Final Project - Draft

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1/22/2024

1: Cleaning the data!

Some of the user reviews are "tbd", meaning "to be decided". To keep comparisons (particularly between user and meta scores) equal, I excluded them from the data set.

```
allgamescopy = allgamescopy[allgamescopy$user_review != "tbd", ]
```

user_review's type is chr, meaning it will not work as a quantitative variable. To navigate this, I made a new column called user_score, and assigned the values there as a numeric type.

```
allgamescopy$user_score <- 0

for (i in 1:nrow(allgamescopy)){
  allgamescopy[i, "user_score"] <- as.numeric(allgamescopy[i, "user_review"])
}
```

For consistency, I multiplied the user scores by 10 so that they will be out of 100, like the meta scores.

```
for (i in 1:nrow(allgamescopy)) {
  allgamescopy[i, "user_score"] <- (allgamescopy[i, "user_score"] * 10)
}
```

I also made a column for the user and meta score combined, called total_score. This should be measured out of 200.

```
allgamescopy$total_score <- 0

for (i in 1:nrow(allgamescopy)) {
  allgamescopy[i, "total_score"] <- (allgamescopy[i, "meta_score"] +
                                       allgamescopy[i, "user_score"])
}
```

The platform column has whitespace at the start of each variable. I removed it.

```
for (i in 1:nrow(allgamescopy)) {
  allgamescopy[i, "platform"] <- str_sub(allgamescopy[i, "platform"], 2)
}
```

The release_date column gives the entire date. For categorisation purposes, I made a column for just the release year specifically.

```
allgamescopy$year <- ""

for (i in 1:nrow(allgamescopy)) {
  allgamescopy[i, "year"] <- str_sub(allgamescopy[i, "release_date"], -4, -1)
}
```

I made a new column to identify each game by the game generation in which it was released.

5th Generation: 1993-1997 | 6th Generation: 1998-2004 | 7th Generation: 2005-2011 | 8th Generation: 2012-2019 | 9th Generation: 2020 onward (current generation)

```
allgamescopy$generation <- " "

for (i in 1:nrow(allgamescopy)) {
  if (allgamescopy[i, "year"] <= 1997) {
    allgamescopy[i, "generation"] <- "5th Generation"
  }
  else if (allgamescopy[i, "year"] <= 2004) {
    allgamescopy[i, "generation"] <- "6th Generation"
  }
  else if (allgamescopy[i, "year"] <= 2011) {
    allgamescopy[i, "generation"] <- "7th Generation"
  }
  else if (allgamescopy[i, "year"] <= 2019) {
    allgamescopy[i, "generation"] <- "8th Generation"
  }
  else if (allgamescopy[i, "year"] >=2020) {
    allgamescopy[i, "generation"] <- "9th Generation"
  }
}
```

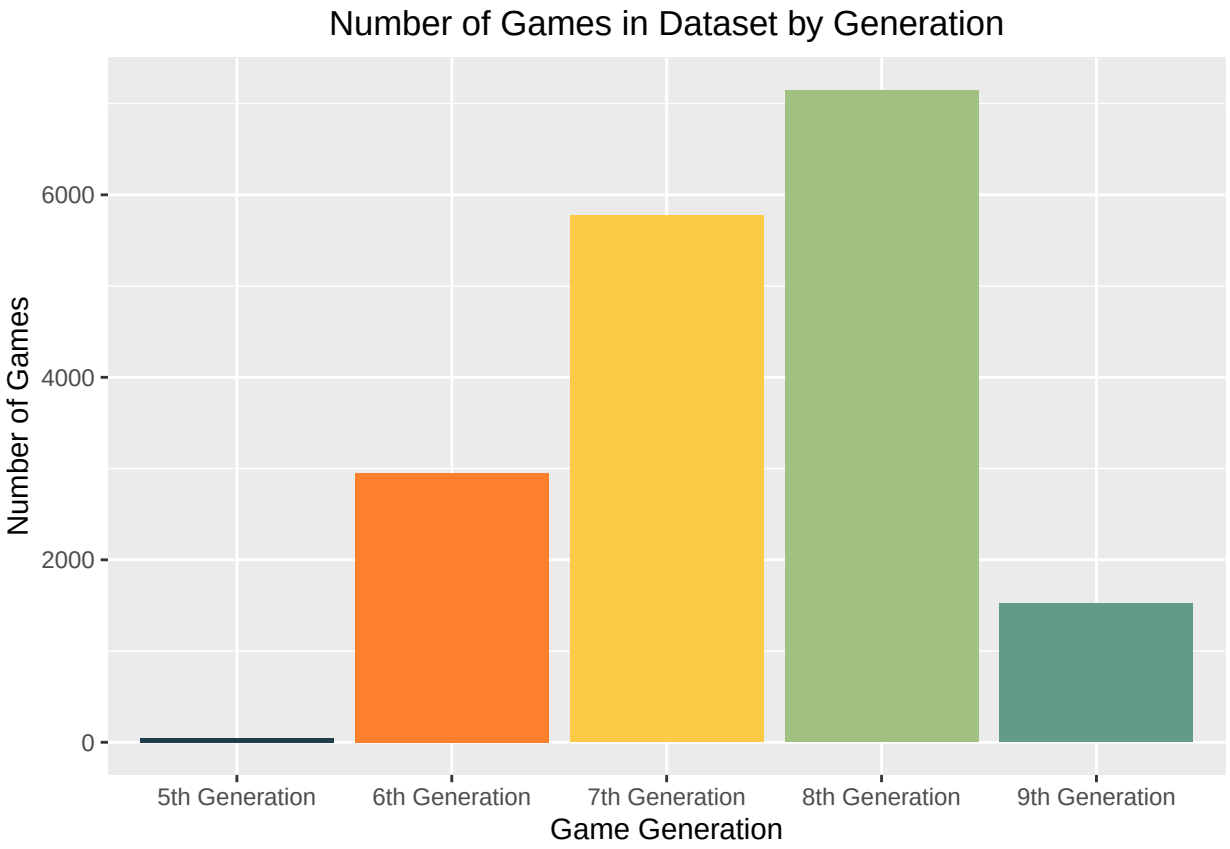
I categorised what I considered to be relevant columns, for grouping purposes.

```
allgamescopy$platform <- as.factor(allgamescopy$platform)
allgamescopy$year <- as.factor(allgamescopy$year)
allgamescopy$generation <- as.factor(allgamescopy$generation)
```

And finally, I made a visual of the number of games per generation and platform in the data set, just so we could easily see what we're working with.

