



DIGITAL PLAYGROUNDS: A SNAPSHOT OF TODAY'S GAMING INDUSTRY

GROUP 5:

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Data Sources

Video Game Sales "vgsales.csv"

Scraped from
vgchartz.com

This dataset contains a list of video games with sales greater than 100,000 copies

List of Best-Selling Game Consoles

Scraped from
Wikipedia.com

The data contains video game consoles that have sold at least 1 million units worldwide

Worldwide PS4 & PS5 Software Unit Sales

Scraped from
SonyInteractive.com

The data contains unit sales for PlayStation®4 & PlayStation®5

Largest Overall Prize Pools in Esports

Scraped from
EsportsEarnings.com

This list represents video game tournaments with the largest prize pools in esports

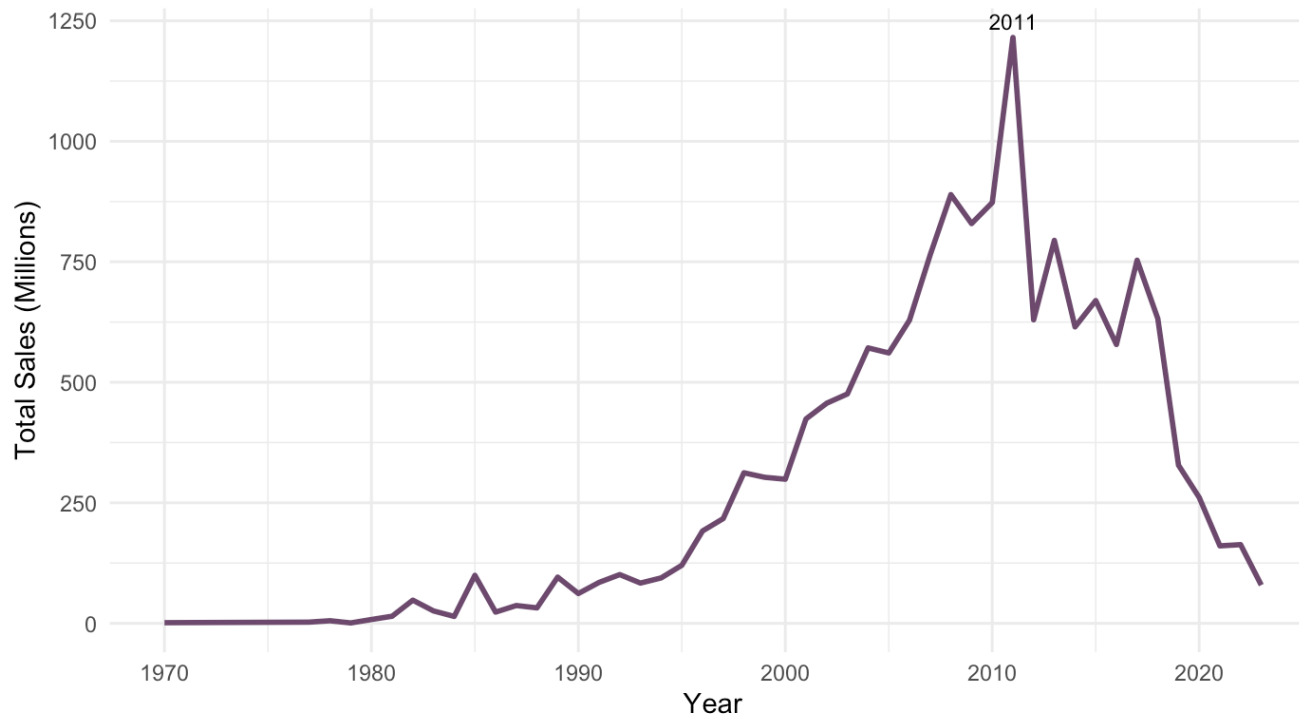
Part I: The Market



What does the market look like?

