Market Research. Q3 2020

DATA 40

2019-2021 PC & CONSOLES SHOOTER GAME GENRE OVERVIEW

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About research

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Goals

- Form an up-to-date base on Shooters for Computer and Console platforms
- Determine the classification of Shooters established in the global gaming community
- Determine indirect indicators of the classification of Shooters
- Generate Shooter Datasets from distribution sites for 2019, 2020, 2021
- Generate an Indie Shooter Dataset for 2020
- Review and comparison of Shooters' indicators and their changes in each year
- Identify rising stats and vacant areas in the Shooter genre

Relevance and timing

- Primary raw data were collected from 05/20/2020 to 07/10/2020
- The processing and analysis of the collected information was carried out in the period from 07/10/2020 to 08/30/2020
- An additional stage of collecting raw data was carried out in the period from 07/22/2020 to 08/15/2020

Staff time

- 595 hours - raw data collecting
- 164 hours - data structuring
- 96 hours - analytical work and conclusions

Methodology

An explanation of all points of the Methodology is presented in the Raw Data Guide.

- The current classification of Shooters based on open data of the resources of the gaming community, including: Steam Tags, Wikipedia
- A list of Shooters from 2019 to 2021 is compiled from open sources
  - Distribution platforms: Epic Games, Origin, GOG, Bethesda, Ubisoft, Battle.net, Steam, PlayStation, Xbox, Nintendo
  - Search Engines to Find Shooters with a Release in 2021: Google, Bing, Baidu, AOL, Yandex
- The resulting list is screened out. The list includes only full single editions of Shooters. Games with inclusions in the title are excluded from the list: Bundle, Complete, Demo, Special, Ultimate, Edition, Deluxe, DLC, Pass, Enhanced, Game Of The Year, Collection
- The collection of extended variables was carried out in several stages:
  - Stage 1: In the resulting list of Shooters, filtering by year of the game's release was made and duplicates were removed:
    - The date of publication of the game on the presented distribution platform has been written out
    - The name of the game was written out to identify duplicates
  - Stage 2: A set of advanced technical data collected based on information from game portals and distribution platforms was added: Steam, Metacritics, AG.ru
    - Game developer
    - Developer country
    - Developer link
    - Game publisher
    - Self Publishing
    - Multiplayer type:
      - Singleplayer
      - Cooperative
      - PvP
      - MMO
    - Cross-platform Availability
    - In-game purchases
    - Number of Add-ons and Editions
    - Number of localizations
    - Support VR
  - Stage3: Defined a primary set of Tags classifying the game according to the parameters established in the gaming industry
    - By view position:
      - First Person Shooter (FPS)
      - Third Person Shooter (TPS)
      - Top-down Shooter
      - Side Shooter
      - Isometric Shooter

About research

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- For other characteristics:
  - Pixel graphics
  - Nonlinear-Linear Gameplay
  - Shoot'em Up
  - Rail Shooter
  - Fixed Shooter
  - Multidirectional Shooter
  - Twin-stick Shooter
  - Scrolling Shooter
  - Multi Directional Scrolling Shooter
  - Vertically Scrolling Shooter
  - Horizontally Scrolling Shooter
  - Isometrically Scrolling Shooter
- Stage 4: Revealed a connection with the main aggregate genres of computer games to determine the extended characteristics of Shooters:
  - Action
  - RPG
  - Strategy
  - Adventure
  - Simulator
  - Puzzle
- Stage 5: Setting defined:
  - Real world
  - Alternative history
  - Parallel world
  - Fantasy
  - Fantastic
- Stage 6: Time intervals determined:
  - The birth of life
  - Prehistoric times
  - The birth of civilizations
  - Middle Ages
  - The era of colonization
  - The era of Industrialization
  - Past wars
  - Nowadays (Out time)
  - Information age
  - Space exploration
  - Evolution
  - Unknown time

- Stage 7: A set of additional variables defined:
  - Game platforms on which the Shooter is released. Data collected using Metacritics, AG.ru
  - Reviews on Metacritics
  - User Rating on Metacritics
  - Game price in dollars (USA) - data collected from distribution platforms where the game is presented
  - F2P - the game is free and distributed in a way Free to Play
- Collected Shooters are checked for parameters and are altered from the previous paragraph. Some of the parameters were checked visually using open sources on the Internet
  - Shooters of 2021 contain a stripped-down list of options. This is due to the incompleteness of public information about the upcoming games
- From the Itch.io compiled a list of indie shooters for Q1-Q2 2020. The list is technically and visually checked for a number of internal parameters:
  - By view position:
    - First Person Shooter (FPS)
    - Third Person Shooter (TPS)
    - Top-down Shooter
    - Side Shooter
    - Isometric Shooter
  - For other characteristics:
    - Date published on the platform
    - Game release status
    - Game platforms
    - Genre affiliation
    - Pixel graphics
- The classification of Add-on Shooters and their tags by technical and internal characteristics has been compiled
- Based on the data obtained, a final report was built and conclusions were drawn from the research

