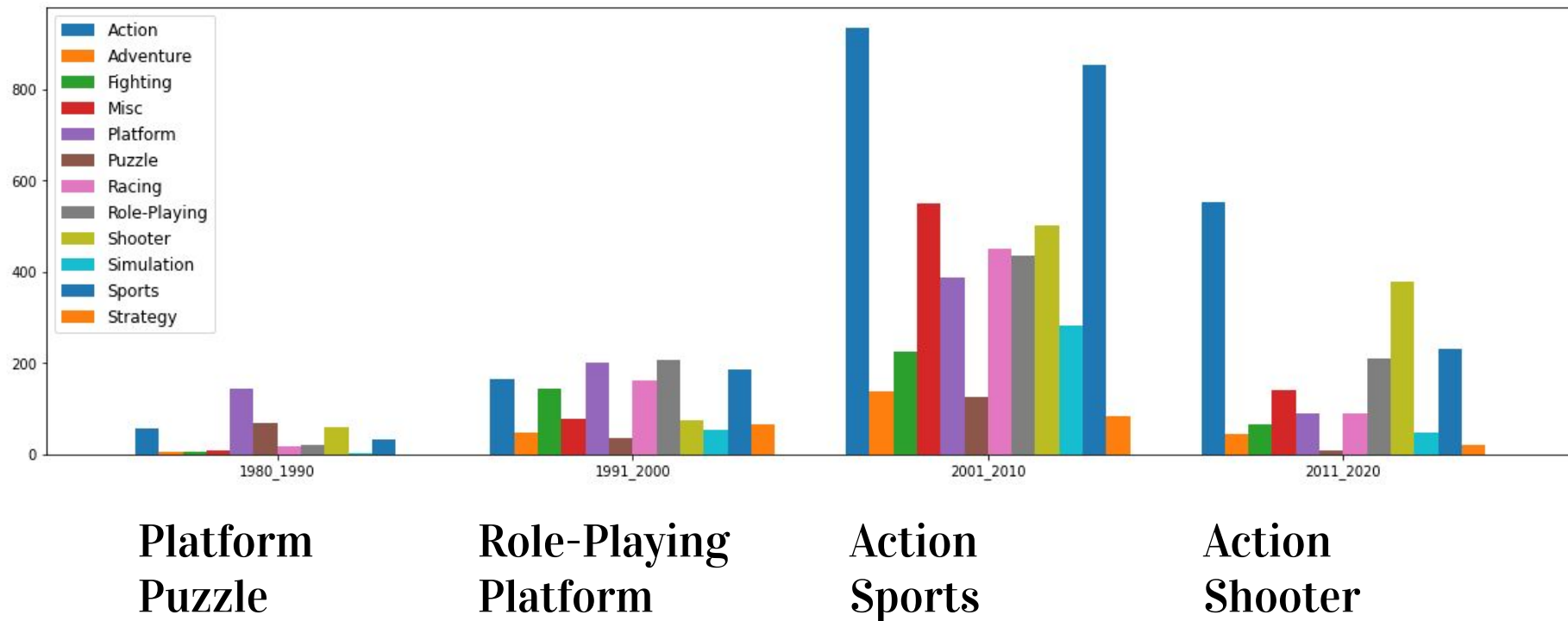
2010	573.24
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어느 연도에 제작된 게임들이 가장 많이 출고되었을까? (장르별)



시대별 게임 출고량: 장르 TOP 2



어느 연도에 제작된 게임들이 가장 많이 출고되었을까? (플랫폼별)

1980-1990 1991-2000 2001-2010 2011-2020

1	NES	PS	PS2	PS3
2	2600	N64	Wii	X360
3	GB	GB	DS	PS4

03

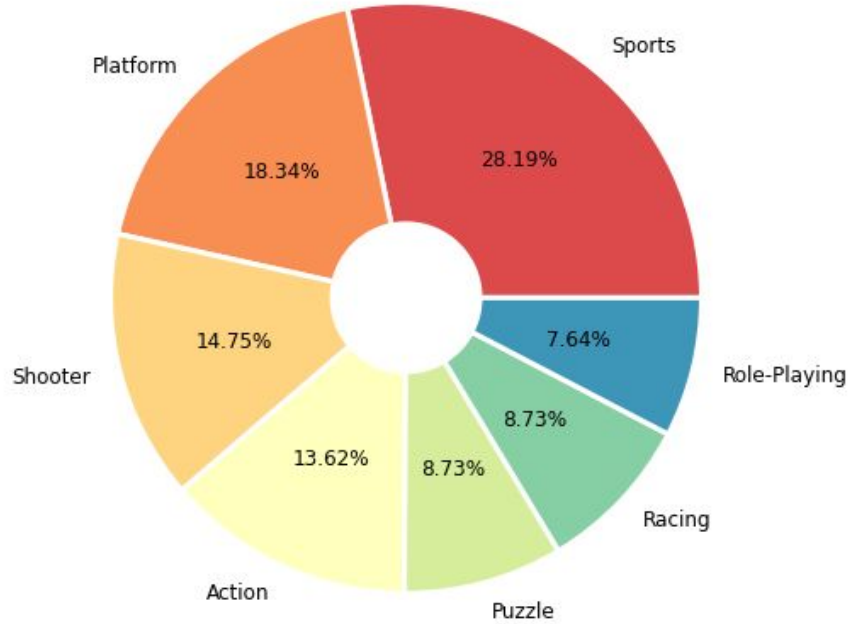
출고량 높은 게임에 대한 분석 및 시각화

출고량 높은 게임 TOP 10

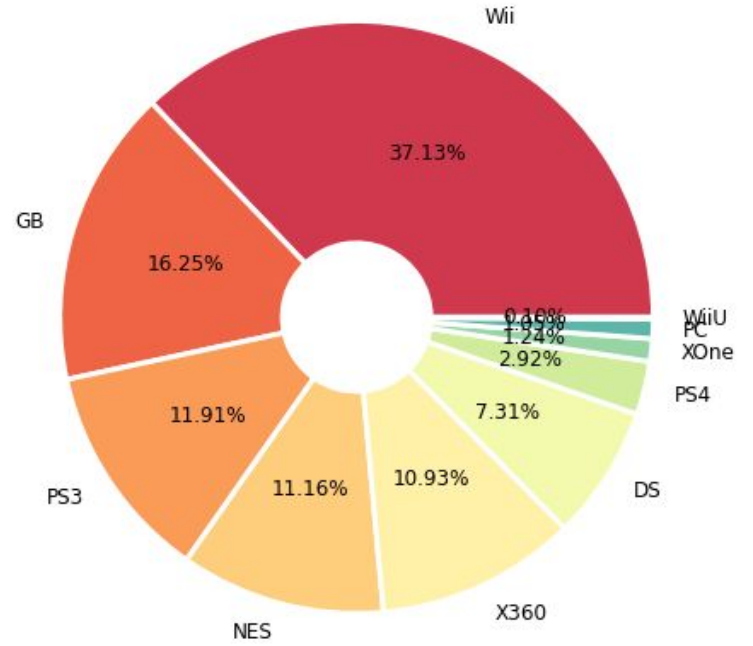
1	Wii Sports	82.74
2	Grand Theft Auto V	55.92
3	Super Mario Bros.	45.31
4	Tetris	35.84
5	Mario Kart Wii	35.83

6	Wii Sports Resort	33.00
7	Pokemon Red/Pokemon Blue	31.38
8	Call of Duty: Modern Warfare 3	30.84
9	New Super Mario Bros.	30.01
10	Call of Duty: Black Ops II	29.73

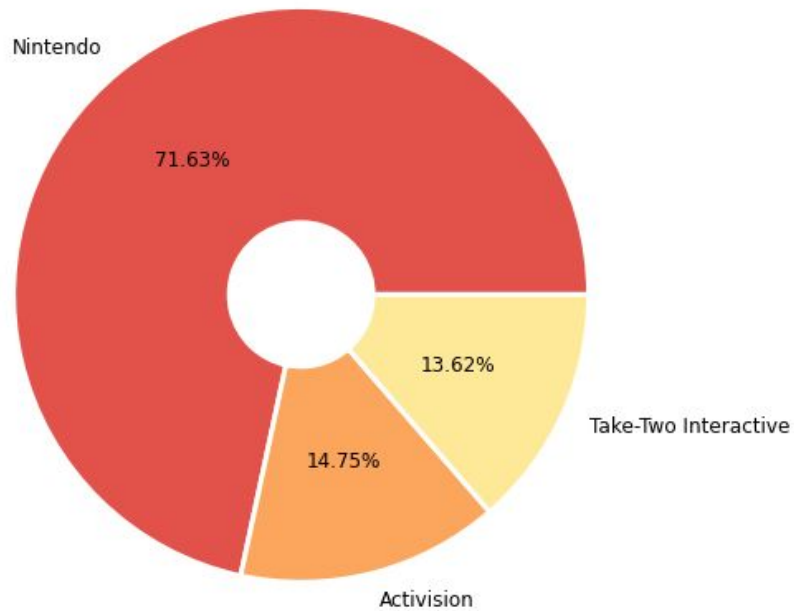
Genre



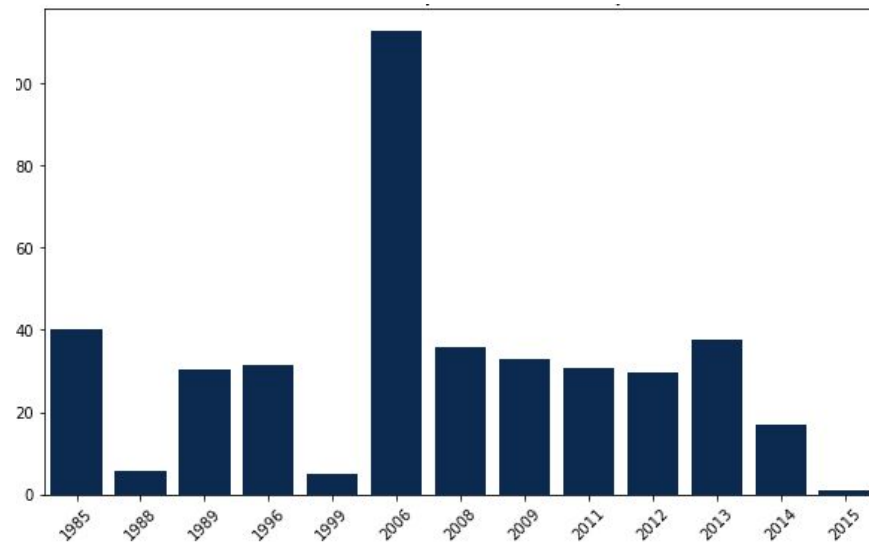
Platform



Publisher



Year



04

결과



Genre

Action, Sports,
Shooter



Platform

PS, X360
