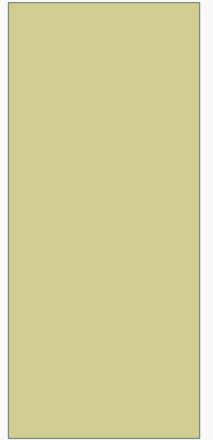# VIDEO GAME SOUNDTRACKS

A CAPSTONE PROJECT BY MONICA SEELEY

INSPIRATION

- I wanted to combine my two interests, music and video games
- Soundtracks are often overlooked in video games
    - Often not included in reviews
- Some games have amazing music ← personal opinion
- GOAL: see if soundtracks have any effect on game sales or rating by gamers

DATA CREATION

- Many sources of data
- Metacritic.com
  - Top 100 games per year
  - Scores by critics
  - Scores by users
  - Game genre
  - Release date
  - Etc…

DATA CREATION

- Youtube search API
  - First 50 search results when search for the game title + "soundtrack"
- Youtube stats API
  - Views
  - Likes
  - Dislikes
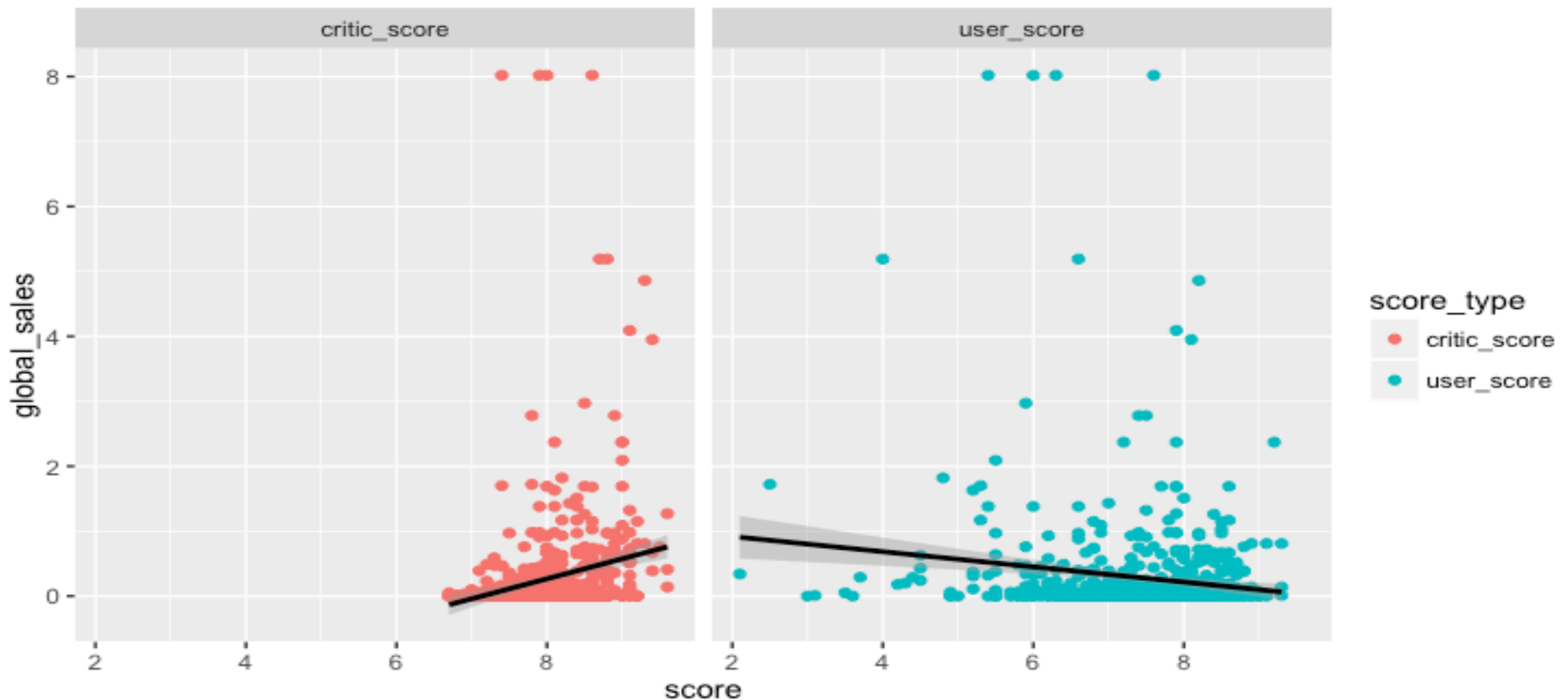 - comments
- Results are a mess of a JSON file

DATA CREATION

- VGChartz.com
  - Game sales
  - Estimates based on articles and reports
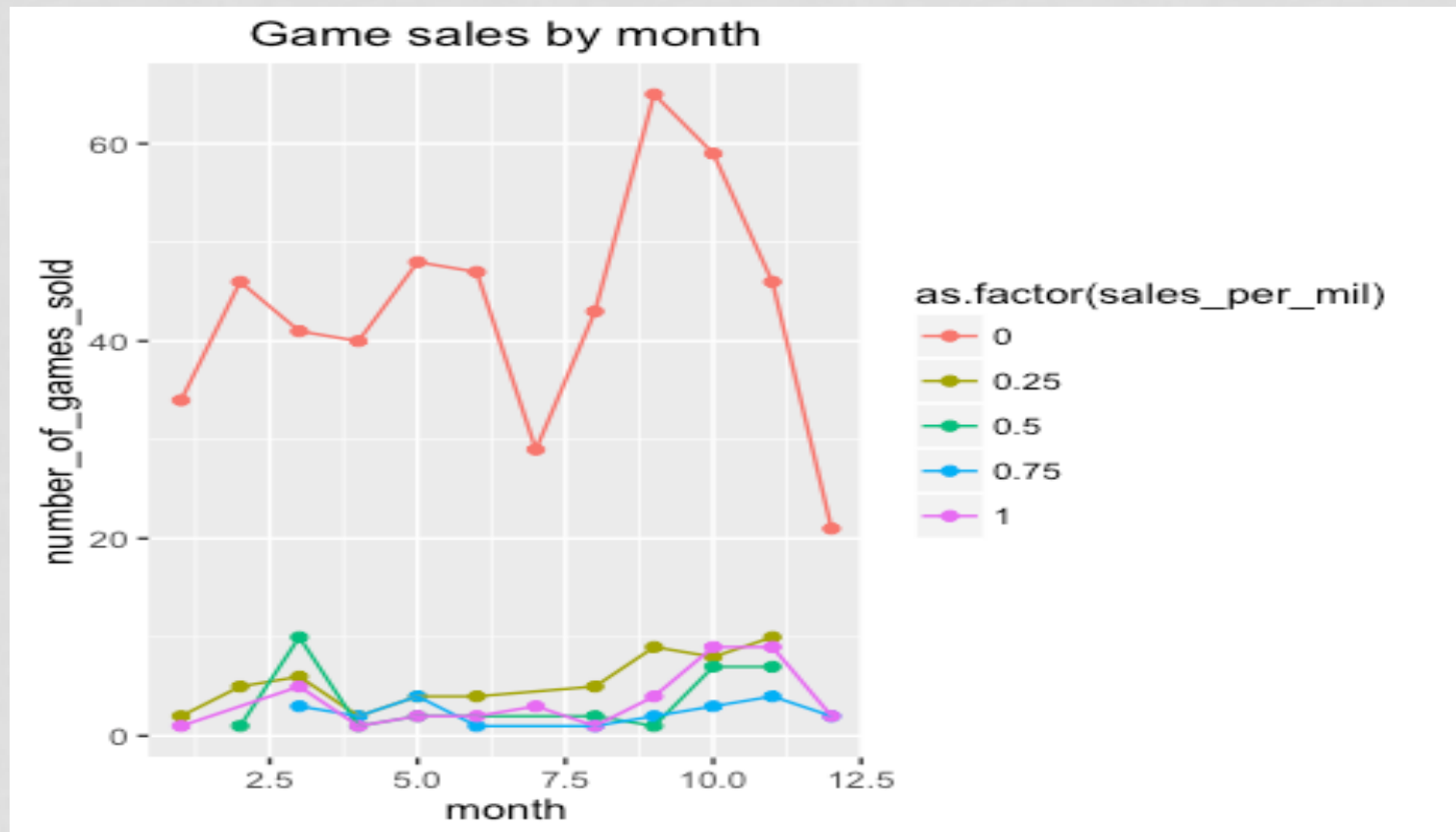 - Not the best dataset but close enough