A Global Market Overview

Video Games Go From Humble Beginnings to Multi-Billion Dollar Industry
Total Sales for Video Games Released Each Year

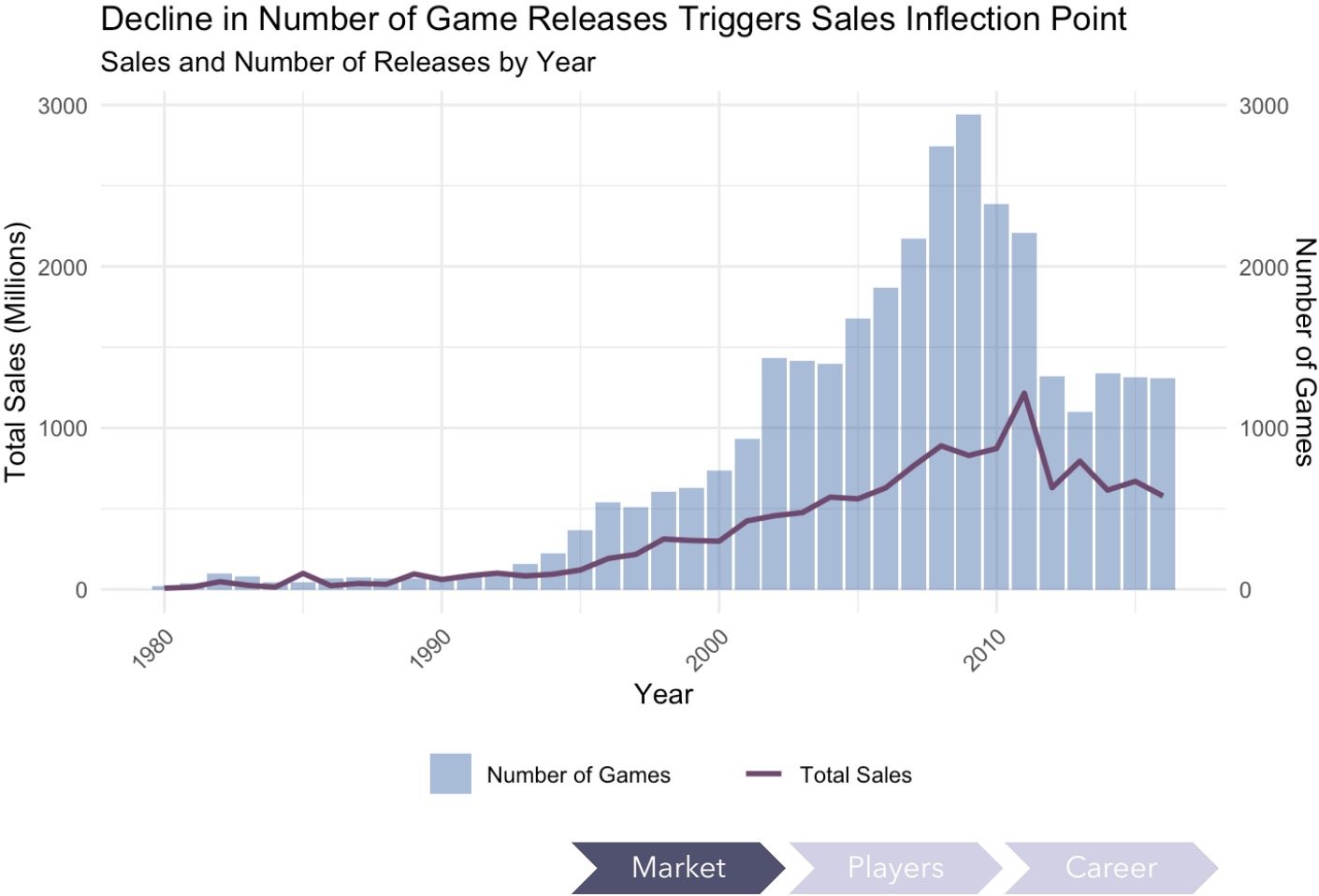


- Video game sales decline due to **rising mobile game popularity**
- Microsoft and Sony respond to the mobile-gaming trend by offering cloud-based subscriptions for multi-device access
- The gaming industry must adapt to **changing preferences and tech trends**, driven by smartphones, social media games, and streaming services



What explains the sharp downward turn post 2011?

