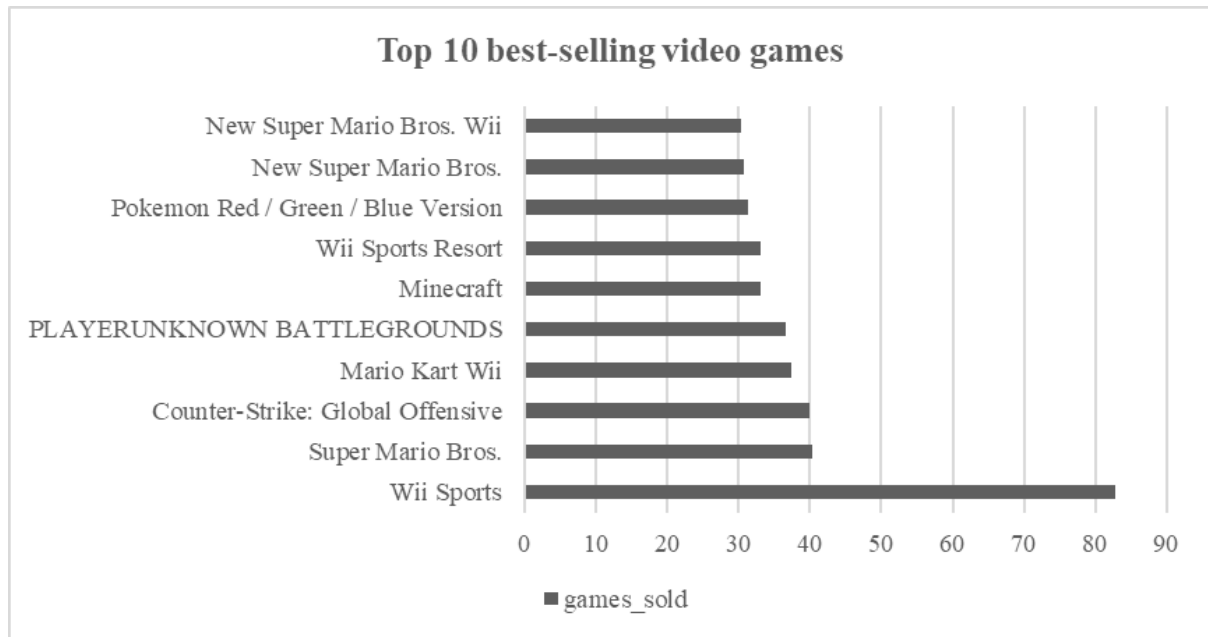


This is a project revolving around the topic of video games, with the purpose of compiling data and providing general insights into the state of video games released from 1977 to the middle of 2020.

From the query results, some general observations can be drawn. First, overall, from 1977 to mid-2020, a video game called Wii Sport took first place on the list of best-selling games with sales of 82.9 million copies. In the best-selling list, with a total of 7 games, Nintendo has the upper hand over the rest.

game	platform	publisher	developer	games sold	year
Wii Sports	Wii	Nintendo	Nintendo EAD	82.9	2006
Super Mario Bros.	NES	Nintendo	Nintendo EAD	40.24	1985
Counter-Strike: Global Offensive	PC	Valve	Valve Corporation	40	2012
Mario Kart Wii	Wii	Nintendo	Nintendo EAD	37.32	2008
PLAYERUNKNOWN BATTLEGROUNDS	PC	PUBG Corporation	PUBG Corporation	36.6	2017
Minecraft	PC	Mojang	Mojang AB	33.15	2010
Wii Sports Resort	Wii	Nintendo	Nintendo EAD	33.13	2009
Pokemon Red / Green / Blue Version	GB	Nintendo	Game Freak	31.38	1998
New Super Mario Bros.	DS	Nintendo	Nintendo EAD	30.8	2006
New Super Mario Bros. Wii	Wii	Nintendo	Nintendo EAD	30.3	2009



Based on the statistics collected from 1977 to mid-2020, game critics showed their preference for video games in 2003 through their scores, with 5.55 points. In addition, the high score from critics between 2002 - 2006, shows that video games during this time period have had certain developments and innovations. However, since the 2010s, critics' scores have varied widely and have shown signs of a sharp decline. The table below shows 10 years that have the highest scores from critics.

Year	Average Critic Score
2003	5.55
2002	5.36
2006	5.3
2004	5.15
2020	5.13
2005	5.11
1999	5.08
2001	4.99
2007	4.64
2000	4.62

Despite earning high marks from critics, the number of video games released in 2003 was only half that of 2009, and 2009's score by critics was 1.57 points lower than 2003. The table below shows only the years with more than 4 reviewed video games.

