



Can we predict the success of a  
video game based on its features  
such as genre, platform,  
publisher, and user ratings?

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# Video Game Data Set



## Video Game Sales with Ratings

- Video game sales from Vgchartz and corresponding ratings from Metacritic from 1980 to 2016
- The content in the data set contain:
  - Critic\_score - Aggregate score compiled by Metacritic staff
  - Critic\_count - The number of critics used in coming up with the Critic\_score
  - User\_score - Score by Metacritic's subscribers
  - User\_count - Number of users who gave the user\_score
  - Developer - Party responsible for creating the game
  - Rating - The ESRB ratings

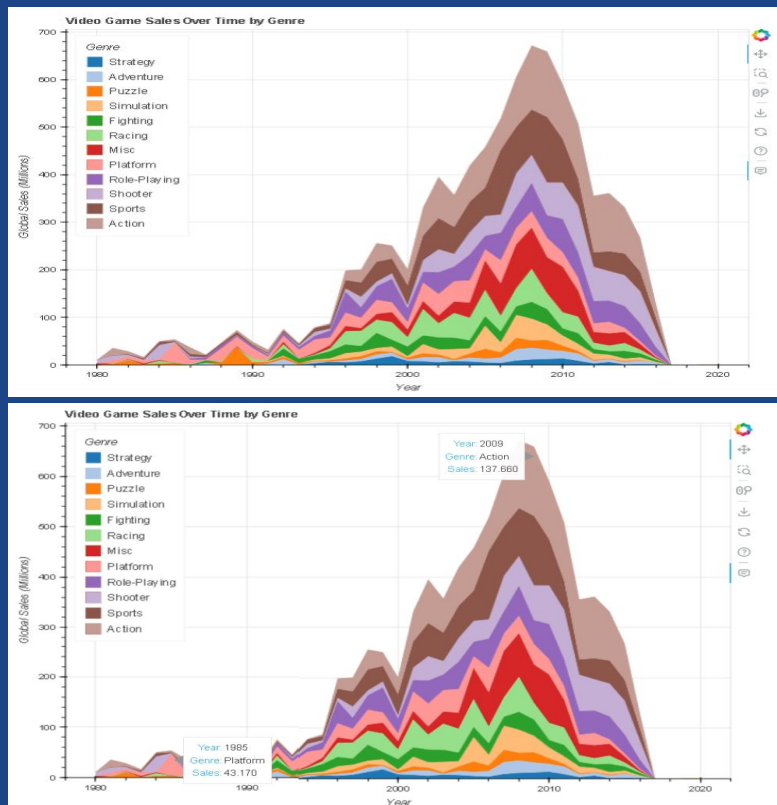


# Method and Conclusion



## Video Game Sales by Genre

- Created a **Bokeh line plot visualization** of a stacked area chart to clearly depict the correlation between genre of a video game and its global sales through 1980-2016. To read the stacked area chart, the height of the graph the amount of sales there is in a game genre. The order of the genre does not matter too and they could be reordered and give us the same result. However for this graph, we decide to order each genre it from least to most sales in total.
- Base on the dataset, the sales for video game '**Action**' genres started to dominate the video game industry from 1993-2009, where as video game sales started to peaked in 2008, the '**Action**' genre were dominating against all of the other genres with a peak of **137.660 million copies sold** globally in 2008.
- This graph tells us that for certain genres certain genres such as action, sports, shooter, and etc, there is a more likely chance of those genre gaining a higher selling their game copies in a global sales than the other genres in the chart.
- Therefore, publishers might want to aim to create games in these genres if their sole aim is to earn money and following the trend of popular games genres.



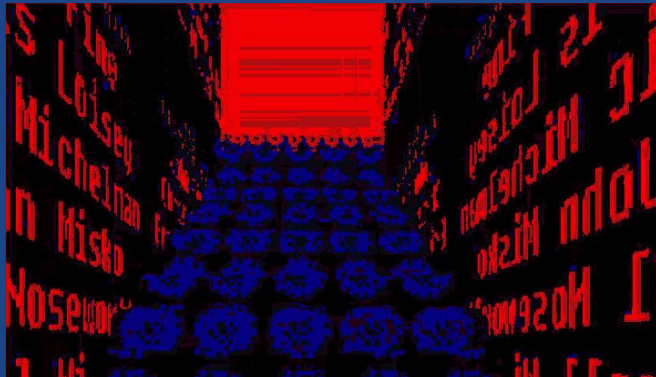
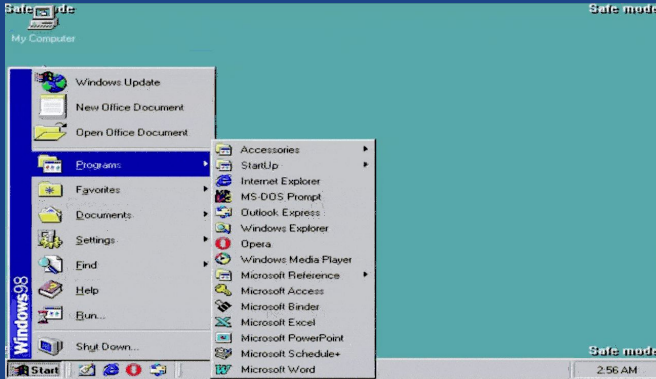
In the graph if you hover your mouse over the section it will tell you how much copies the genre as a whole sold in millions. You can see that the order doesn't matter where in 1985 platformer was the highest selling genre globally while being in the middle.

# Fun Fact!



## Easter Egg

- When Microsoft release, Microsoft Windows 95 Operating System, and their companion programs, Office 95, they release a bunch of Easter Egg as a way to credit the team of creating the operating system and programs.
- One easter is a video game maze program called "Hall of Tortured Souls," where has the Microsoft team photo and name displayed in the game.
- To access it, you must go on Excel for Window 95, go to row #95 and click the row number, then press tab to enter the second cell, then go the header and click Help → About MS Excel, then finally you hold Ctrl + Alt + Shift and click Tech Support.
- Through there is no statement on why they named it "Hall of Tortured Souls" however, we would like to believe that developers jokingly calling themselves "tortured soul" for how hard and tiresome it is to develop an operating system



To access the room with the photos, you must type "excelkfa" and "excelkfa" is a reference to the Doom cheat code "idkfa"



THANKS FOR LISTENING!