Sudden Level Down in Game Releases: The Likely Culprit



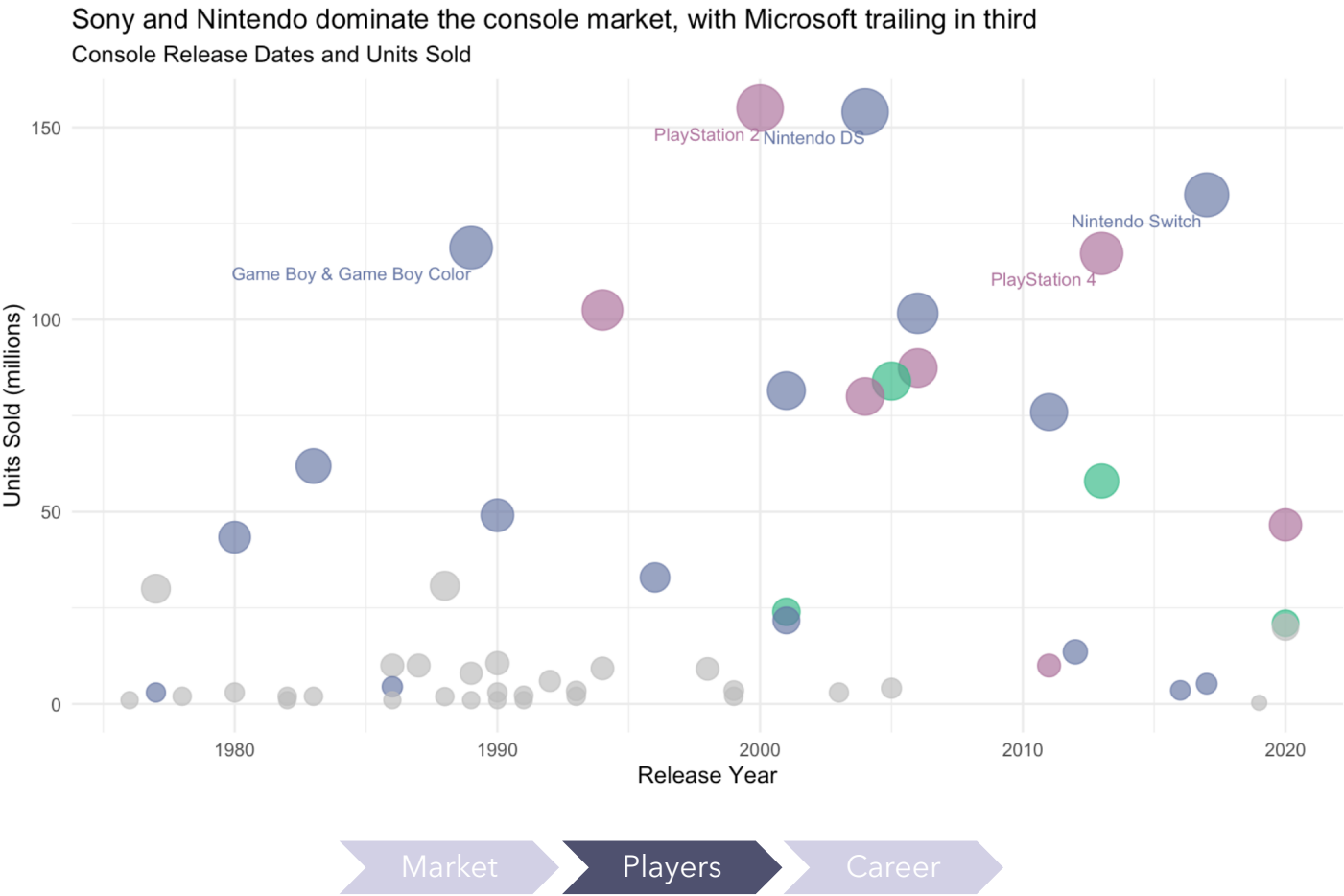
Who led this trend?

Part II: The Players



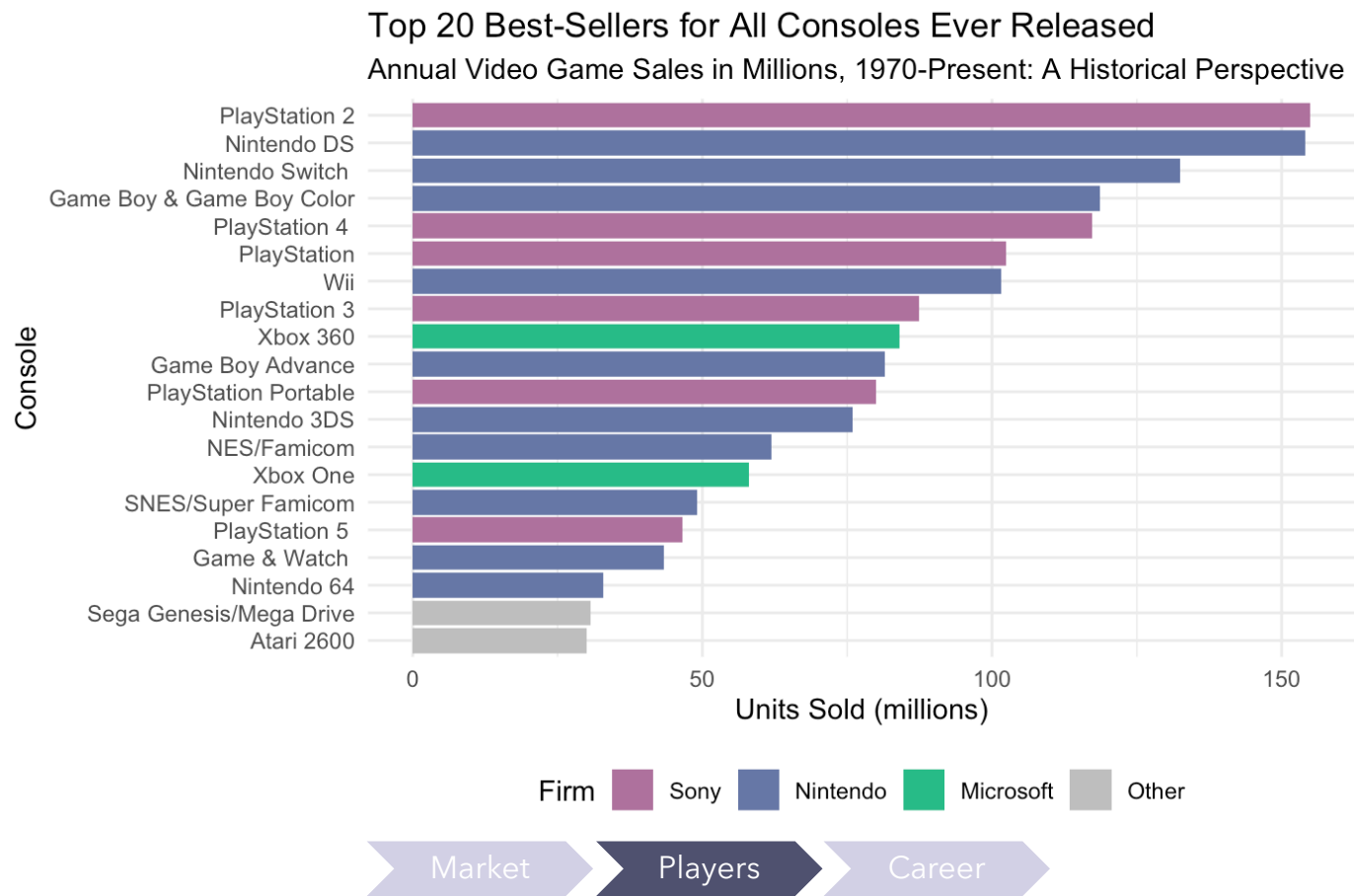
Who are the key companies in the console market?

Console Wars: The Battle for Market Dominance



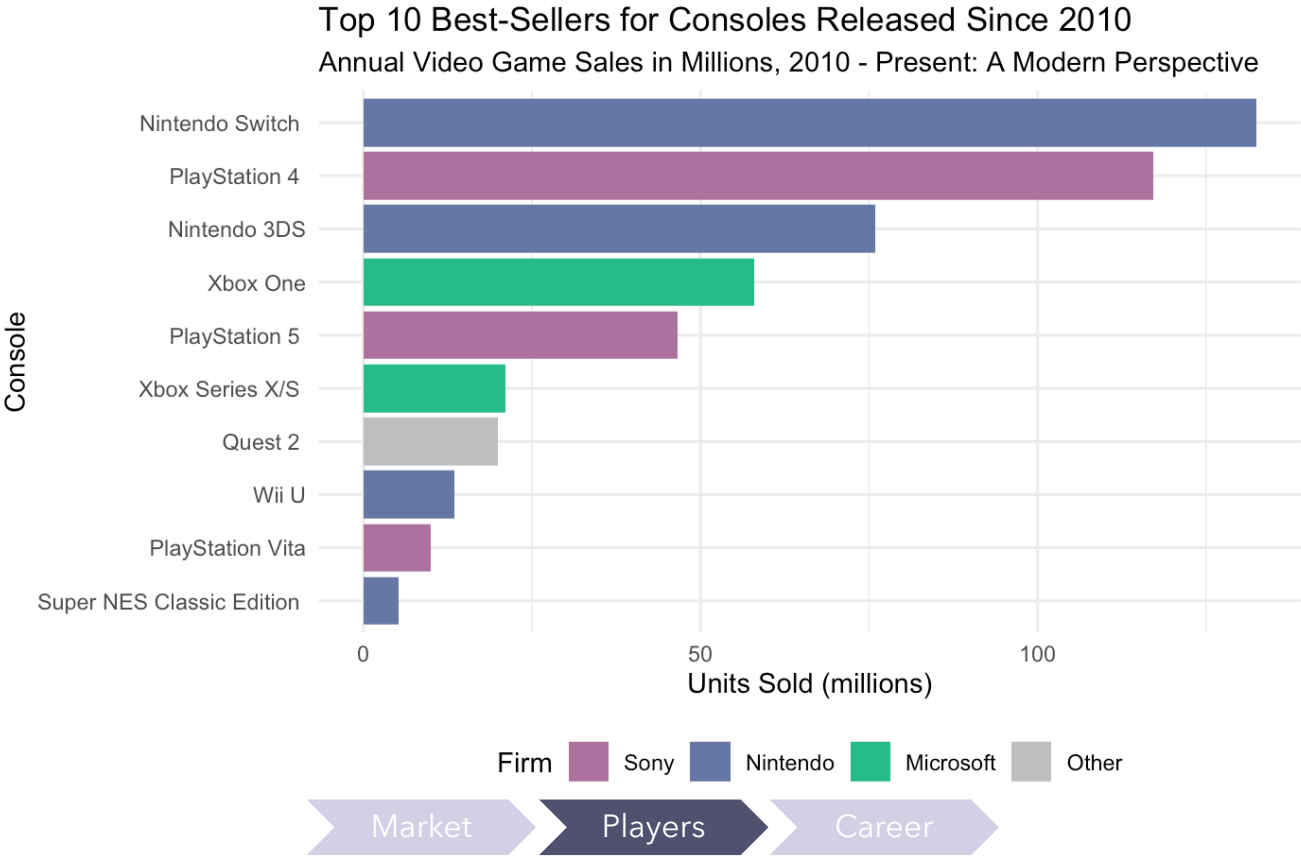
Let's investigate the makeup of the console market...