Year	Number of Games	Average Critic Score
<u>2009</u>	<u>3071</u>	<u>3.98</u>
2008	2921	4.34
2007	2566	4.64
2011	2507	3.44
2010	2503	3.29
2006	2120	5.3
2005	2111	5.11
2014	1644	2.89
2015	1597	2.81
2017	1567	4.02
<u>2003</u>	<u>1512</u>	<u>5.55</u>
2016	1491	3.48
2004	1469	5.15
2002	1456	5.36
2012	1390	3.63
2013	1356	3.79
2018	1341	4.17
2001	675	4.99
2000	472	4.62
1999	413	5.08
1998	366	3.6
1997	292	3.37
1996	287	2.3
1995	216	1.91
1994	113	0.86

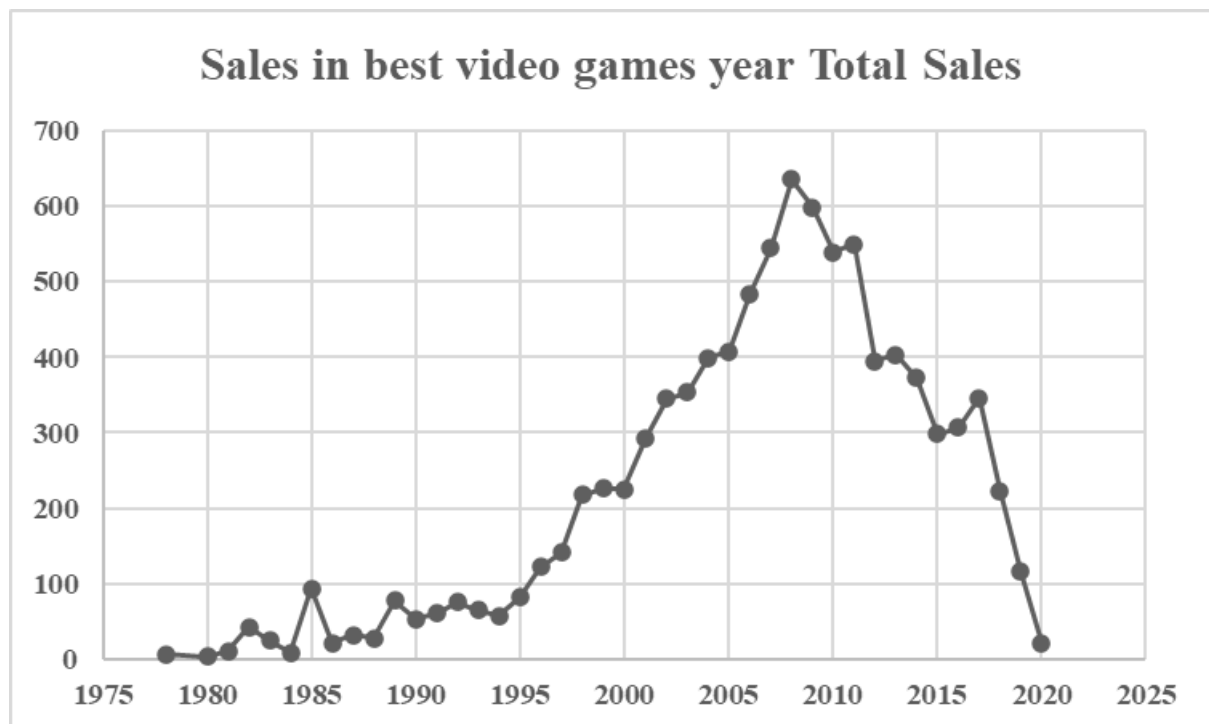
1993	93	2.08
2019	91	4.3
1992	56	0.93
1982	52	0.68
1983	43	0.42
1991	38	1.97
1989	34	2.67
1990	30	2.28
1986	24	1.81
1988	22	1.73
1985	19	2.89
1987	18	2.33
1981	14	3.76
1978	12	1.66
1984	12	0.79
2020	11	5.13
1980	7	0.84

In terms of users, although the data has only been shown until mid-2020, the user's score after experiencing the first 6 months of 2020 is extremely positive, and it is expected to continue to maintain this average score till the end of the year. Contrary to the critics' scores, from the 2010s onwards, users were extremely satisfied with the constant change and development of video games, as demonstrated by the increasing scores from 2012 to the second half of 2020.

Year	Average User Score
2020	3.55
2018	3.43
2019	3.36
2017	3.15
2016	2.83

2015	2.21
2014	2.17
2013	1.36
2012	1.22
1985	0.87

Regarding the number of copies sold of video games, the graph below clearly shows the growth in game sales. First, we can clearly see, sales peaked between 2005 and 2010, then there was a dramatic decrease from 2010 on. Before that peak period, video games have shown their strong durable development, since the 2010s, it can be seen that more users were interested and showed their preference for the video games.



