

"It was awful, and such small portions!":  
a reflection on time to finish and review  
scores for modern video games

By Merce Lutzker and Elina Poll

55

24

35

28

76

43

88

68

89



metacritic

82

89

58

60

8

76

95

**100** IGN

MAR 30, 2021

Disco Elysium is a unique blend of noir-detective fiction, traditional pen-and-paper RPGs, and a large helping of existentialist theory. Its twisting plot, cast of memorable characters, and sheer depth of choice combine to create an experience that begs to be savoured. It hits on every single one of the marks it sets out to achieve and left me...

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# Popular Games



## Clair Obscur: Expedition 33

Main Story

—

Main + Extra

—

Completionist

—

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## The Elder Scrolls IV: Oblivion Remastered

Main Story

11½ Hours

Main + Extra

110 Hours

Completionist

142 Hours

Add to Profile



## Blue Prince

Main Story

15½ Hours

Main + Extra

24½ Hours

Completionist

63 Hours

Add to Profile



## South of Midnight

Main Story

9½ Hours

Main + Extra

11½ Hours

Completionist

16½ Hours

Add to Profile



## Red Dead Redemption 2

Main Story

50½ Hours

Main + Extra

83½ Hours

Completionist

188 Hours

Add to Profile



## Baldur's Gate 3

Main Story

71½ Hours

Main + Extra

114 Hours

Completionist

173 Hours

Add to Profile



# metacritic

**Type of site**

Review aggregator

**Parent**

CNET (2005–2008)

CBS Interactive (2008–2020)

Red Ventures (2020–2022)

Fandom, Inc. (2022–present)  
[1]

**URL**

[www.metacritic.com](http://www.metacritic.com)

