

## Business Insights

- *Elden Ring: Shadow of the Colossus* (4.8) is the highest-rated game, with RPG and action titles dominating top-rated positions.
- Several critically acclaimed games consistently score above 4.6, indicating strong performance in story-driven and immersive genres.
- Kitfox Games, Bay 12 Games, ZA/UM, and Konami Digital Entertainment have the highest average ratings (~4.6), showing that mid-sized studios excel in quality.
- Adventure (~1.3K titles) is the most common genre, followed by RPG (~0.7K) and Shooter (~0.5K), indicating heavy supply concentration in these segments.
- MOBA has the highest average plays per game (~10K), making it the most engagement-efficient genre.
- Shooter, Racing, and Platform genres also show strong engagement (~6K average plays).
- Games like Paladins, Figment, and Fortnite have higher backlog compared to wishlist, indicating strong interest but lower immediate conversion to active play.
- The industry shows steady growth from 1980–2005 and rapid expansion post-2010, peaking around 2020.
- The decline after 2022 likely reflects incomplete recent data rather than actual market contraction.
- 3-star ratings (2.8K) dominate the distribution, followed by 4-star ratings (1.7K), meaning most games are moderately well received.
- Very few 0–1 star ratings suggest overall product quality stability.
- *Hi-Fi Rush* and *Yakuza 0* are the most wishlisted games (16 each), indicating strong pre-release demand for action and story-rich titles.
- Nintendo leads in productivity (230 titles), followed by Capcom and Square Enix, highlighting the scale advantage of major publishers.