mobygames_allgame

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This script displays the distribution of videogames released per year on MobyGames, an online collaborative database referencing more than a hundred thousand games (in 2018).

We gather the number of games per year by extracting this information from the mobygames summary pages.

```
url <- "http://www.mobygames.com/browse/games/"
```

Choose a time interval.

```
years <- as.character(1971:2017)
```

We extract the numbers and produce a data frame.

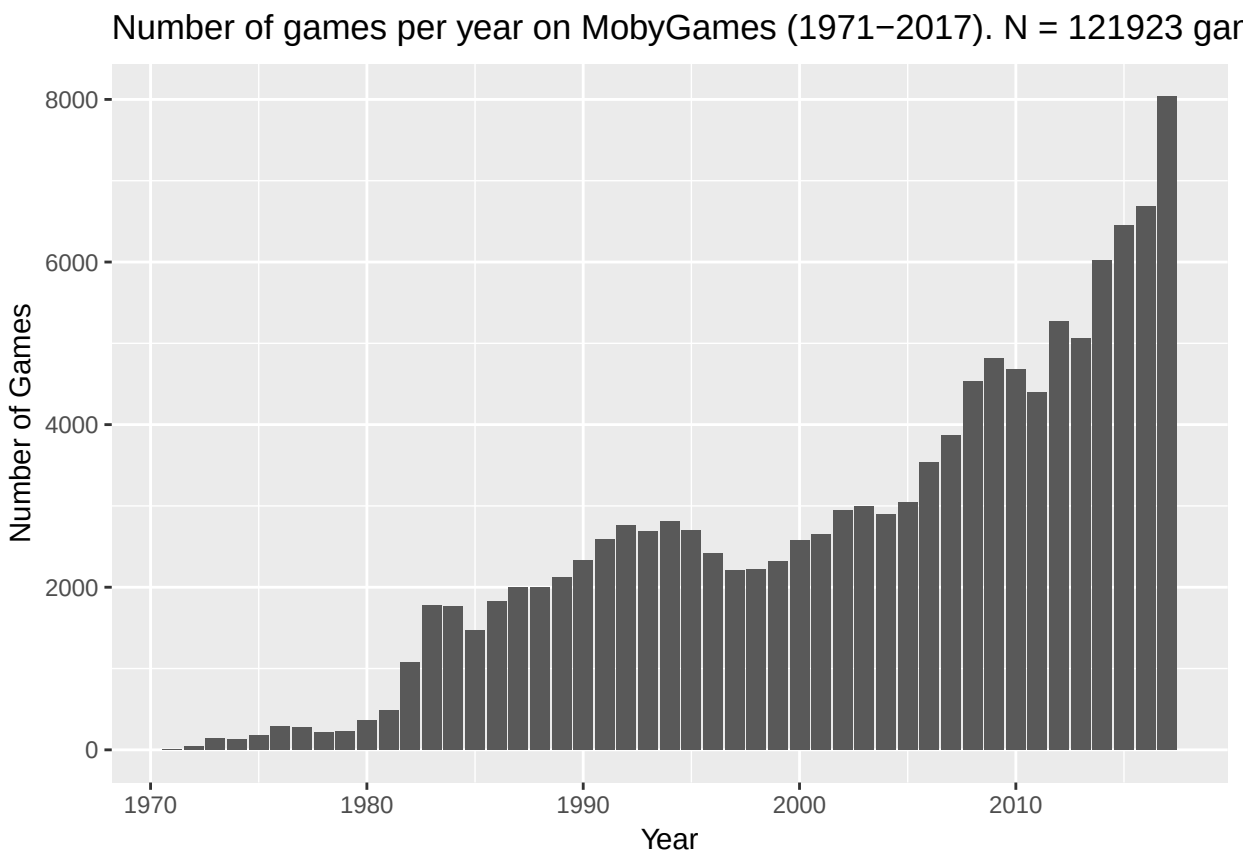
```
library(rvest)
```

```
## Loading required package: xml2
```

```
library(stringr)

hey <- lapply(years, . %>%
              str_c(url, ., "/list-games/")
              %>% read_html()
              %>% html_nodes(xpath = "//*[@id='main']/div/div[2]/div/text()[3]")
              %>% html_text())

year_games <- unlist(hey)
year_games <- str_extract(year_games, "[0-9]+")
year_games <- as.numeric(year_games)

games <- data.frame(year = as.numeric(years), count = year_games)
```

Let's plot it.

```
library(ggplot2)

g <- ggplot(games, aes(x = year, y = count)) + geom_bar(stat = "identity")
g <- g + ggtitle(str_c("Number of games per year on MobyGames (1971-2017). N = ", sum(games$count), " g
g <- g + xlab("Year")
g <- g + ylab("Number of Games")
g
```



And save it.

```
ggsave("mobygames_allgames.png", width = 10)
```

```
## Saving 10 x 4.5 in image
```