Based on the above statistics and graphs, I have some general observations to make about video games during a certain time period, as well as discuss the reasons behind the significant differences in the data.

Overall, we can observe a discrepancy between user ratings and sales figures. User ratings from the 2010s onwards are completely opposite to the sales they reflect, and the reason for this is because of the vast number of games released during this period. Specifically, in the years 2007, 2008, and 2009, 2566, 2921, and 3071 games were respectively launched. This could have stimulated user curiosity, leading to increased

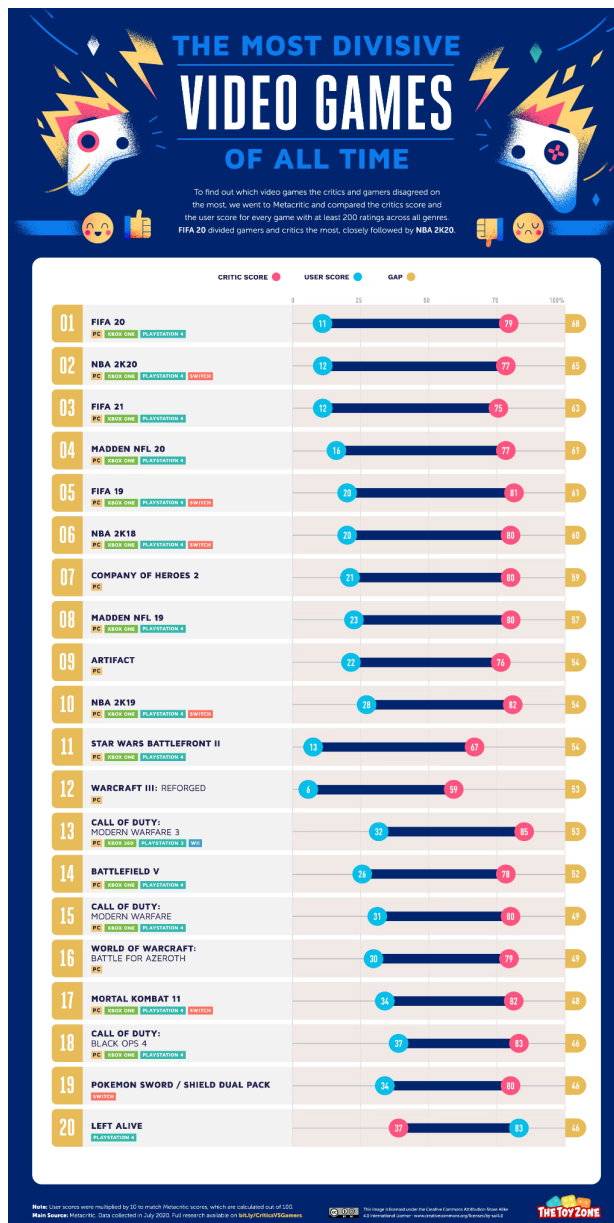
interest in video games, thereby boosting sales during this time. However, due to the novelty and lack of many features that users didn't feel satisfied with when experiencing, it was reflected in the low user ratings at the beginning of the 2010s.

In contrast to users, game critics have a more objective view of video games in the 2000s, as reflected in their highest scores in 2003, 2003, and 2006. Although video

games were not yet greatly improved at this time, they sparked a new wave in the gaming industry. This was also the time when video game sales showed signs of continuous growth until it peaked before entering the 2010s. However, after the 2010s, there was a sharp decline in sales, and the scores of critics also clearly reflected their dissatisfaction with video games during this period. So, the question arises as to why game critics had a viewpoint that was completely opposite to that of users? Gamers and game critics have had a love/hate relationship for many years. A game may be rated by a critic as a worthy and incredibly fun experience, but for a player, it may be a terrible game and not worth the time invested. From each perspective, they provide subjective viewpoints, which have sparked major debates in the gaming industry.

We will now discuss "What caused such a sharp decline in sales?". The video game industry has been a massive source of revenue for a long time.

However, there has been a decline in consumer spending on video games and this trend may continue in the future. There could be various factors contributing to this issue. One of the reasons I can think of is global inflation and changes in spending. As widely known, the world is currently experiencing a phase of global inflation. According to the NPD Group's report, the rising prices of food and fuel are expected to undermine the rationale for spending money on video games. Furthermore, the



surge in energy expenses and general financial instability, both on a global scale and an individual level, must also be taken into account. In 2020, the COVID-19 pandemic broke out, which also led to a decrease in consumer spending on electronic games due to the inflationary pressures on their prices.