**Commercial**

Yes

**Registration**

Free/subscription

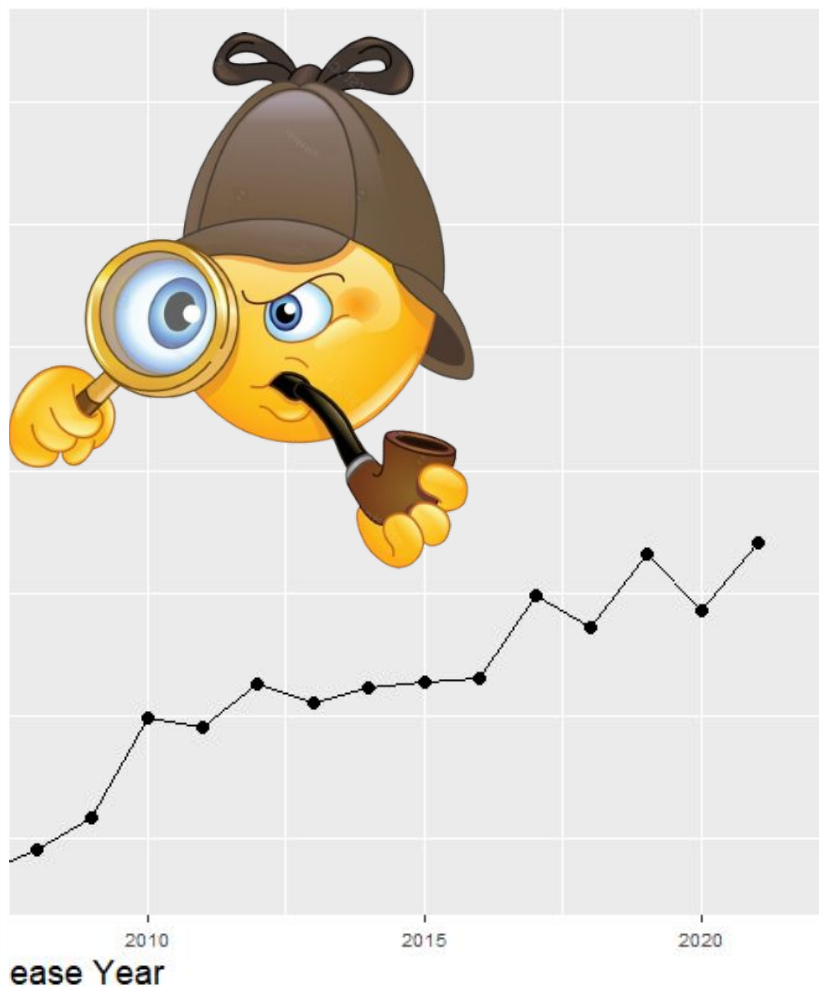
**Launched**

January 2001; 24 years ago

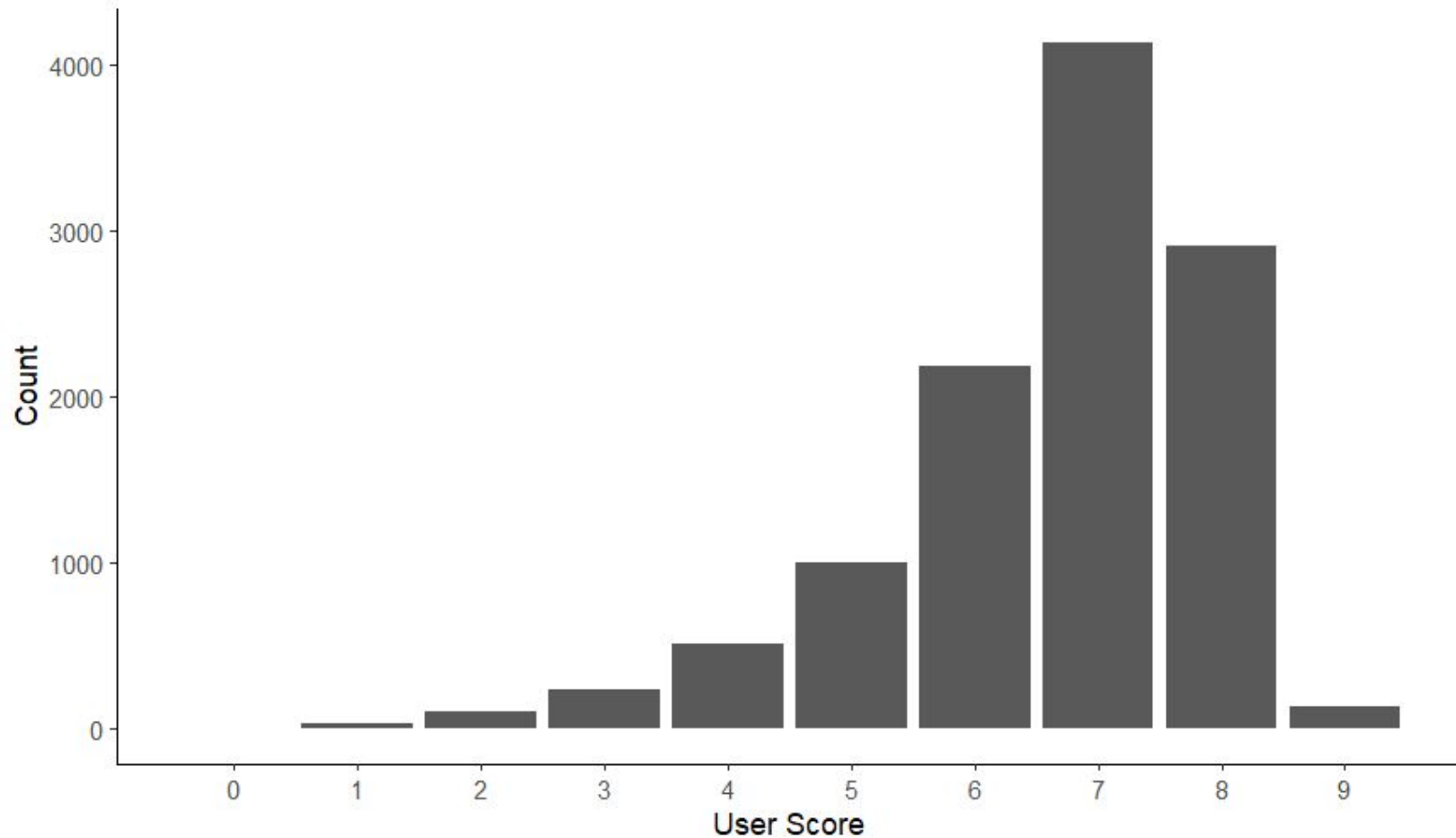
**Current status**

Active

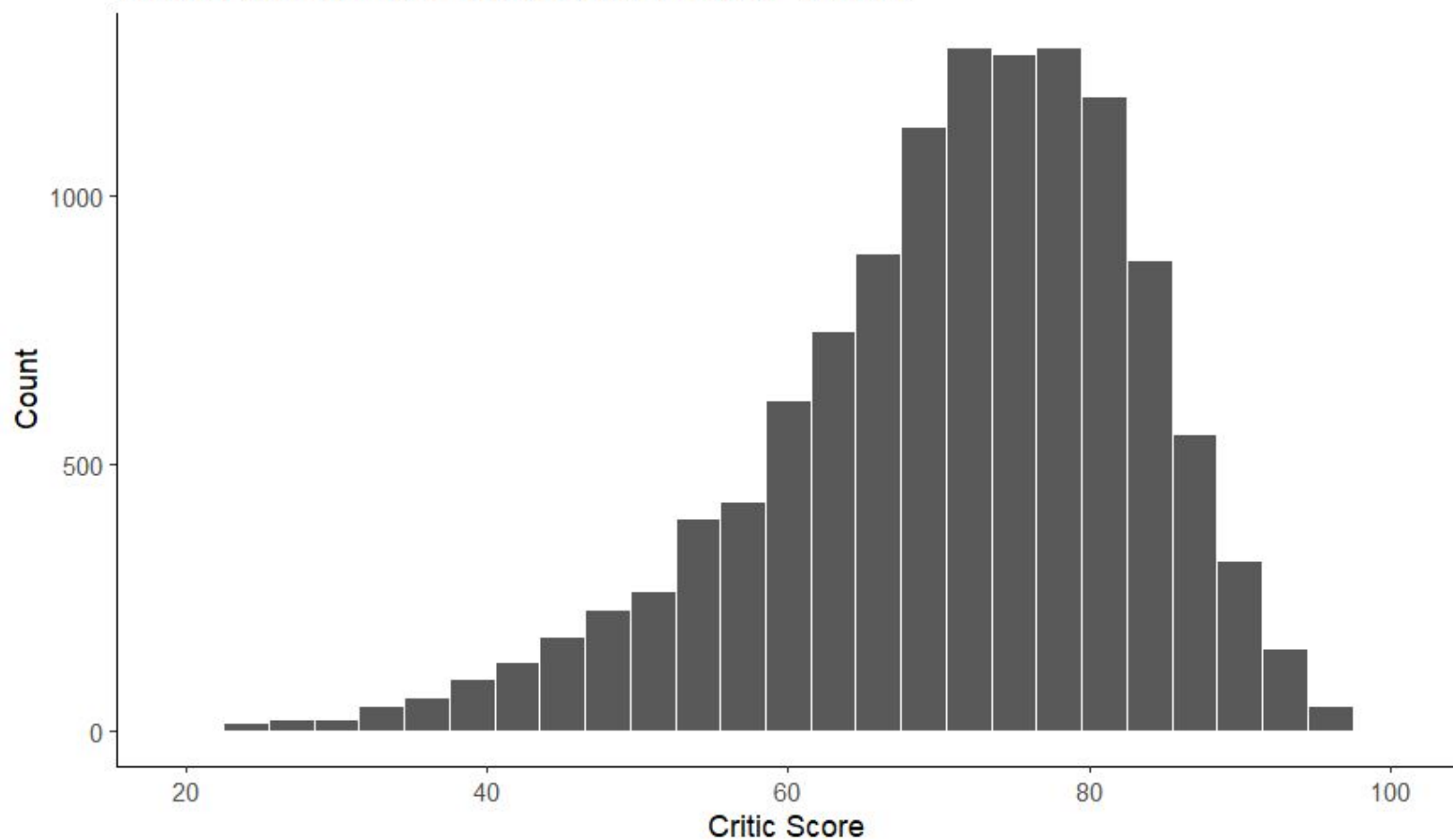
**OCLC number** [911795326](#)