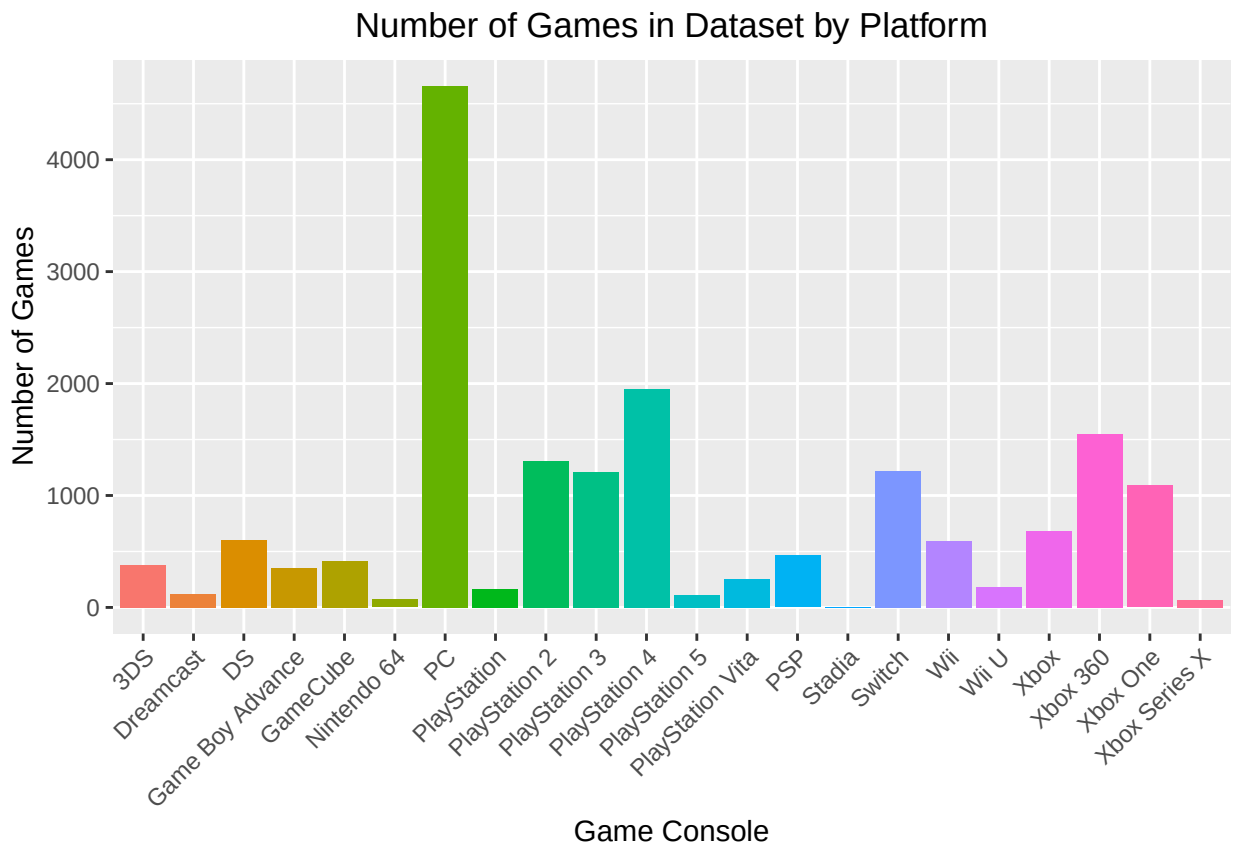
Total Number of Games by Generation

```
ggplot(allgamescopy) + geom_bar(mapping = aes(x=generation, fill=generation)) +
  labs(title="Number of Games in Dataset by Generation",
       x="Game Generation", y="Number of Games") +
  theme(plot.title=element_text(hjust = 0.5), legend.position="none") +
  scale_fill_manual(values=c("#233D4D", "#FE7F2D", "#FCCA46", "#A1C181", "#619B8A"))
```

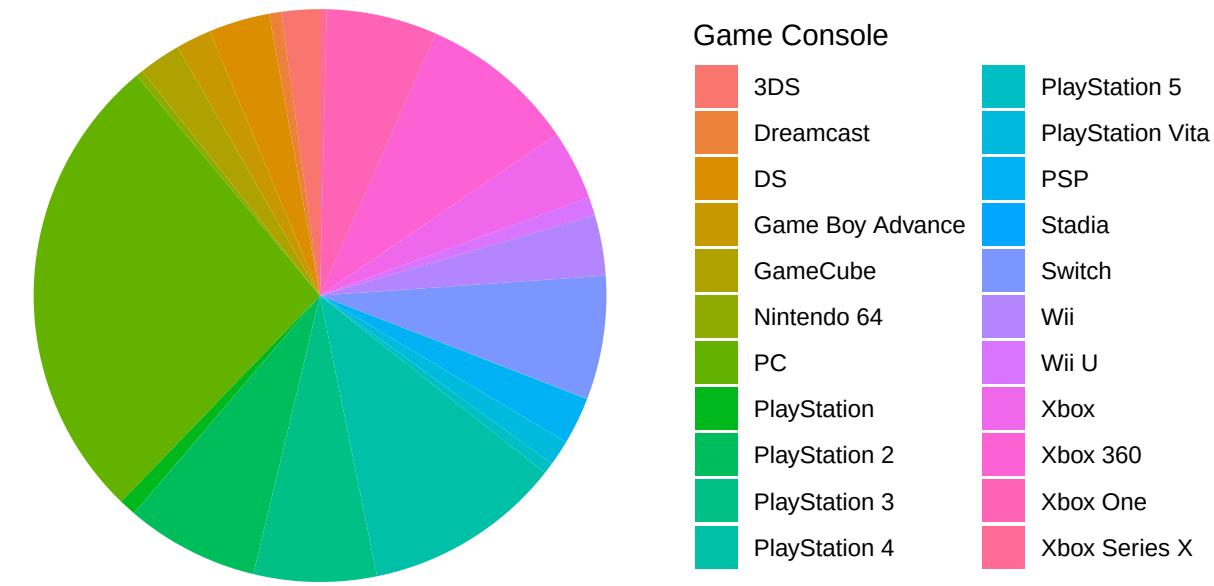


Total Number of Games by Platform

```
ggplot(allgamescopy) + geom_bar(mapping = aes(x=platform, fill=platform)) +
  labs(title="Number of Games in Dataset by Platform",
       x="Game Console", y="Number of Games") +
  theme(plot.title=element_text(hjust = 0.5), legend.position="none") +
  theme(axis.text.x = element_text(angle=45, vjust=1, hjust=1))
```




```
ggplot(allgamescopy, aes(x=factor(1), fill=platform)) +
  geom_bar(width = 1) +
  coord_polar("y") +
  theme_void() +
  labs(title="Number of Games in Dataset by Platform") +
  theme(plot.title=element_text(hjust = 0.5)) +
  guides(fill = guide_legend(title = "Game Console"))
```