Triumvirate of Tech: Decade-Long Dominance in the Console Market



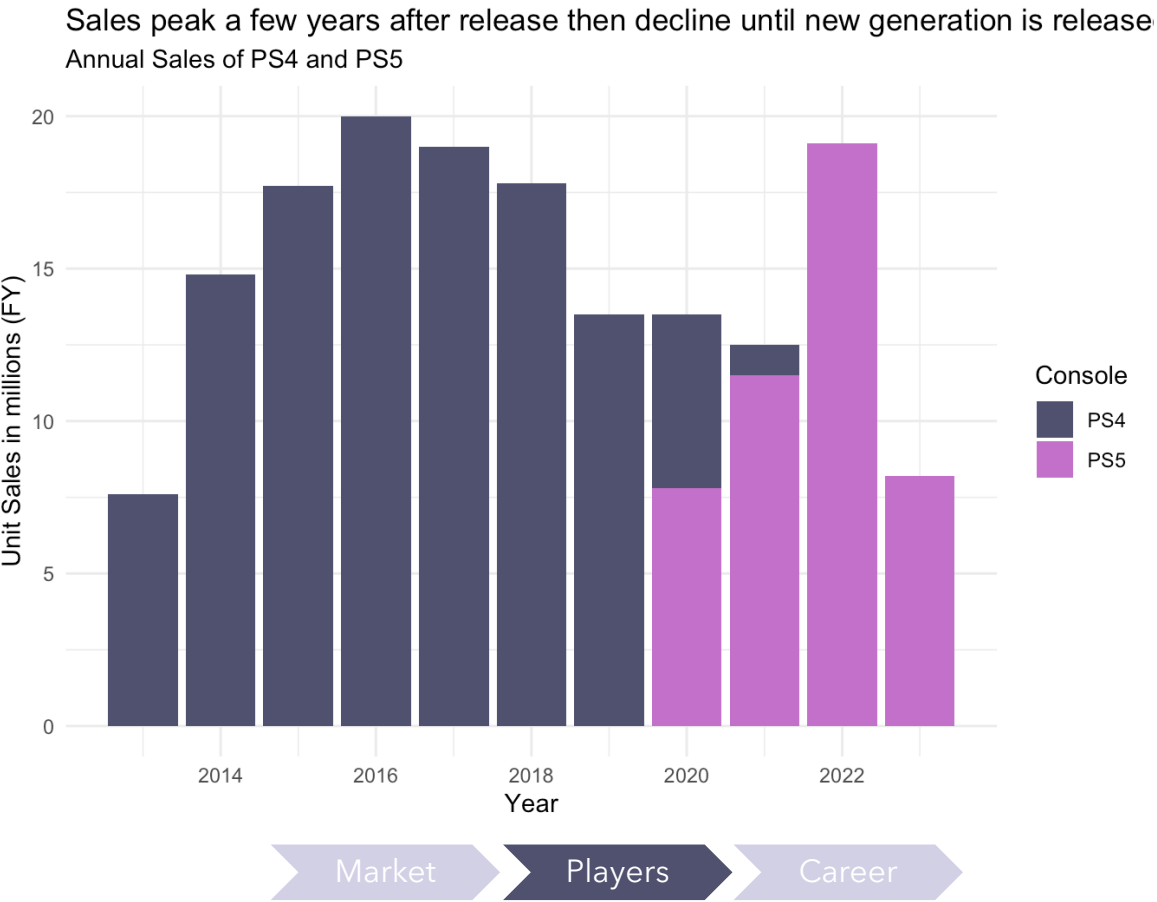
Let's take a closer look...

The Sony-Nintendo Rivalry Defines a Decade



How do newer versions impact sales?

The PlayStation Legacy: PS4 and PS5's Market Impact



What are PlayStation's most popular games?