Raw Data Guide

The consolidated data and study results can be found in the raw data spreadsheet:

Attached file: Sample Version - 2019-2021 PC & Consoles Shooter Game Genre Overview Dataset.xlsx

Game Link	Developer Country	Publisher	Self Publishing	Type by mass: Single	Type by mass: Cooperative	Type by mass: Against the players	Type by mass: MMO	Cross-platform	In-app purchases	Number of Add-ons and editions	Number of languages	VR
https://store.steampowere	Russia	Cybertime Game	X	-	-	X	X	-	-	9	2	-
https://store.steampowere	?	The Cyber Propl	X	-	-	X	-	-	-	-	6	-
https://www.microsoft.con	Czech Republic	Bohemia Interac	X	-	-	X	-	-	-	-	1	-
https://store.steampowere	South Korea	Papaya Play	-	-	-	X	-	-	X	-	3	-
https://store.steampowere	New Zealand	Blue Wizard Digi	-	X	-	X	-	-	-	1	1	-
https://store.steampowere	China	MiaoXi Studio	X	-	-	X	-	-	-	-	1	-
https://store.steampowere	Poland	Home Net Game	X	X	-	-	-	-	X	-	11	-
https://store.steampowere	Kazakhstan	Skullcap Studios	X	-	-	X	-	-	X	-	3	-
https://store.steampowere	New Zealand	Ninja Kiwi	X	X	X	-	-	-	X	-	11	-
https://store.steampowere	Russia	Alawar Premium	-	-	-	X	-	-	X	4	3	-
https://www.epicgames.co	Germany	YAGER	X	-	X	X	-	-	X	-	7	-
https://store.steampowere	?	TCH Scarlet Lim	-	-	-	X	-	-	-	-	3	-
https://www.microsoft.con	Latvia	Gaijin Distributio	-	-	-	X	-	-	X	7	4	-
https://store.steampowere	Romania	FreezeNova	X	-	-	X	-	-	-	1	1	-
https://store.steampowere	Argentina	Saibot Studios, I	X	X	-	-	-	-	-	-	1	-
https://store.steampowere	Denmark	Hero Blocks ApS	X	-	-	X	X	-	-	-	1	-
https://store.steampowere	United Kingdom	Earthbound Gan	X	X	X	X	-	-	-	-	1	-
https://store.steampowere	USA	Causey Games	X	X	-	X	-	-	-	-	1	-
https://store.steampowere	USA	Skybound Game	-	X	-	X	-	-	X	-	1	-
https://store.steampowere	Estonia	Gamecan	X	-	-	X	-	-	X	-	1	-
https://store.steampowere	India	Time2Play Gami	-	-	-	X	-	-	X	-	1	-
https://store.steampowere	Russia	BigBro Games	X	-	-	X	-	-	-	-	1	-
https://store.steampowere	Australia	Quinton Reeves	X	X	X	X	-	-	-	-	1	-
https://store.steampowere	Russia	Novalink	X	X	X	X	-	-	-	-	3	-
https://store.steampowere	South Korea	WipleGames Inc	X	X	-	X	-	-	X	1	4	-
https://store.steampowere	Sweden	Svantech Studio	X	X	-	X	-	-	-	1	10	-
https://store.steampowere	?	Aquire	X	-	-	X	-	-	-	4	1	-
https://store.steampowere	?	The Battle Grour	X	-	-	X	-	-	-	-	1	-
https://store.steampowere	?	Lights. Camera.	X	-	-	X	-	-	-	-	1	-
https://store.steampowere	?	TacByte	X	-	-	X	-	-	-	-	1	-
https://store.steampowere	?	Da Boiz	X	-	-	X	-	-	-	-	1	-

More in Full version

Classification of Shooters by the main tags of the gaming community v1.0

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Shooter
The well-known kinds of shooters

Shoot'em Up
Top-down, side-view and isometric shooters

Side Shooter
Side View Shooters

Top-down Shooter
Top-down shooters

Isometric Shooter
Isometric shooters (angle view)

Linear Gameplay
Linear game in which the main character is not able to make important decisions and / or freely get around the world or location

Nonlinear Gameplay
Nonlinear game (open world), where the main character's decisions affect the plot and / or he has the ability to get around the world or location freely. In most cases, Isometric