ANALYSIS

- Developed linear regression using critic score and month of sale to predict sales

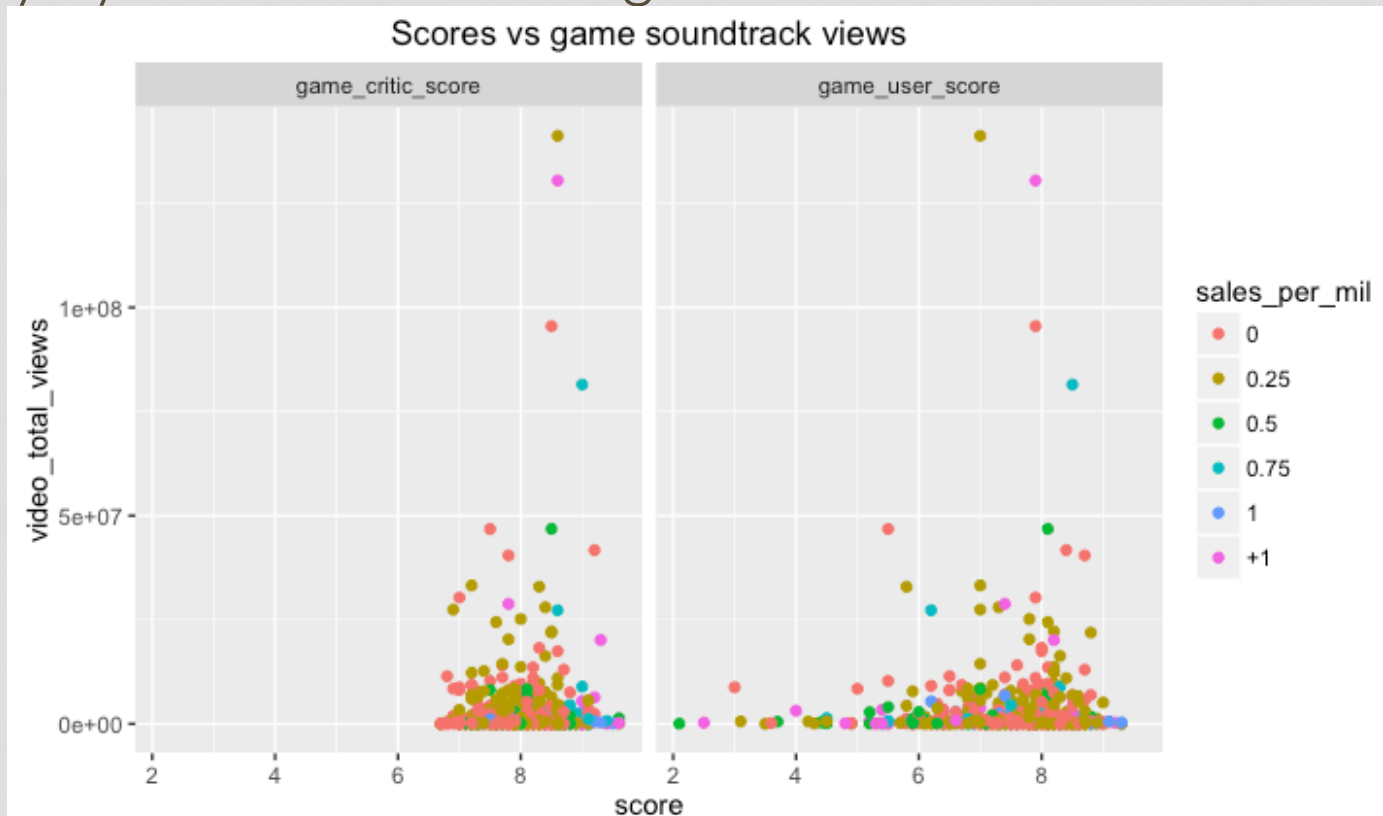How a Game is Scored and Sold (by the millions)

ANALYSIS

- Developed linear regression using critic score and month of sale to predict sales

ANALYSIS

- No significant correlation between soundtrack popularity and sales or score analysis
- But games with the most popular soundtracks were all rated highly by critics and users, regardless of sales

CONCLUSION

- Soundtrack popularity doesn't really affect sales or how a game is rated

- However, seeing how all the best soundtracks belong to highly scored games, game developers who are creating a AAA game should invest in their soundtrack produce a polished piece of work