Diving into the PlayStation Universe: A Spectrum of Blockbusters

PlayStation's most popular games - An illustration



- Top 50 games by sales for PlayStation
- **Popularity** is **evenly spread**
- **Franchises** like 'Call of Duty' and 'FIFA' show recurring success, indicating strong **brand loyalty**
- Many games offer robust **online multiplayer features**, reflecting the social shift in gaming



- **How many of these have you played before?**



What opportunities lie in this industry?

Part III: The Career

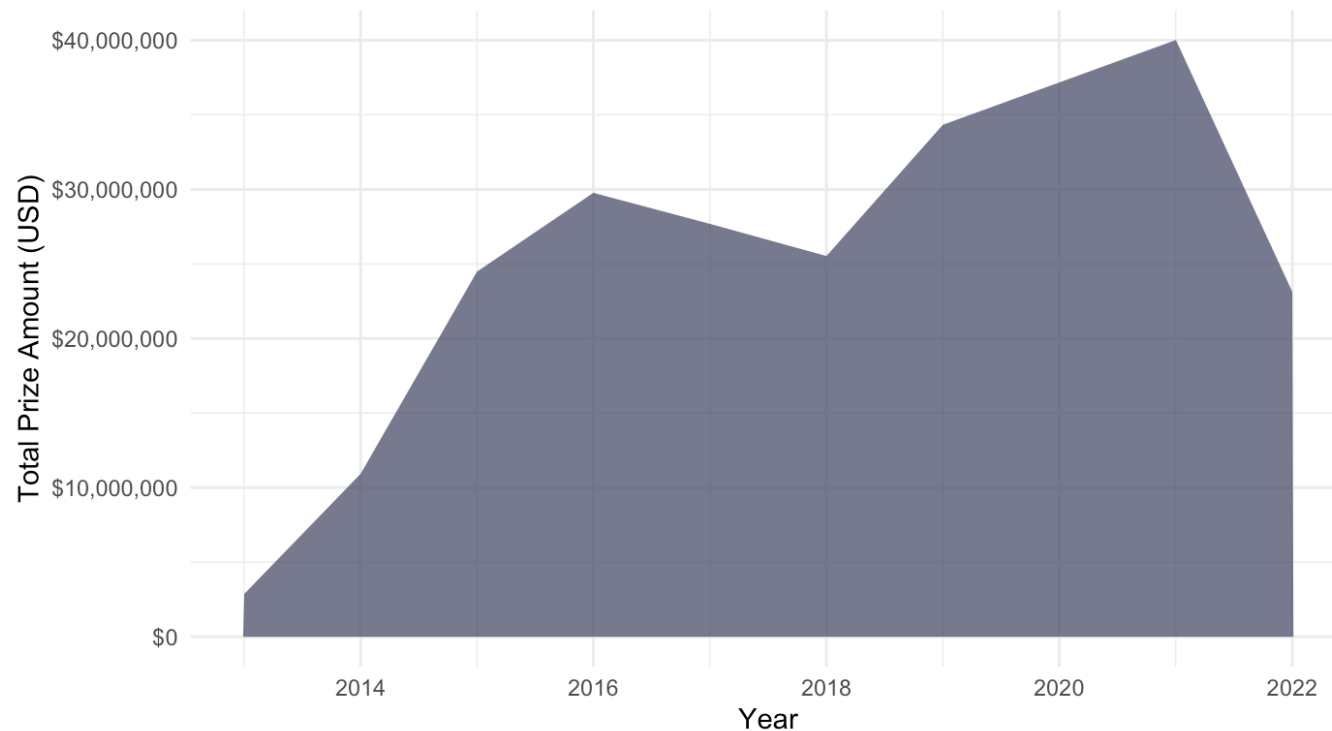


Wait, but what about professional gaming?

