Reward Schedule and Pacing in Video Games and Their Effects on Popularity

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The video game industry is worth at least 4.8 billion dollars as of 2019. This is mostly due to the games FIFA 19, Red Dead Redemption 2 and Call of Duty: Black Ops 4. The purpose of my project was to compare the popularity of video games based on the reward schedule and the pacing. I used a website called VGChartz to look at the top three video games from the years 2007 to 2017. I reviewed the games using YouTube, IGN, etc. My hypothesis that video games with faster pacing and more frequent reward schedules would be more popular was supported by my results. For further research I would recommend going more in depth with the reviews to figure out the exact reward schedules of the games. I would also recommend making a game with similar reward schedules and pacing of popular video games and testing it with people to see what they thought of the game.

Awards Won: