

Video games are big business: the global gaming market is projected to be worth more than \$300 billion by 2027 according to Mordor Intelligence. With so much money at stake, the major game publishers are hugely incentivized to create the next big hit. But are games getting better, or has the golden age of video games already passed?

In this project, you'll analyze video game critic and user scores as well as sales data for the top 400 video games released since 1977. You'll search for a golden age of video games by identifying release years that users and critics liked best, and you'll explore the business side of gaming by looking at game sales data.

Your search will involve joining datasets and comparing results with set theory. You'll also filter, group, and order data. Make sure you brush up on these skills before trying this project! The database contains two tables. Each table has been limited to 400 rows for this project, but you can find the complete dataset with over 13,000 games on Kaggle.

## game\_sales table

Column	Definition	Data Type
name	Name of the video game	varchar
platform	Gaming platform	varchar
publisher	Game publisher	varchar
developer	Game developer	varchar
games_sold	Number of copies sold (millions)	float
year	Release year	int

## reviews **table**

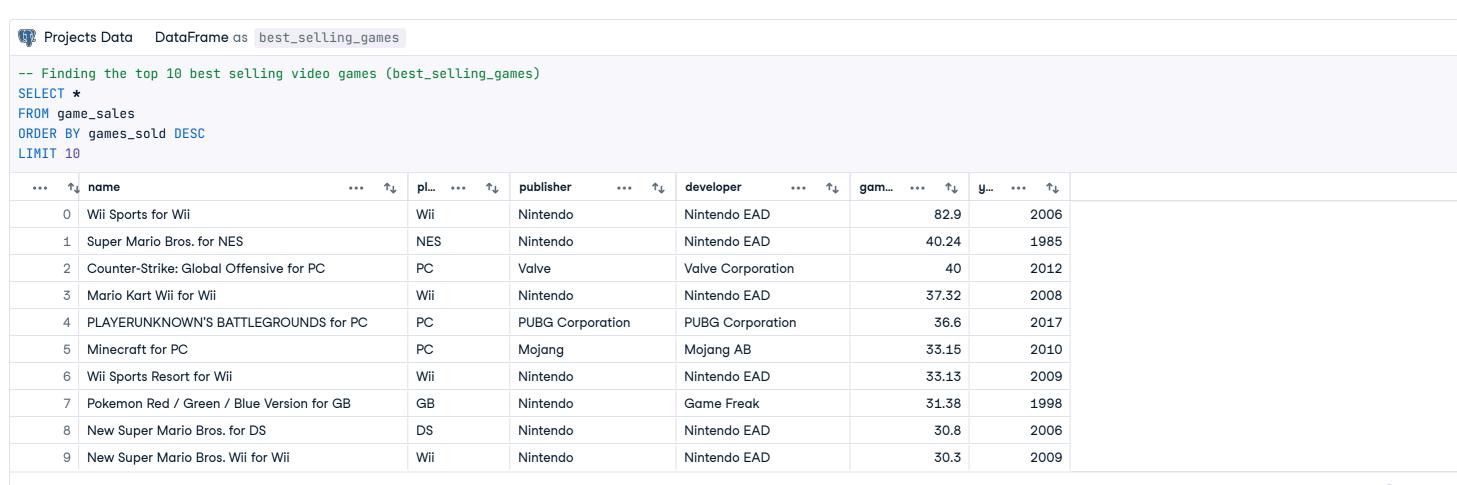
Column	Definition	Data Type
name	Name of the video game	varchar
critic_score	Critic score according to Metacritic	float
user_score	User score according to Metacritic	float

## users\_avg\_year\_rating table

Column	Definition	Data Type
year	Release year of the games reviewed	int
num_games	Number of games released that year	int
avg_user_score	Average score of all the games ratings for the year	float

## critics\_avg\_year\_rating table

Column	Definition	Data Type
year	Release year of the games reviewed	int
num_games	Number of games released that year	int
avg_critic_score	Average score of all the games ratings for the year	float



Rows: 10 Expand

Projects Data DataFrame as critics\_top\_ten\_years

-- Finding the top 10 years with highest critic scores
SELECT year, num\_games, ROUND(avg\_critic\_score,2) AS avg\_critic\_score
FROM public.critics\_avg\_year\_rating
WHERE num\_games >= 4

ORDER BY avg\_critic\_score DESC

LIMIT 10

i ••• ↑↓	year ··· ↑↓	num_games ··· ↑↓	avg_critic_sc ↑↓
0	1998	10	9.32
1	2004	11	9.03
2	2002	9	8.99
3	1999	11	8.93
4	2001	13	8.82
5	2011	26	8.76
6	2016	13	8.67
7	2013	18	8.66
8	2008	20	8.63
9	2017	13	8.62

Rows: 10

Expand



Projects Data DataFrame as golden\_years

-- Finding the golden year

SELECT public.users\_avg\_year\_rating.year, public.users\_avg\_year\_rating.num\_games, public.users\_avg\_year\_rating.avg\_user\_score, public.critics\_avg\_year\_rating.avg\_critic\_score, (public.users\_avg\_year\_rating.avg\_user\_score-public.critics\_avg\_year\_rating.avg\_critic\_score) AS diff

FROM public.users\_avg\_year\_rating

INNER JOIN public.critics\_avg\_year\_rating

ON public.users\_avg\_year\_rating.year = public.critics\_avg\_year\_rating.year

AND public.users\_avg\_year\_rating.num\_games = public.critics\_avg\_year\_rating.num\_games

WHERE public.users\_avg\_year\_rating.avg\_user\_score >9

OR public.critics\_avg\_year\_rating.avg\_critic\_score >9

ORDER BY public.users\_avg\_year\_rating.year

i •••	• •	year	↑↓	num_ga ··· ↑↓	avg_user ••• ↑↓	avg_critic ∙•• ↑↓	diff ··· ↑↓
	0		1997	8	9.5	7.93	1.57
	1		1998	10	9.4	9.32	0.08
	2		2004	11	8.55	9.03	-0.48
	3		2008	20	9.03	8.63	0.4
	4		2009	20	9.18	8.55	0.63
	5		2010	23	9.24	8.41	0.83

Rows: 6

Expand