Sanity Check

```
summary(allgamescopy)
```

```
##      index           name                    platform    release_date
##  Min.   :    0   Length:17435       PC           :4660   Length:17435
##  1st Qu.: 4404   Class :character   PlayStation 4:1950   Class :character
##  Median : 8958   Mode  :character   Xbox 360     :1547   Mode  :character
##  Mean   : 9120                      PlayStation 2:1311
##  3rd Qu.:13768                      Switch       :1216
##  Max.   :18799                      PlayStation 3:1208
##                                     (Other)      :5543
##    summary            meta_score   user_review          user_score
##  Length:17435       Min.   :20.0   Length:17435       Min.   : 2.00
##  Class :character   1st Qu.:64.0   Class :character   1st Qu.:63.00
##  Mode  :character   Median :73.0   Mode  :character   Median :73.00
##                     Mean   :71.2                      Mean   :69.91
##                     3rd Qu.:80.0                      3rd Qu.:79.00
##                     Max.   :99.0                      Max.   :97.00
##
##   total_score         year                generation
##  Min.   : 35.0   2018   : 1091   5th Generation:  49
##  1st Qu.:129.0   2017   :  994   6th Generation:2950
##  Median :145.0   2019   :  974   7th Generation:5772
##  Mean   :141.1   2020   :  957   8th Generation:7145
##  3rd Qu.:157.0   2016   :  944   9th Generation:1519
```

```
##  Max.   :190.0   2009   :  866
##                  (Other):11609
```

Looking at the data post-wrangling, I can see that the platform, year, and generation columns are now divided into categories per unique variable. This will allow me to use them as quantitative variables in my graphs. The index, name, release date, and summary column are likely irrelevant now and could probably be removed to make the data set cleaner. The user review column could probably also be removed too, since there is now the user score column, deeming the former redundant. Removing the white space from the platform variables was the trickiest thing to catch as it was hard to notice, but removing it at least allows me to use these variables properly. " Switch" and "Switch" are two entirely different variables, and trying to use the latter when the data set has the former led to errors and confusion.

Overall, from the data set, I can see an index number for each variable, the name of each game included, the platform (or console) that each game is on, the date (and specifically the year!) that the game was released, the Metacritic and user scores for the game, a combined score that represents both, and the game generation to which the game belongs.

2: Preparing data for graphing!