Distribution of User Video Game Review Scores



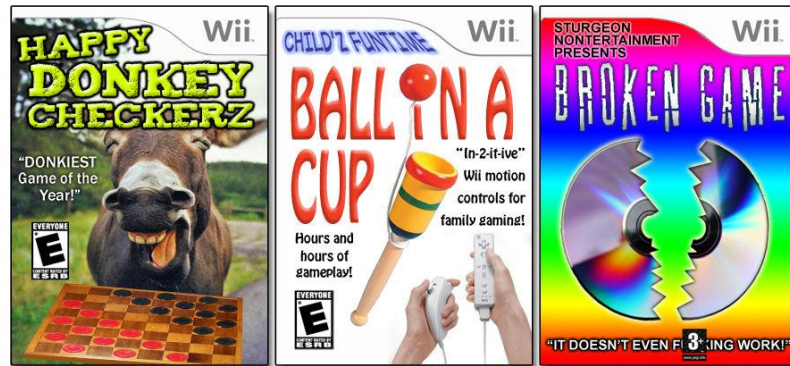
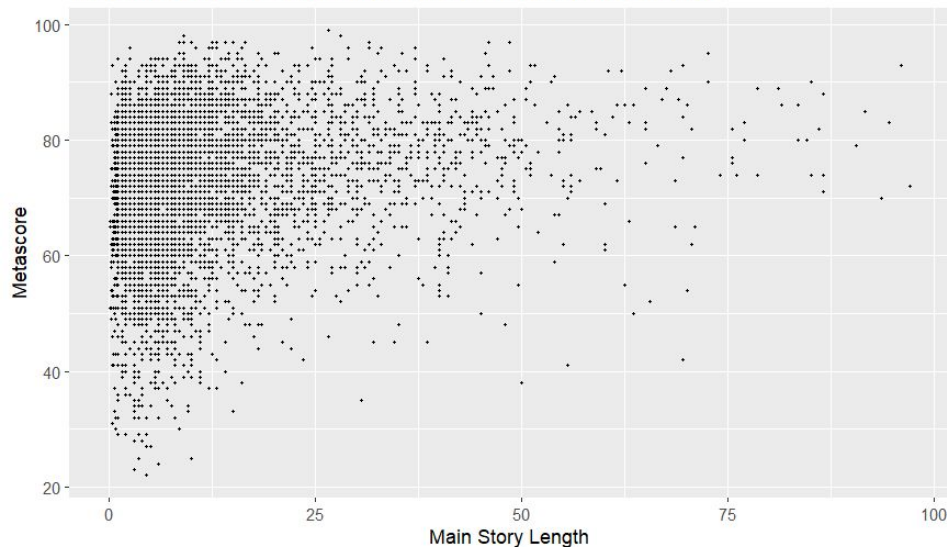
Distribution of Critic Video Game Review Scores





# Methods of Analysis

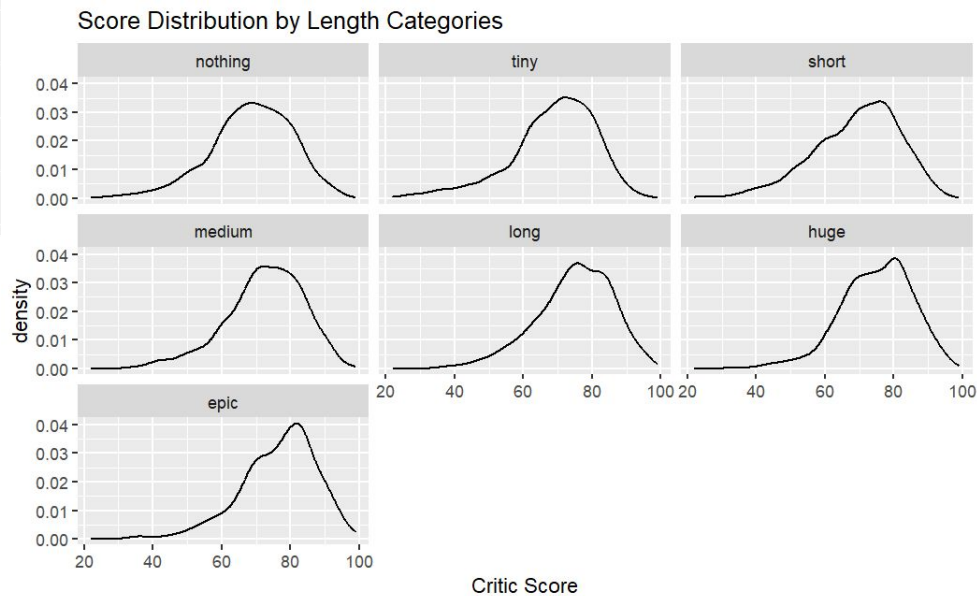
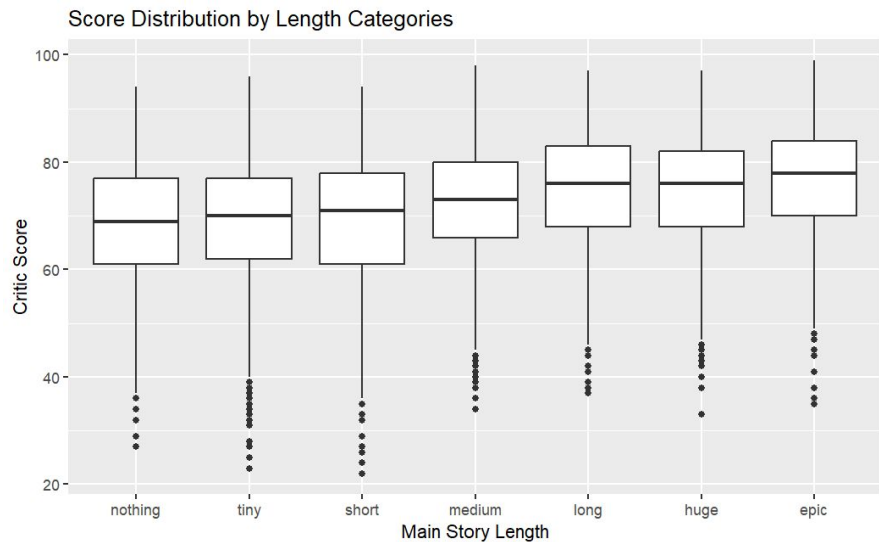
Metacritic Score vs Amount of Time to Complete Main Story



Wii Shovelware (NAveryW, Deviantart)

```
library(r)
withcats <- USETHISONE |>
  mutate(main_cat = case_when(
    (main_story <= 2) ~ "nothing",
    (main_story <= 4 & main_story > 2) ~ "tiny",
    (main_story <= 10 & main_story > 7) ~ "medium",
    (main_story < 14 & main_story > 10) ~ "long",
    (main_story < 25 & main_story >= 14) ~ "huge",
    (main_story >= 25) ~ "epic",
    .default = "short"
  )) |>
  mutate(main_cat = fct_relevel(main_cat, c("nothing", "tiny", "short", "medium")
mutate(meta_cat = case_when(
  (meta_score <= 40) ~ "shovelware",
  (meta_score <= 60 & meta_score > 40) ~ "questionable",
  (meta_score < 70 & meta_score > 60) ~ "mixed",
  (meta_score < 84 & meta_score > 78) ~ "great",
  (meta_score < 90 & meta_score >= 84) ~ "beloved",
  (meta_score >= 90) ~ "legendary",
  .default = "good"
)) |>
  mutate(meta_cat = fct_relevel(meta_cat, c("shovelware", "questionable", "mixed"
```

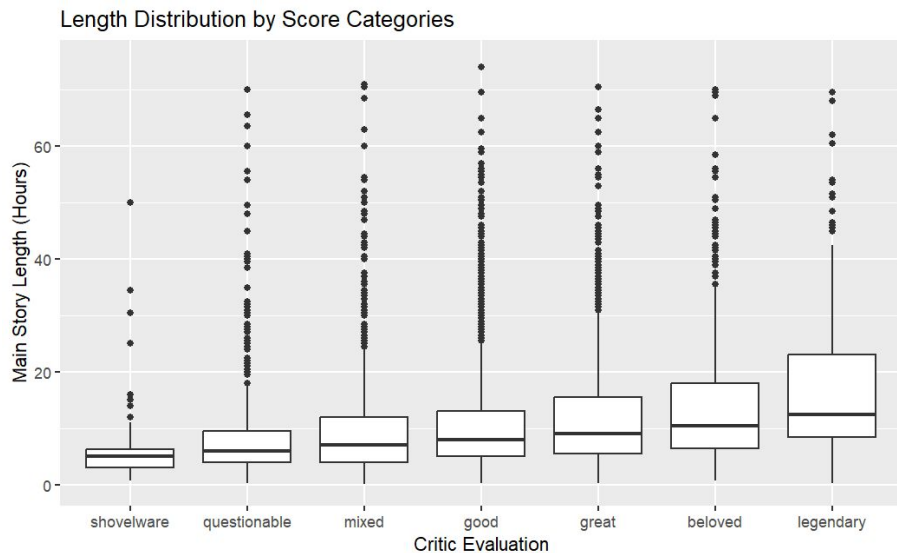
# Length Categories



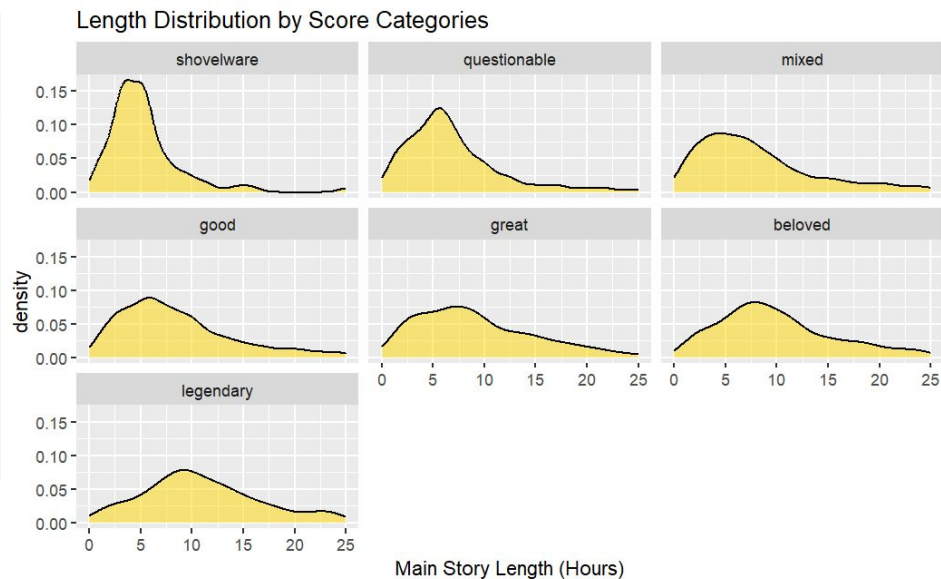


# Score Categories

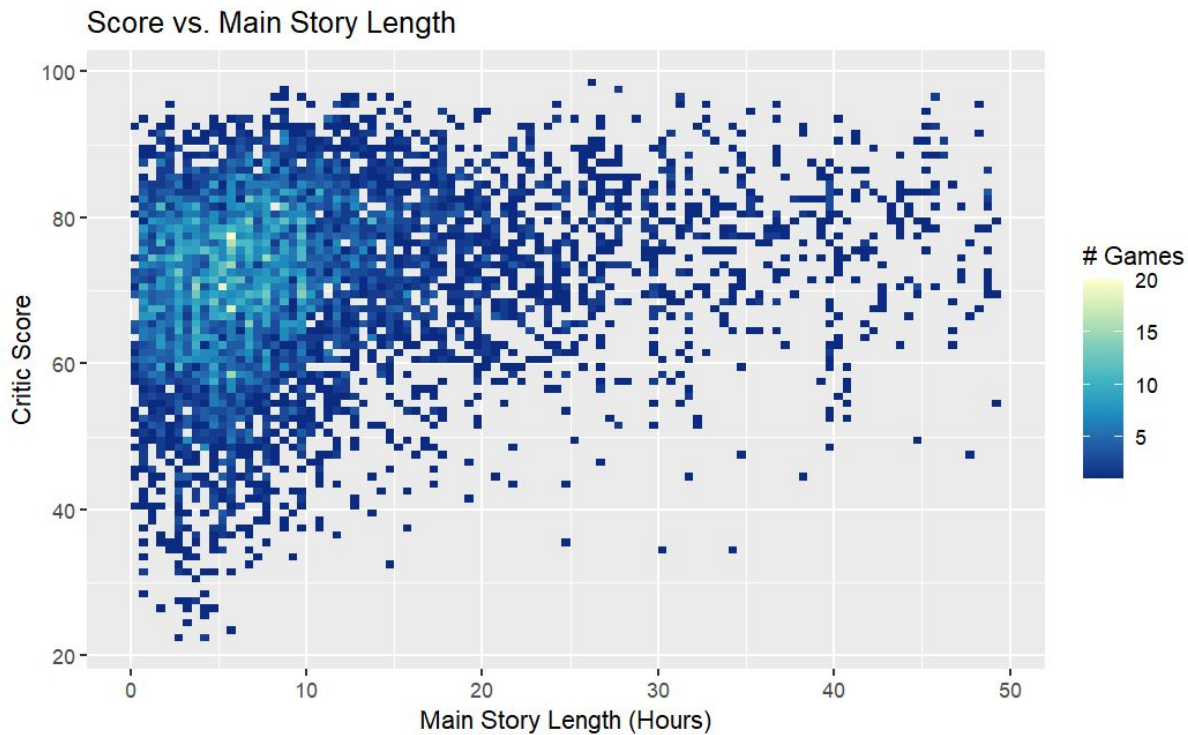
Macro (up to 75 hours)



Micro (up to 25 hours)



# A New Horizon: geom\_bin\_2d



# Conclusion

*“Innovation is 10% inspiration and 90% chaining your devs to their desks”*

*-the guy who invented the electric chair i think*

Are all short games bad? NO!  
Are all long games good? MAYBE!