From Living Room to Arena: The Rise of Professional E-Sports

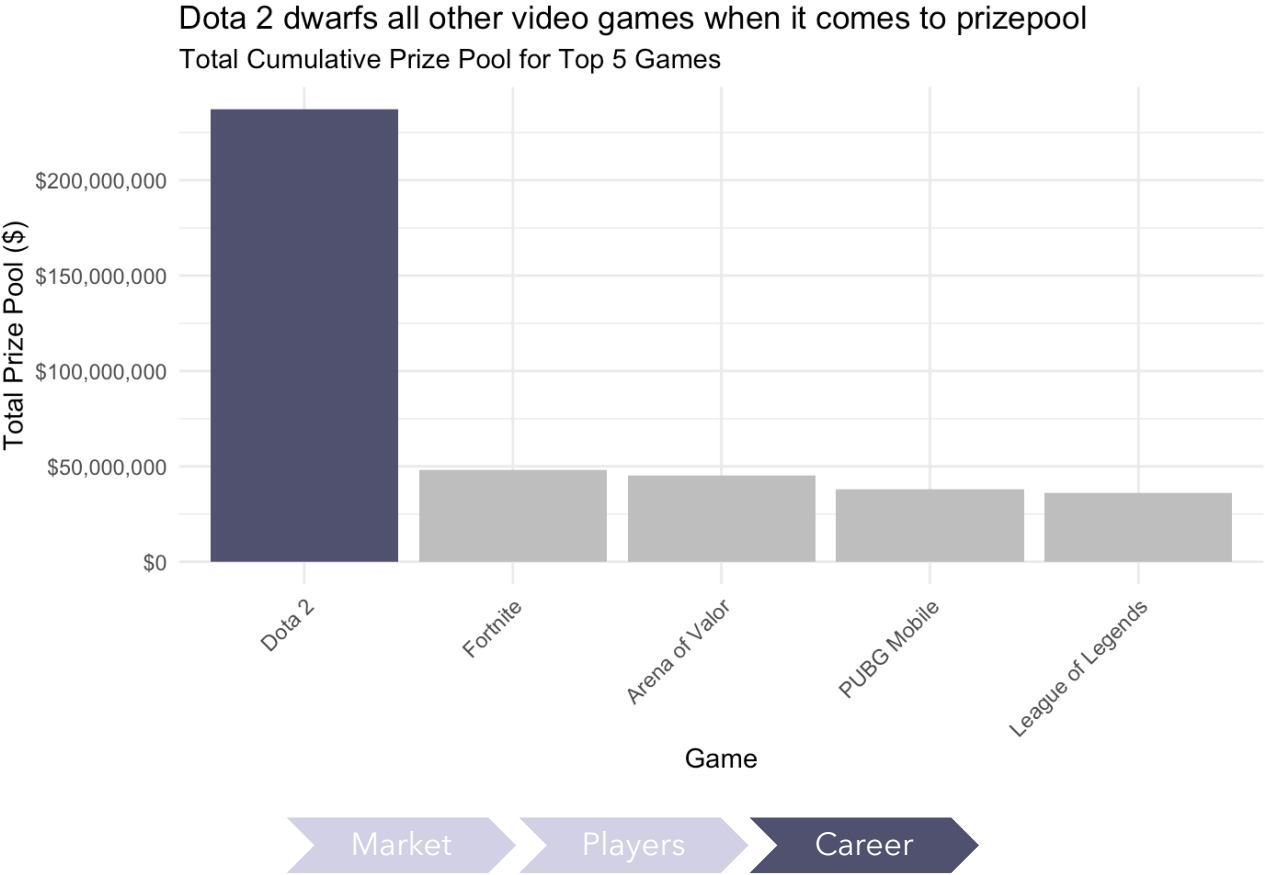
But can you actually make money by playing video games? YES!

Total Tournament Prize per Year for Dota 2, the Leading E-Sport



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Limitations & Conclusion

Limitations

- Datasets do not comprehensively cover all segments of the gaming industry (e.g., mobile, console, PC, and emerging platforms like VR)
- Gaming industry is highly dynamic, with trends and consumer preferences changing swiftly. Data collected even a few months ago might not accurately reflect current market conditions or forecast future trends effectively



THANK YOU!