I found the average user/meta/total score per generation and grouped them. User and meta scores are out of 100, total score is out of 200.

```
# meta score averages
ninthgenmetaavg <- round(mean(allgamescopy[allgamescopy$generation == '9th Generation',
                                           'meta_score']), digits=2)
eigthgenmetaavg <- round(mean(allgamescopy[allgamescopy$generation == '8th Generation',
                                           'meta_score']), digits=2)
seventhgenmetaavg <- round(mean(allgamescopy[allgamescopy$generation == '7th Generation',
                                             'meta_score']), digits=2)
sixthgenmetaavg <- round(mean(allgamescopy[allgamescopy$generation == '6th Generation',
                                           'meta_score']), digits=2)
fifthgenmetaavg <- round(mean(allgamescopy[allgamescopy$generation == '5th Generation',
                                           'meta_score']), digits=2)

#user score averages
ninthgenuseravg <- round(mean(allgamescopy[allgamescopy$generation == '9th Generation',
                                           'user_score']), digits=2)
eigthgenuseravg <- round(mean(allgamescopy[allgamescopy$generation == '8th Generation',
                                           'user_score']), digits=2)
seventhgenuseravg <- round(mean(allgamescopy[allgamescopy$generation == '7th Generation',
                                           'user_score']), digits=2)
sixthgenuseravg <- round(mean(allgamescopy[allgamescopy$generation == '6th Generation',
                                           'user_score']), digits=2)
fifthgenuseravg <- round(mean(allgamescopy[allgamescopy$generation == '5th Generation',
                                           'user_score']), digits=2)

# combined score averages
ninthgentotalavg <- round(mean(allgamescopy[allgamescopy$generation == '9th Generation',
                                           'total_score']), digits=2)
eigthgentotalavg <- round(mean(allgamescopy[allgamescopy$generation == '8th Generation',
                                           'total_score']), digits=2)
seventhgentotalavg <- round(mean(allgamescopy[allgamescopy$generation == '7th Generation',
                                           'total_score']), digits=2)
sixthgentotalavg <- round(mean(allgamescopy[allgamescopy$generation == '6th Generation',
                                           'total_score']), digits=2)
```

```
fifthgentotalavg <- round(mean(allgamescopy[allgamescopy$generation == '5th Generation',
                                           'total_score']), digits=2)

avgscoregen = data.frame(generation=c('5th Generation', '6th Generation',
                                      '7th Generation', '8th Generation',
                                      '9th Generation'),
                         avg_user_score=c(fifthgenuseravg, sixthgenuseravg,
                                          seventhgenuseravg, eigthgenuseravg,
                                          ninthgenuseravg),
                         avg_meta_score=c(fifthgenmetaavg, sixthgenmetaavg,
                                          seventhgenmetaavg, eigthgenmetaavg,
                                          ninthgenmetaavg),
                         avg_total_score=c(fifthgentotalavg, sixthgentotalavg,
                                           seventhgentotalavg, eigthgentotalavg,
                                           ninthgentotalavg))
```

```
summary(allgamescopy$platform)
```

```
##              3DS        Dreamcast               DS Game Boy Advance
##              378              119              599              349
##         GameCube      Nintendo 64               PC      PlayStation
##              413               71             4660              166
##    PlayStation 2    PlayStation 3    PlayStation 4    PlayStation 5
##             1311             1208             1950              110
## PlayStation Vita              PSP           Stadia           Switch
##              251              464                5             1216
##              Wii            Wii U             Xbox         Xbox 360
##              597              181              686             1547
##         Xbox One    Xbox Series X
##             1089               65
```

```
# meta score averages
threedsmetaavg <- round(mean(allgamescopy[allgamescopy$platform == '3DS',
                                          'meta_score']), digits=2)
nin64metaavg <- round(mean(allgamescopy[allgamescopy$platform == 'Nintendo 64',
                                        'meta_score']), digits=2)
ps4metaavg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation 4',
                                      'meta_score']), digits=2)
switchmetaavg <- round(mean(allgamescopy[allgamescopy$platform == 'Switch',
                                         'meta_score']), digits=2)
xbox1metaavg <- round(mean(allgamescopy[allgamescopy$platform == 'Xbox One',
                                        'meta_score']), digits=2)
dreamcastmetaavg <- round(mean(allgamescopy[allgamescopy$platform == 'Dreamcast',
                                            'meta_score']), digits=2)
pcmetaavg <- round(mean(allgamescopy[allgamescopy$platform == 'PC',
                                     'meta_score']), digits=2)
ps5metaavg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation 5',
                                      'meta_score']), digits=2)
wiimetaavg <- round(mean(allgamescopy[allgamescopy$platform == 'Wii',
                                      'meta_score']), digits=2)
xboxsxmetaavg <- round(mean(allgamescopy[allgamescopy$platform == 'Xbox Series X',
                                         'meta_score']), digits=2)
dsmetaavg <- round(mean(allgamescopy[allgamescopy$platform == 'DS',
                                     'meta_score']), digits=2)
```

```
psmetaavg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation',
                                     'meta_score']), digits=2)
psvitametaavg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation Vita',
                                     'meta_score']), digits=2)
wiiumetaavg <- round(mean(allgamescopy[allgamescopy$platform == 'Wii U',
                                     'meta_score']), digits=2)
gbametaavg <- round(mean(allgamescopy[allgamescopy$platform == 'Game Boy Advance',
                                     'meta_score']), digits=2)
ps2metaavg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation 2',
                                     'meta_score']), digits=2)
pspmetaavg <- round(mean(allgamescopy[allgamescopy$platform == 'PSP',
                                     'meta_score']), digits=2)
xboxmetaavg <- round(mean(allgamescopy[allgamescopy$platform == 'Xbox',
                                     'meta_score']), digits=2)
gamecubemetaavg <- round(mean(allgamescopy[allgamescopy$platform == 'GameCube',
                                     'meta_score']), digits=2)
ps3metaavg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation 3',
                                     'meta_score']), digits=2)
stadiametaavg <- round(mean(allgamescopy[allgamescopy$platform == 'Stadia',
                                     'meta_score']), digits=2)
xbox360metaavg <- round(mean(allgamescopy[allgamescopy$platform == 'Xbox 360',
                                     'meta_score']), digits=2)

#user score averages
threedsuseravg <- round(mean(allgamescopy[allgamescopy$platform == '3DS',
                                     'user_score']), digits=2)
nin64useravg <- round(mean(allgamescopy[allgamescopy$platform == 'Nintendo 64',
                                     'user_score']), digits=2)
ps4useravg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation 4',
                                     'user_score']), digits=2)
switchuseravg <- round(mean(allgamescopy[allgamescopy$platform == 'Switch',
                                     'user_score']), digits=2)
xbox1useravg <- round(mean(allgamescopy[allgamescopy$platform == 'Xbox One',
                                     'user_score']), digits=2)
dreamcastuseravg <- round(mean(allgamescopy[allgamescopy$platform == 'Dreamcast',
                                     'user_score']), digits=2)
pcuseravg <- round(mean(allgamescopy[allgamescopy$platform == 'PC',
                                     'user_score']), digits=2)
ps5useravg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation 5',
                                     'user_score']), digits=2)
wiiuseravg <- round(mean(allgamescopy[allgamescopy$platform == 'Wii',
                                     'user_score']), digits=2)
xboxsxuseravg <- round(mean(allgamescopy[allgamescopy$platform == 'Xbox Series X',
                                     'user_score']), digits=2)
dsuseravg <- round(mean(allgamescopy[allgamescopy$platform == 'DS',
                                     'user_score']), digits=2)
psuseravg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation',
                                     'user_score']), digits=2)
psvitauseravg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation Vita',
                                     'user_score']), digits=2)
wiiuuseravg <- round(mean(allgamescopy[allgamescopy$platform == 'Wii U',
                                     'user_score']), digits=2)
gbauseravg <- round(mean(allgamescopy[allgamescopy$platform == 'Game Boy Advance',
```

```
                                            'user_score']), digits=2)
ps2useravg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation 2',
                                            'user_score']), digits=2)
pspuseravg <- round(mean(allgamescopy[allgamescopy$platform == 'PSP',
                                            'user_score']), digits=2)
xboxuseravg <- round(mean(allgamescopy[allgamescopy$platform == 'Xbox',
                                            'user_score']), digits=2)
gamecubeuseravg <- round(mean(allgamescopy[allgamescopy$platform == 'GameCube',
                                            'user_score']), digits=2)
ps3useravg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation 3',
                                            'user_score']), digits=2)
stadiauseravg <- round(mean(allgamescopy[allgamescopy$platform == 'Stadia',
                                            'user_score']), digits=2)
xbox360useravg <- round(mean(allgamescopy[allgamescopy$platform == 'Xbox 360',
                                            'user_score']), digits=2)

# combined score averages
threedstotalavg <- round(mean(allgamescopy[allgamescopy$platform == '3DS',
                                            'total_score']), digits=2)
nin64totalavg <- round(mean(allgamescopy[allgamescopy$platform == 'Nintendo 64',
                                            'total_score']), digits=2)
ps4totalavg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation 4',
                                            'total_score']), digits=2)
switchtotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'Switch',
                                            'total_score']), digits=2)
xbox1totalavg <- round(mean(allgamescopy[allgamescopy$platform == 'Xbox One',
                                            'total_score']), digits=2)
dreamcasttotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'Dreamcast',
                                            'total_score']), digits=2)
pctotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'PC',
                                            'total_score']), digits=2)
ps5totalavg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation 5',
                                            'total_score']), digits=2)
wiitotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'Wii',
                                            'total_score']), digits=2)
xboxsxtotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'Xbox Series X',
                                            'total_score']), digits=2)
dstotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'DS',
                                            'total_score']), digits=2)
pstotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation',
                                            'total_score']), digits=2)
psvitatotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation Vita',
                                            'total_score']), digits=2)
wiiutotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'Wii U',
                                            'total_score']), digits=2)
gbatotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'Game Boy Advance',
                                            'total_score']), digits=2)
ps2totalavg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation 2',
                                            'total_score']), digits=2)
psptotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'PSP',
                                            'total_score']), digits=2)
xboxtotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'Xbox',
                                            'total_score']), digits=2)
```