Scrolling Shooter
The movement of the screen occurs in one, initially set, direction or in several directions at once. In most cases it refers to a Side or Top view

Fixed Shooter
A fully fixed screen shooter. The main character can move, but the background remains static

Vertically Scrolling Shooter
Screen movement is fixed vertically (from top to bottom and vice versa)

Horizontally Scrolling Shooter
The movement of the screen is fixed horizontally (from left to right and vice versa)

Isometrically Scrolling Shooter
The movement of the screen is fixed diagonally (from the bottom corners to the top and vice versa)

Multidirectional Scrolling Shooter
The screen moves in several directions at once

Multidirectional Shooter
The type of the game where the character (isometric view) and / or his sight (side view, top view and isometric view) have free movement of 360 degrees (without fixation at the corners)

Twin-stick Shooter
Games in which one stick is used for movement, and the other for movement-independent aiming 360 degrees. Sample game: Alien Shooter

First and Third Person Shooters
First and Third Person shooters

First Person Shooter (FPS)
First Person Shooters

Third Person Shooter (TPS)
Third Person Shooters

Linear Gameplay
Linear game in which the main character is not able to make important decisions and freely get around the world or location

Nonlinear Gameplay
Nonlinear game (open world), where the main character's decisions affect the plot and / or he has the ability to get around the world or location freely

Rail Shooter
The movement of the character is fixed in one direction and is not controlled by the player. The player is only responsible for shooting and dodging

Fixed Shooter
A fully fixed screen shooter. The playable character is unable to move

Twin-stick Shooter
Games in which one stick is used for movement, and the other for movement-independent aiming 360 degrees. Sample game: World of Tanks

FAQ
Move down from the "Shooters" block by choosing one of the possible blocks. Stop when the blocks run out or there are no suitable options

About Data40
Research and datasets in multiple verticals: video game industry, gambling / betting, blockchain / cryptocurrencies, venture / investment.
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Video game Shooters 2019-2021

Average Shooter price

Number of games with Co-op mode

Most popular view among Shooters with In-Game Purchases				
Label	**2019**	**2020**	**Current 2021**	**Forecast 2021**
In-game purchases	**35**	**26**	**4**	**21**
First Person Shooter	21	20	3	15
Third Person Shooter	20	11	0	11
Top-down Shooter	0	0	0	0
Side Shooter	1	0	0	1
Isometric Shooter	2	1	1	2

Dynamics of Free to Play Shooters by View Type			
Label	**2019**	**2020**	**Forecast 2021**
First-Person Shooter	44	39	35
Third Person Shooter	23	14	8
Top-down Shooter	2	1	1
Side Shooter	3	2	2
Isometric Shooter	4	4	4

More in Full version

Full version also contains

- XLSX raw data table with:
  - 634 Shooters in 2019
  - 681 Shooters in 2020
  - 124 Shooters in 2021
  - 2236 Indie Shooters in Q1-Q2 2020
- 25 consolidated tables with additional data based on Raw Data table
  - 1 tables with Dynamics and direction of the Indie Shooter market
  - 1 table with Dynamics of community tag Shooters on the distribution Steam website
  - 1 table with Most Popular View Among Cross Platform Shooters
  - 1 table with Most Popular Mixed Genre of Cross-Platform Shooters
  - 1 table with Most Popular Platforms Among Cross-Platform Shooters
  - 1 table with Most popular view among VR Shooters
  - 1 table with Most popular mixed genre among VR Shooters
  - 1 table with Comparison of average prices for Shooters and VR Shooters
  - 1 table with Most popular view among Shooters with In-Game Purchases
  - 1 table with Most popular mixed genre of Shooters with In-Game Purchases
  - 1 table with The ratio of the multiplayer type and game genres (dynamics by year)
  - 1 table with The ratio of the multiplayer type and game genres (dynamics between years)
  - 3 tables with Average indicators of Shooters depending on the price: $0.1 to $15 (Low), $15.1 to $30 (Middle), $30.1 and more (High)
  - 1 table with The depth of genre compatibility with Shooters
  - 1 table with Dynamics of Free to Play Multiplayer Shooters character
  - 1 table with Dynamics of Free to Play Shooters by View Type
  - 1 table with Dynamics of Free to Play Shooters by mixing with the main genres
  - 1 table with Top Shooters Publishers by year
  - 1 table with Top Self Published Shooters by Year
  - 3 tables with Top countries creating Shooters: 2019, 2020, 2021
  - 1 table with Extended Dataset for Top 5 Shooter Games of 2020
- 71 consolidated charts and graphs with analysis and additional information
- Extended additional texts
- Gaming Industry Events 2020 Catalog

About the Authors

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