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**Section: IST 719**

**Title: Work in Progress for the poster**

**Dataset Description:**

The data set I am going to use is related to video games sales from 1981 to 2016. Data is sourced from Kaggle (<https://www.kaggle.com/sidtwr/videogames-sales-dataset>). Kaggle data is sourced from Metacritic. Metacritic is a website that aggregates reviews of films, TV shows, music albums, video games and formerly, books. Metacritic provides user and critic rating for each product and the sales details. Dataset contains about 16449 observations.

**Compelling Story:** Video games are becoming the popular entertainment choice over the years. Video game revenue increased from US\$ 9.5B in 2007 to US\$134.9 in 2018(**15 times over 10 years**). Hollywood total box office in 2007 is US\$9.7B and US\$11.9B in 2018 (1.2 times in 10 years). Console and mobile gaming are the key drivers of the revenue. This analysis is focused on the consoles and find who is the industry leader.

Movie sales source: <https://www.the-numbers.com/market/>

Video game sales: [Video game industry - Wikipedia](#)

**Audience:**

Console video game enthusiast interested in finding the best and worst consoles.

Video game developers and publishers to understand and target the right regions, consoles to get better revenue.

**Questions:**

1. Which company producing the best consoles?
2. Is sales vary by region for video games?
3. What is the top console
4. Who is the top game developer?

# PLAYSTATION IS KING

QUICK STORY:

REVENUE OVER YEARS  
CHART

BEST  
PLAY  
STATION  
CONSOLE  
CHART

HIGH LIGHT  
VISUAL TO  
SHOW WHY  
PLAYSTATION IS  
BEST

TOP Developer  
CHART

CONSOLE LIFE  
SPAN CHART

YEAR OVER YEAR SALES  
BY REGION

CRITIC RATINGS  
AND REVENUE  
CHART

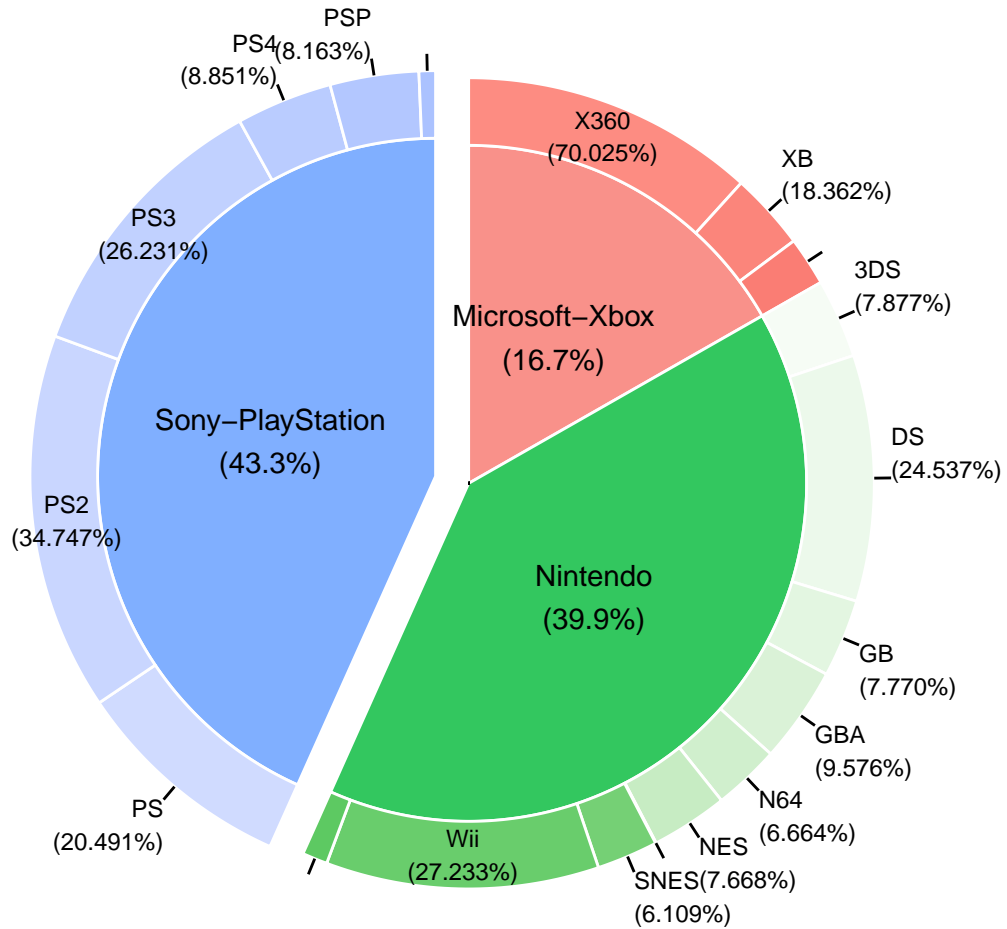
SUMMARY:

#1:

#2:

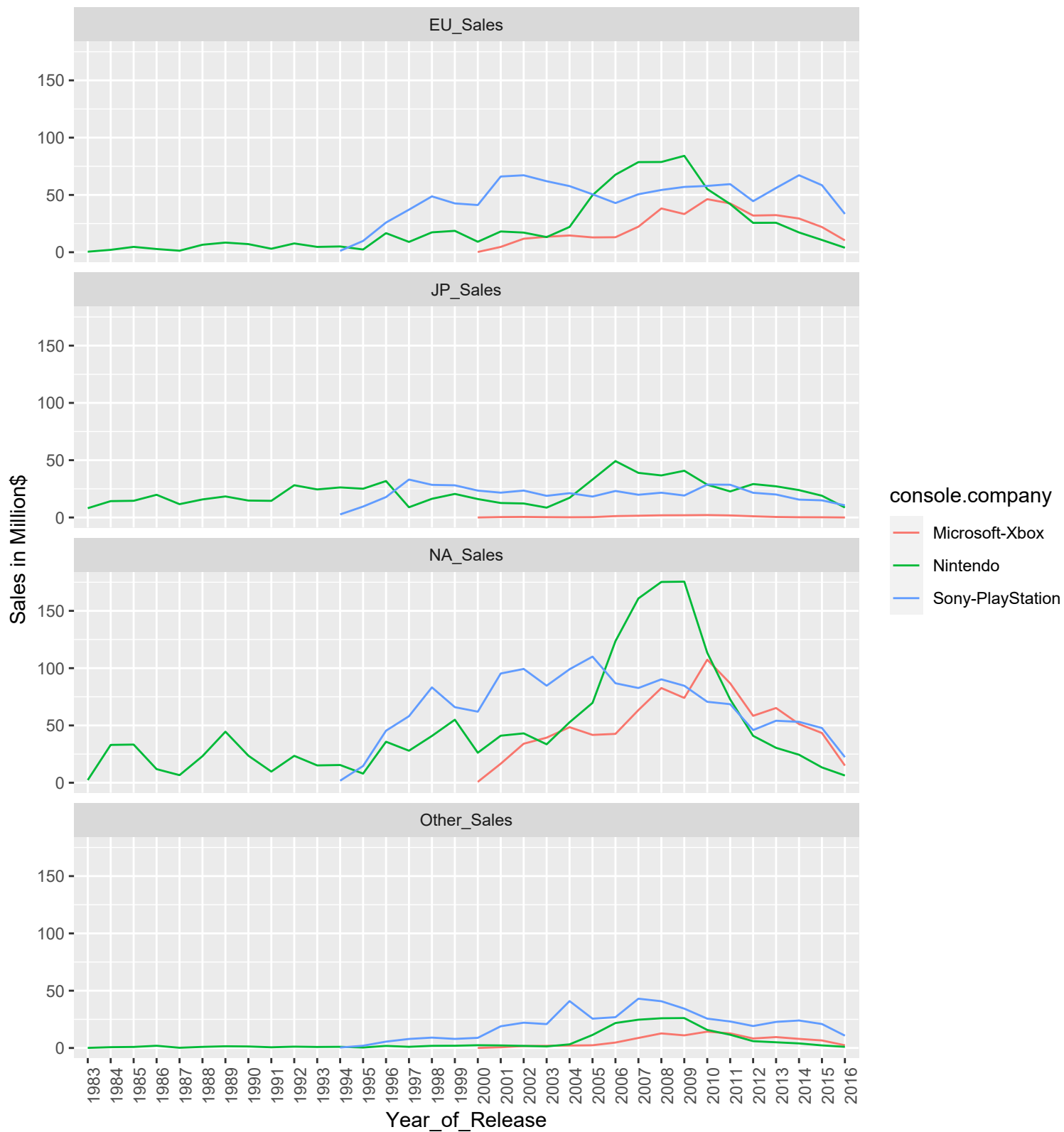
#3:

# Global Sales revenue (1981–2016)

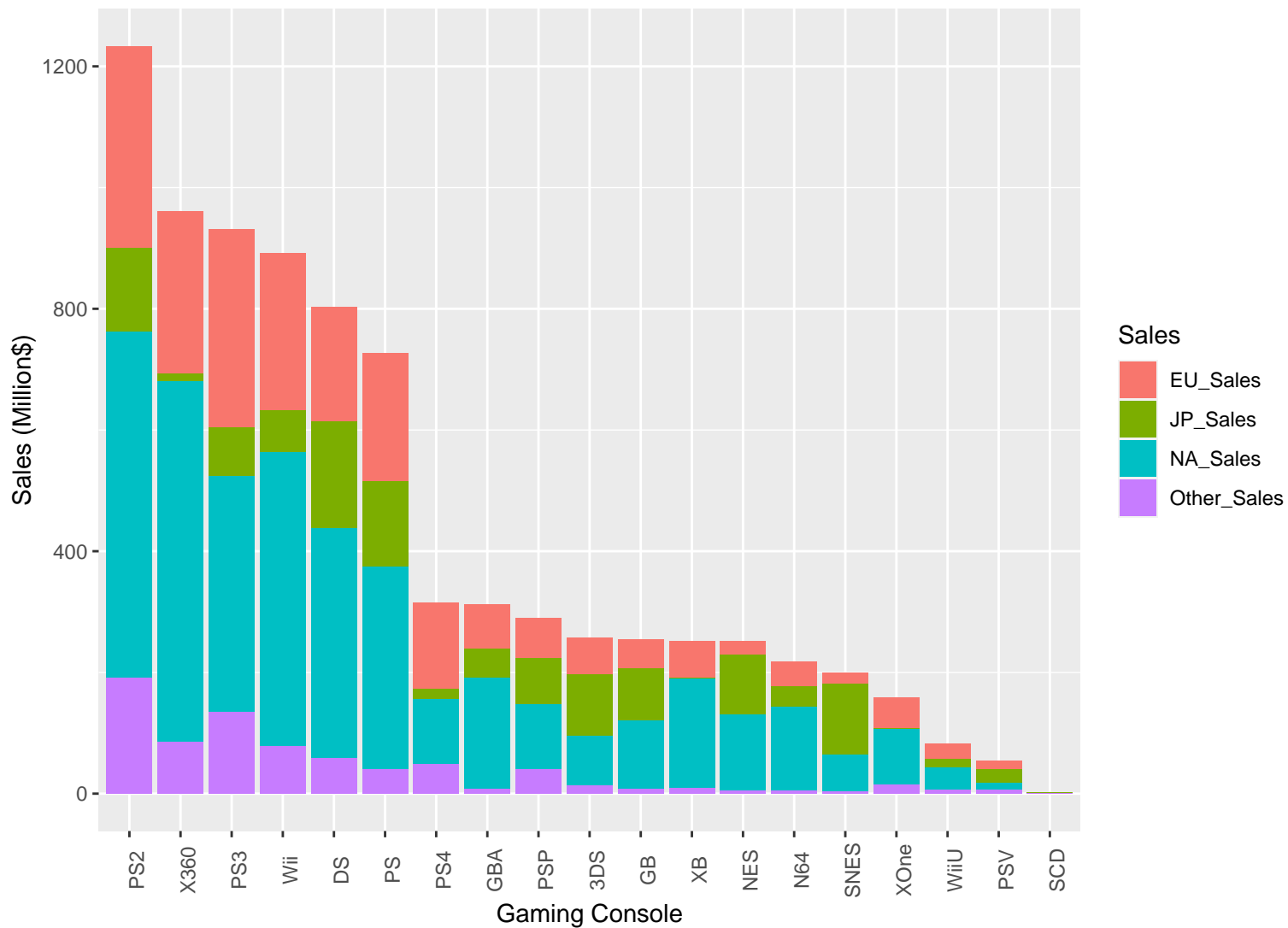




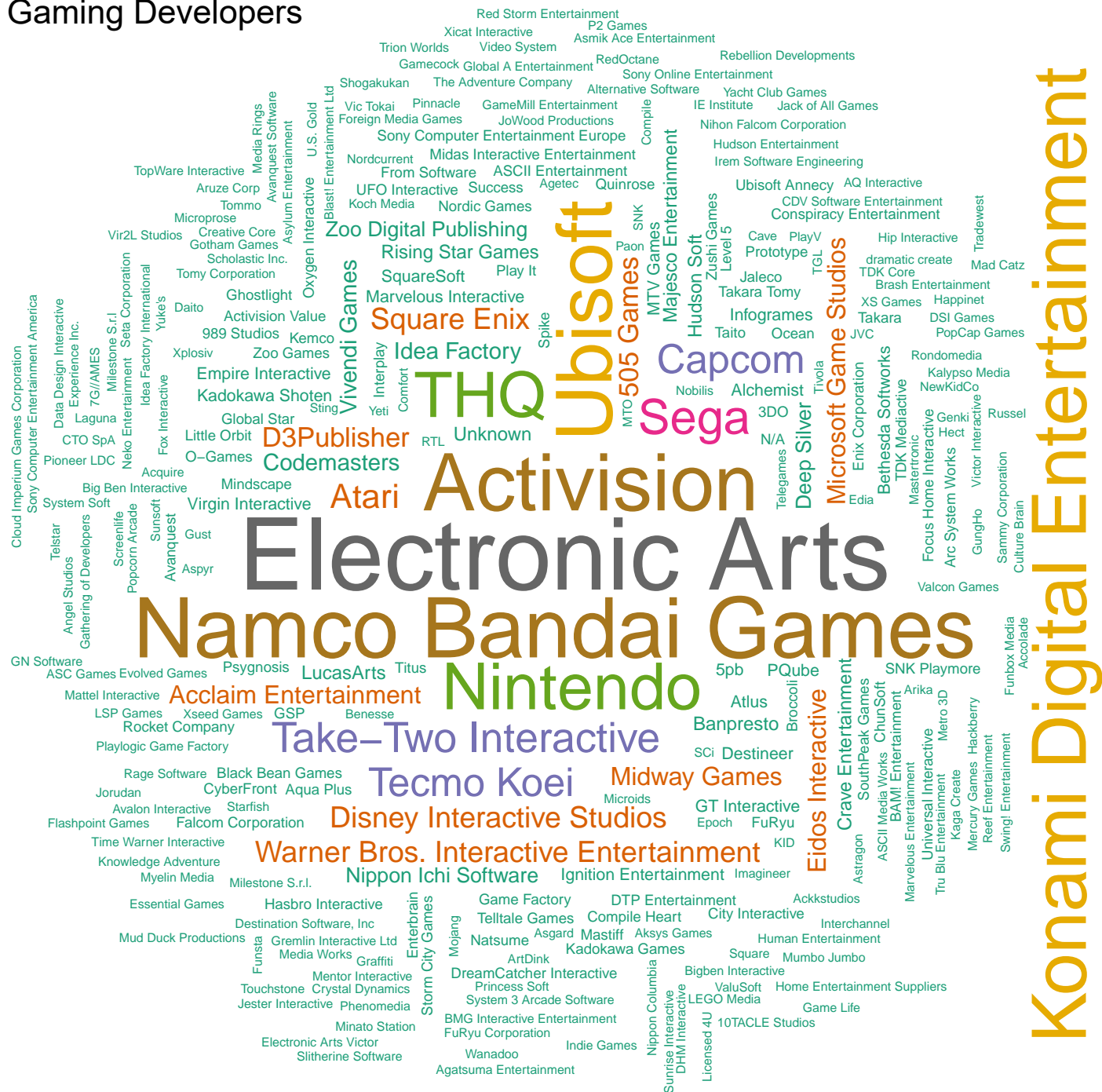
# Game sales by Year



Sales by Gaming Console (1981– 2016)



## Gaming Developers



# Console life time