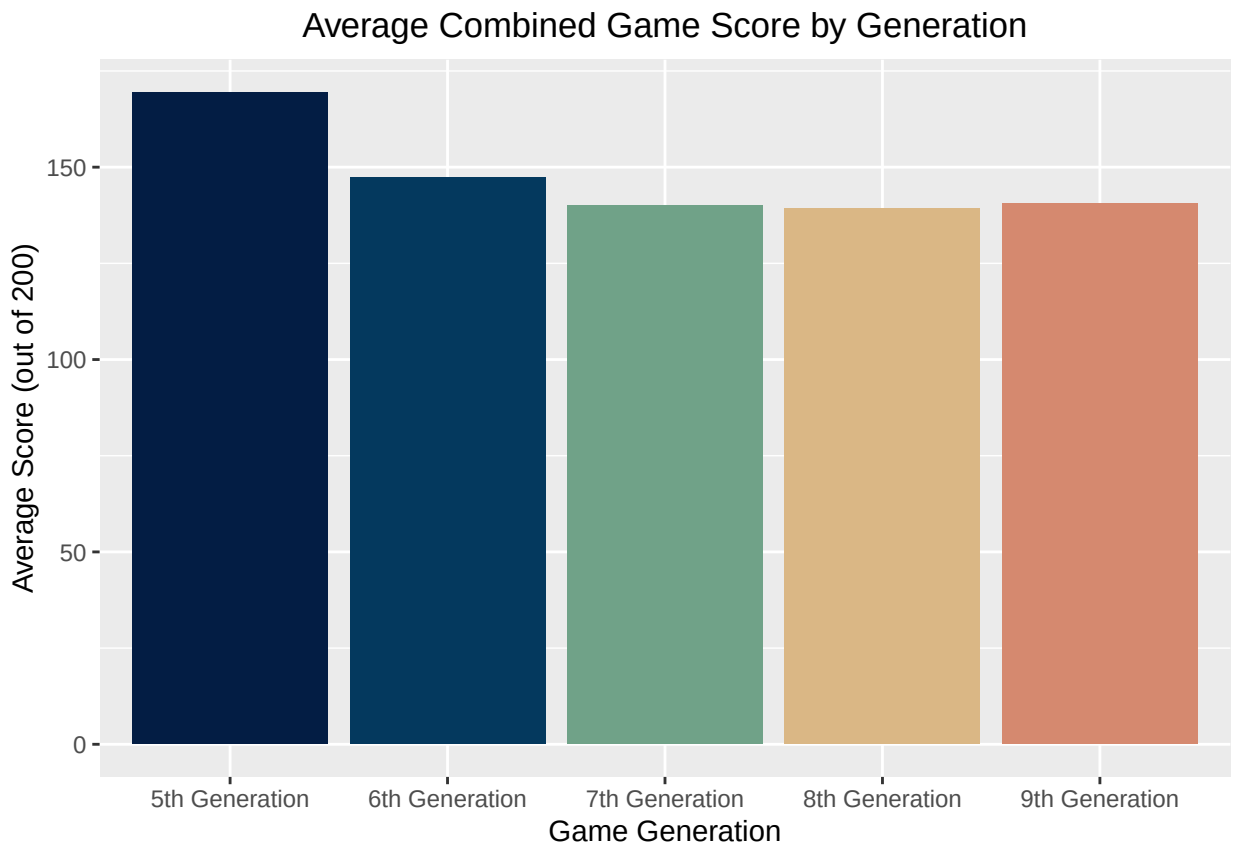
```
gamecubetotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'GameCube',
                                            'total_score']), digits=2)
ps3totalavg <- round(mean(allgamescopy[allgamescopy$platform == 'PlayStation 3',
                                            'total_score']), digits=2)
stadiatotalavg <- round(mean(allgamescopy[allgamescopy$platform == 'Stadia',
                                            'total_score']), digits=2)
xbox360totalavg <- round(mean(allgamescopy[allgamescopy$platform == 'Xbox 360',
                                            'total_score']), digits=2)

avgscoreplatform = data.frame(platform=c('3DS', 'Nintendo 64', 'PlayStation 4', 'Switch',
                                            'Xbox One', 'Dreamcast', 'PC', 'PlayStation 5',
                                            'Wii', 'Xbox Series X', 'DS', 'PlayStation',
                                            'PlayStation Vita', 'Wii U',
                                          'Game Boy Advance', 'PlayStation 2', 'PSP',
                                          'Xbox', 'GameCube', 'PlayStation 3', 'Stadia',
                                          'Xbox 360'),
                          avg_user_score=c(threedsuseravg, nin64useravg, ps4useravg,
                                            switchuseravg, xbox1useravg, dreamcastuseravg,
                                            pcuseravg, ps5useravg, wiiuseravg,
                                            xboxsxuseravg, dsuseravg, psuseravg,
                                            psvitauseravg, wiiuuseravg, gbatotalavg,
                                            ps2totalavg, psptotalavg, xboxtotalavg,
                                            gamecubeuseravg, ps3useravg, stadiauseravg,
                                            xbox360useravg),
                          avg_meta_score=c(threedsmetaavg, nin64metaavg, ps4metaavg,
                                            switchmetaavg, xbox1metaavg, dreamcastmetaavg,
                                            pcmetaavg, ps5metaavg, wiimetaavg,
                                            xboxsxmetaavg, dsmetaavg, psmetaavg,
                                            psvitametaavg, wiiumetaavg, gbametaavg,
                                            ps2metaavg, pspmetaavg, xboxmetaavg,
                                            gamecubemetaavg, ps3metaavg, stadiametaavg,
                                            xbox360metaavg),
                          avg_total_score=c(threedstotalavg, nin64totalavg, ps4totalavg,
                                            switchtotalavg, xbox1totalavg, dreamcasttotalavg,
                                            pctotalavg, ps5totalavg, wiitotalavg,
                                            xboxsxtotalavg, dstotalavg, pstotalavg,
                                            psvitatotalavg, wiiutotalavg, gbatotalavg,
                                            ps2totalavg, psptotalavg, xboxtotalavg,
                                            gamecubetotalavg, ps3totalavg, stadiatotalavg,
                                            xbox360totalavg))
```

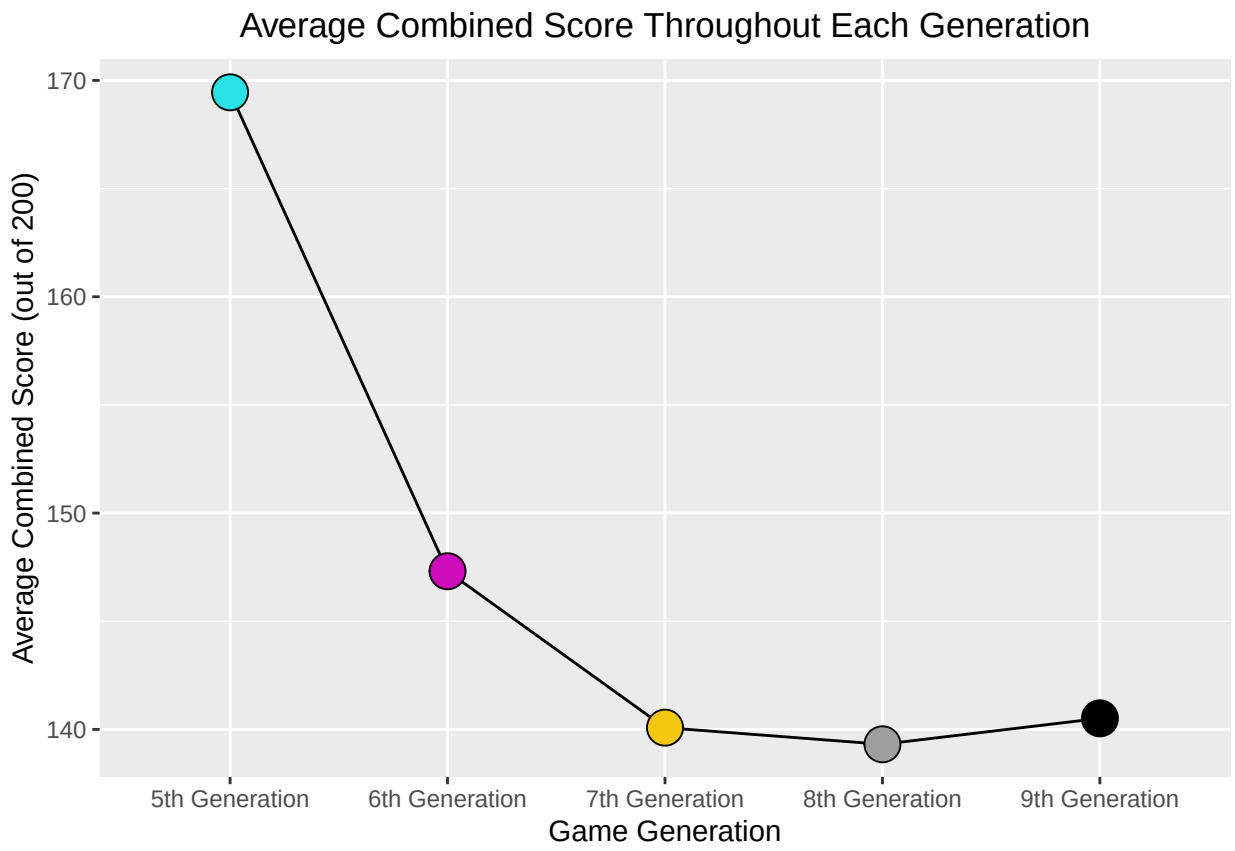
3: Graphing time!

Average Combined Score by Generation

```
ggplot(avgscoregen) + geom_bar(mapping = aes(x=generation, y=avg_total_score,
                                             fill=generation), stat="identity") +
  labs(title="Average Combined Game Score by Generation",
       x="Game Generation", y="Average Score (out of 200)") +
  theme(plot.title=element_text(hjust = 0.5), legend.position="none") +
  scale_fill_manual(values=c("#031D44", "#04395E", "#70A288", "#DAB785", "#D5896F"))
```



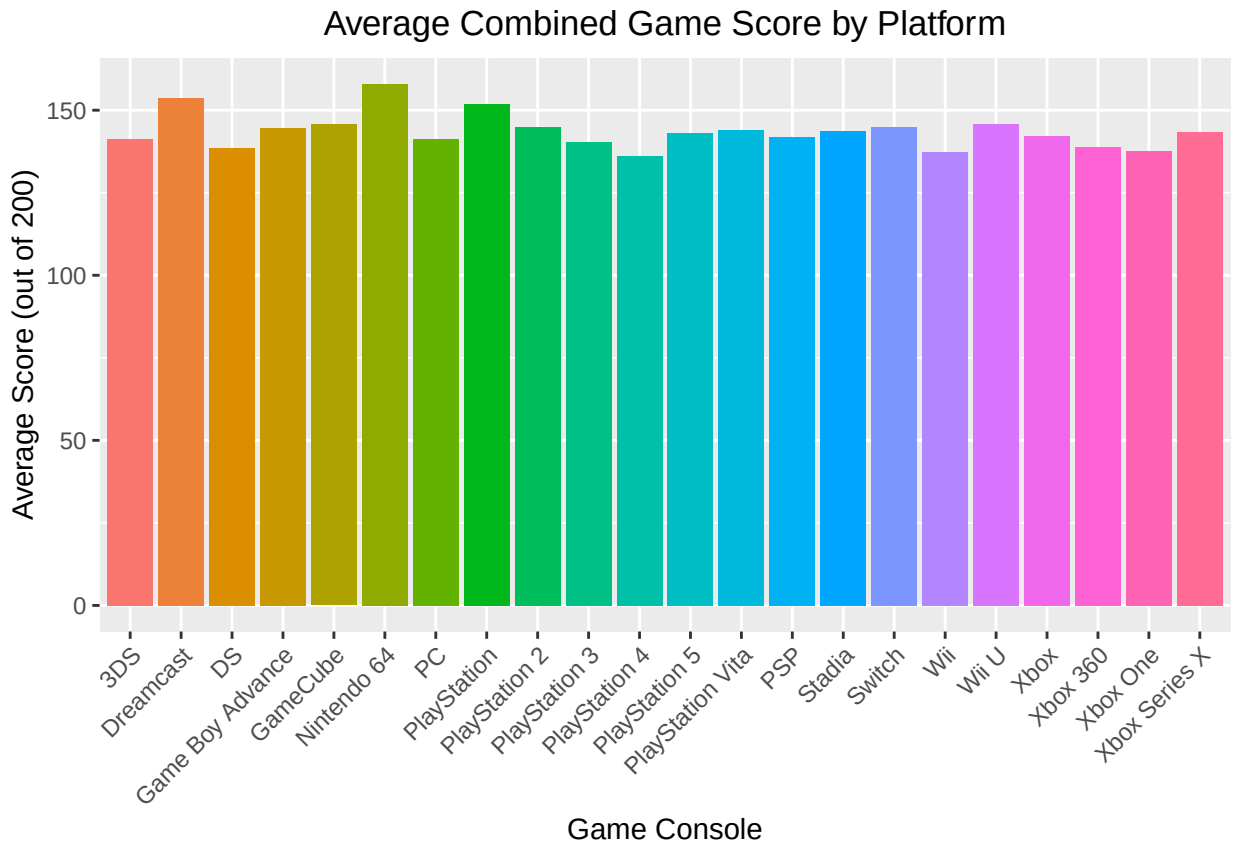

```
ggplot(avgscoregen, aes(x=generation, y=avg_total_score, group=1)) +
  geom_line() +
  geom_point(size=6, bg=avgscoregen$generation, pch=21) +
  labs(title="Average Combined Score Throughout Each Generation", x="Game Generation",
       y="Average Combined Score (out of 200)") +
  theme(plot.title=element_text(hjust = 0.5))
```



Average Combined Score by Platform

summary(allgamescopy$platform)

```
ggplot(avgscoreplatform) + geom_bar(mapping = aes(x=platform, y=avg_total_score,
                                                  fill=platform), stat="identity") +
  labs(title="Average Combined Game Score by Platform",
       x="Game Console", y="Average Score (out of 200)") +
  theme(plot.title=element_text(hjust = 0.5), legend.position="none") +
  theme(axis.text.x = element_text(angle=45, vjust=1, hjust=1))
```



Intermission: Converting wide to long format

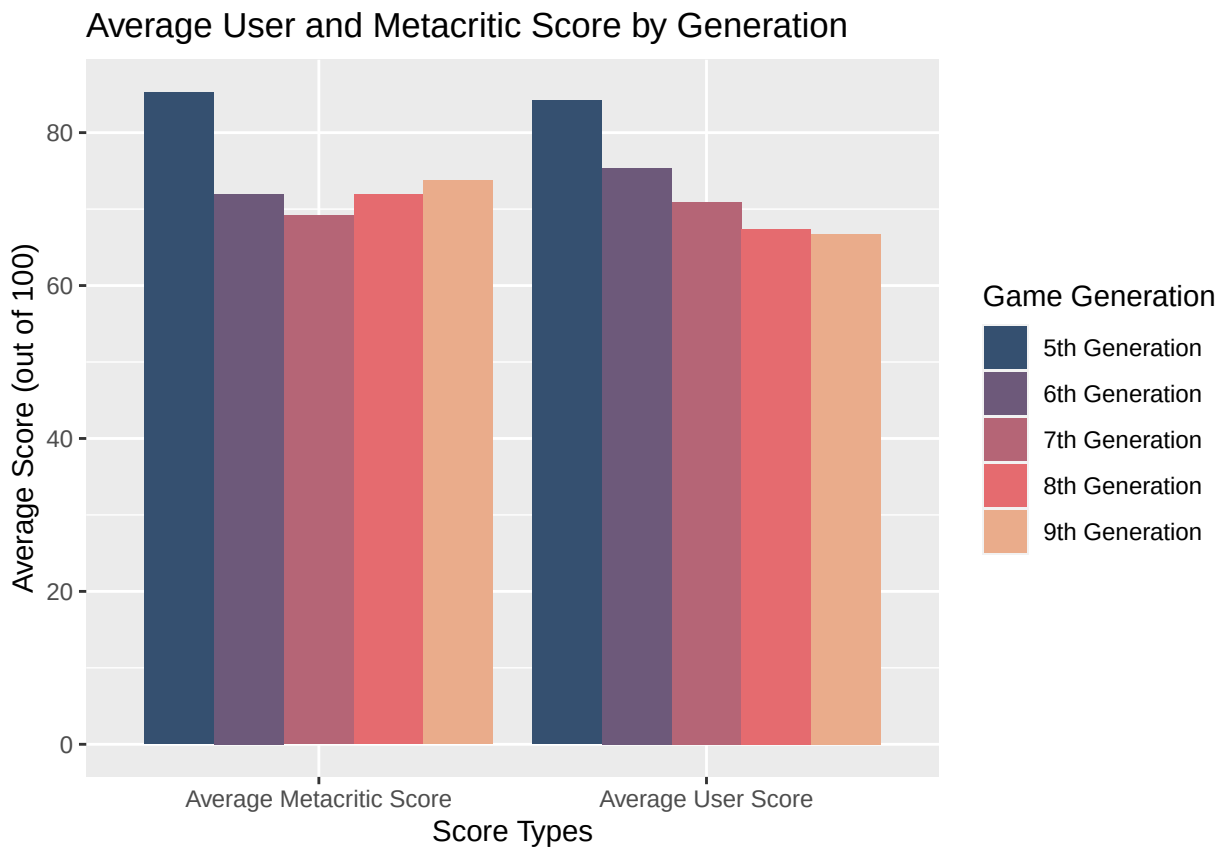
Before I could graph the two columns (user and meta score) together, I needed to put them in long format.

```
avguservsmetagen <- pivot_longer(avgscoregen, cols = c("avg_user_score",
                                                       "avg_meta_score"),
                                 names_to = "score_type", values_to = "average_score")

avguservsmetaplat <- pivot_longer(avgscoreplatform, cols = c("avg_user_score",
                                                             "avg_meta_score"),
                                  names_to = "platform_type", values_to = "average_score")
```

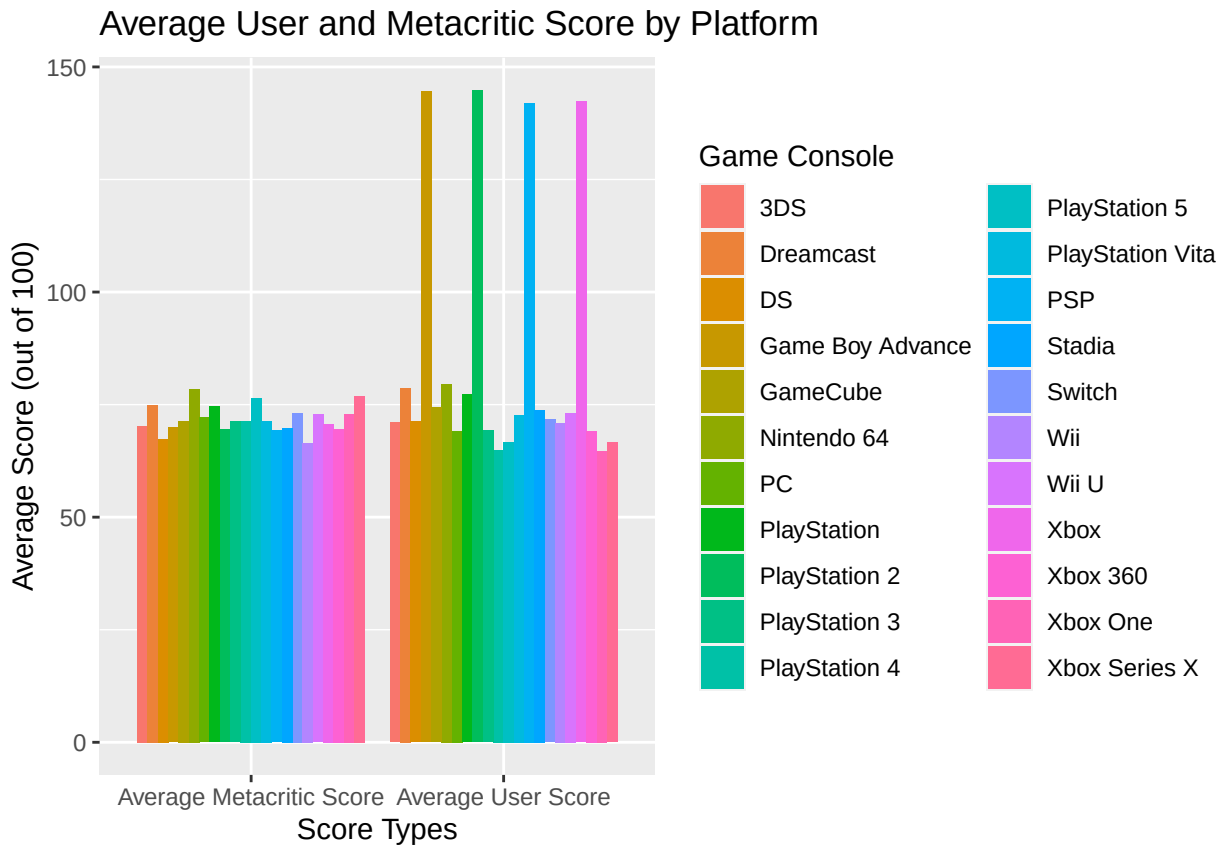
Average Metacritic and User Score by Generation

```
ggplot(avguservsmetagen, aes(fill=generation, y=average_score, x=score_type)) +
  geom_bar(position="dodge", stat="identity") +
  labs(title="Average User and Metacritic Score by Generation", x="Score Types",
       y="Average Score (out of 100)", fill="Game Generation") +
  scale_x_discrete(labels= c("Average Metacritic Score", "Average User Score")) +
  scale_fill_manual(values=c("#355070", "#6D597A", "#B56576", "#E56B6F", "#EAAC8B"))
```

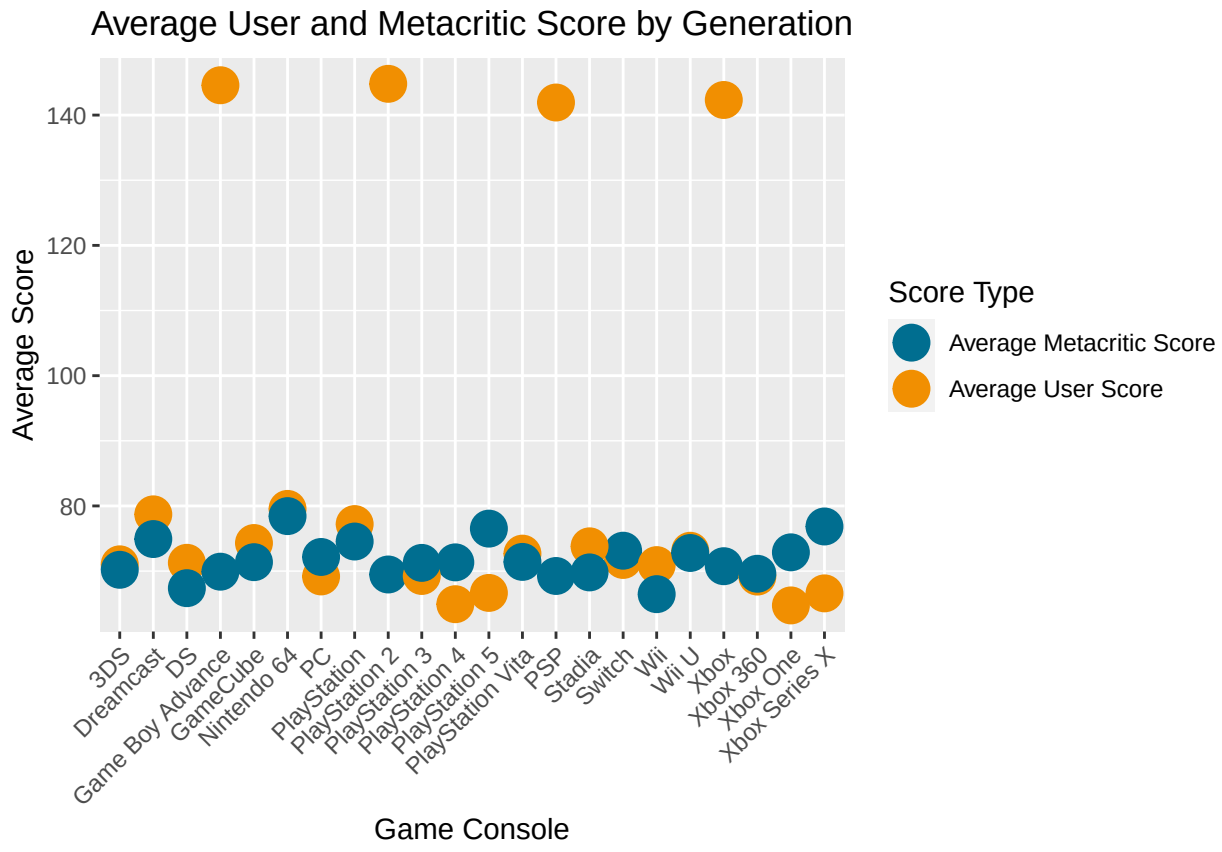


Average Metacritic and User Score by Platform

```
ggplot(avguservsmetaplat, aes(fill=platform, y=average_score, x=platform_type)) +
  geom_bar(position="dodge", stat="identity") +
  labs(title="Average User and Metacritic Score by Platform", x="Score Types",
       y="Average Score (out of 100)", fill="Game Console") +
  scale_x_discrete(labels= c("Average Metacritic Score", "Average User Score"))
```




```
ggplot(avguservsmetaplat, aes(x=platform, y=average_score, color=platform_type, group=1)) +
  geom_point(size = 6) +
  labs(title="Average User and Metacritic Score by Generation",
       x="Game Console", y="Average Score", color="Score Type") +
  theme(plot.title=element_text(hjust = 0.5)) +
  theme(axis.text.x = element_text(angle=45, vjust=1, hjust=1)) +
  scale_colour_manual(labels=c("Average Metacritic Score", "Average User Score"),
                      values=c("#006e90", "#f18f01"))
```


Average User and Metacritic Score by Generation
Average Score
140
120
100
80
3DS
Dreamcast
DS
Game Boy Advance
GameCube
Nintendo 64
PC
PlayStation
PlayStation 2
PlayStation 3
PlayStation 4
PlayStation 5
PlayStation Vita
PSP
Stadia
Switch
Wii
Wii U
Xbox
Xbox 360
Xbox One
Xbox Series X
Game Console
Score Type
Average Metacritic Score
Average User Score