Why PC Gaming is More Popular Than Ever & Devoloping of PC Gaming

Kaan Mutaf

1.2 Billion gamers in 2014

39%
of the most frequent gamers play social games

Top three types of video games that the most frequent gamers play most often:

31%
Social Games

30%
Action

30%
Puzzle/Board Game/Card Game/Game Shows

TOP DEVICES MOST FREQUENT GAMERS USE TO PLAY GAMES:
PC (62%), DEDICATED GAME CONSOLE (56%),
SMARTPHONE (35%), WIRELESS DEVICE (31%),
DEDICATED HANDHELD SYSTEM (21%)

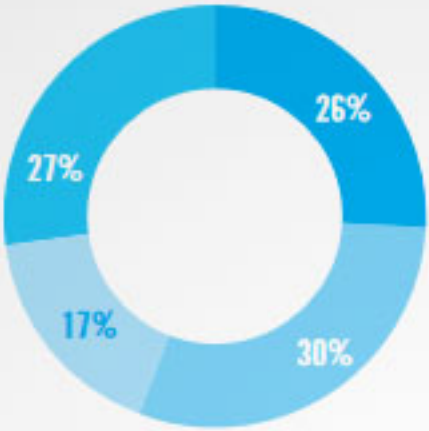
Top three types of video games that the most frequent gamers play most often on their wireless or mobile devices:

31%
Social Games

14%
Puzzle/Board Game/ Card Game/Game Shows

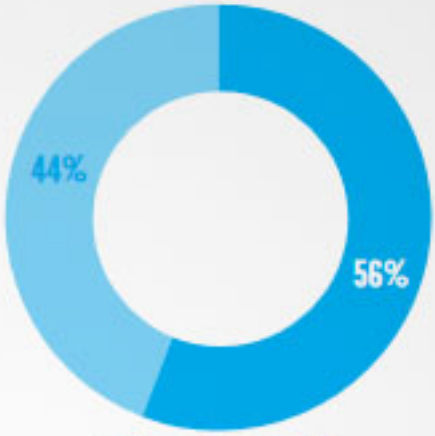
5%
Action

The average game player is **35** years old



AGE
of Game Players

26% under 18 years
30% 18-35 years
17% 36-49 years
27% 50+ years



GENDER
of Game Players

56% male
44% female

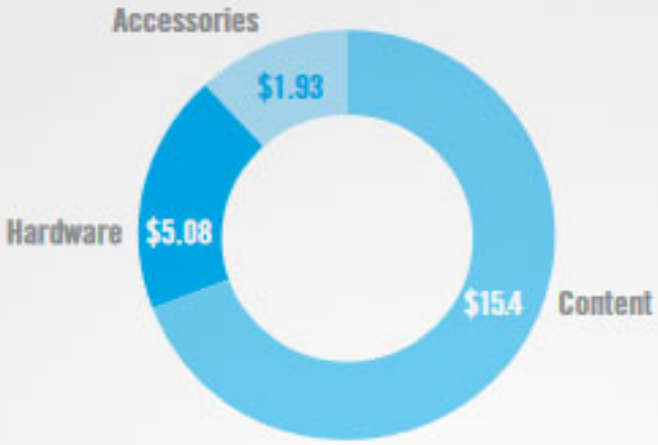
Women age 18 or older represent a significantly greater portion of the game-playing population (33%) than boys age 18 or younger (15%)

The most frequent FEMALE GAME PLAYER is on average **43 years old** and the average MALE GAME PLAYER is **35 years old**

The average number of years gamers have been playing video games: **13**

Total Consumer Spend on Games Industry 2014

DOLLARS IN BILLIONS

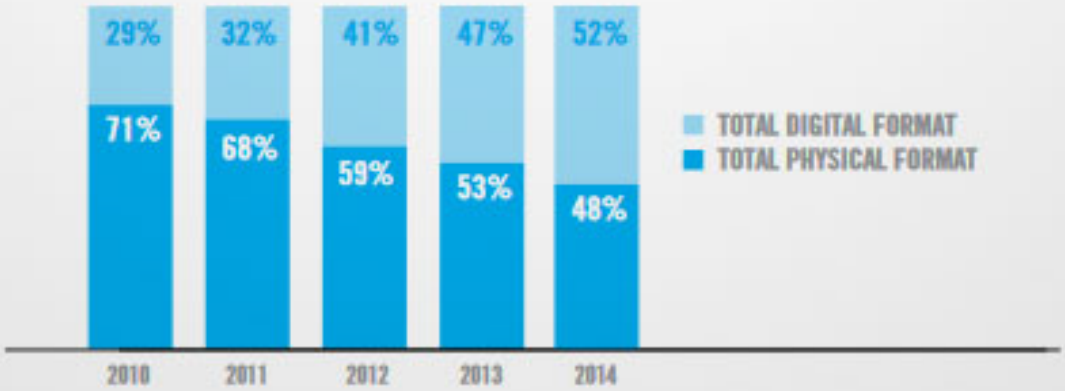


TOTAL: $22.41 BILLION

Source: The NPD Group/Games Market Dynamics: U.S.

> **"If it weren't for video game enthusiasts and the absolute commercial need to keep them happy with ever-better graphics requiring ever-higher processor speeds, complex computer graphics would still be found only in the high-priced domains of the business and science world."**
>
> ***— Ralph Baer, inventor of the Brown Box and pioneer of the home video game console***

Recent Digital* and Physical Sales Information



Source: The NPD Group/Games Market Dynamics: U.S.

*Digital format sales include subscriptions, digital full games, digital add-on content, mobile apps and social network gaming.

Overview: Who is Playing?
The average age of gamers: 35
The average age of game purchasers: 38
Households that own a device used for playing video games: 65%
Households that own a device exclusively for playing video games: 48%
The average number of years gamers have been playing:

What are people playing?
Gamers who play social games: 48%
Devices the most frequent gamers are playing on:
PC: 56%, dedicated game console: 53%, smartphone: 36%, wireless device: 31%, dedicated handheld system: 17%

Playing Video Games as a social outlet
54% of the most frequent gamers play with others
53% of the most frequent game players feel video games help them connect with friends
42% of the most frequent game players feel video games help them spend time with family
Hours per week spent playing with others online: 6.5
Hours per week spent playing with others in person: 4.5
Who are they playing with?
40% friend
21% Family members
17% Parent(s)
15% Spouse/Partner

Gender in Gaming
Male gamers: 59%
Female gamers: 41%

1.8 Billion gamers

Most played PC games on gaming platform Raptr in November 2015, by share of playing time

https://www.statista.com/statistics/251222/most-played-pc-games/







The 10 Most Popular PC Games of All Time(2014)

1. Doom

2. StarCraft

3. Quake

4. Diablo

5. Call of Duty

6. Civilization

7. The Sims

8. Minecraft

9. Myst

10. World of Warcraft



http://www.ebay.com/gds/The-Most-Popular-PC-Games-of-All-Time-/100000000177631601/g.html



The Emergence of eSports
50% of most frequent gamers are familiar with eSports
Viewership of eSports has exploded from 204 million to 292 million between 2014 and 2016. That's a 43% increase in two years.
Global revenue rose from $194 million to $463 million between 2014 and 2016. That's a 239% increase in two years.
Overall eSports Stats For 2016

Total Prize Money: $93,505,160.63
Total Tournaments: 3877
Total Active Players: 13576
Average Tournament Prize Pool: $24,117.92
Average Earnings/Player: $6,887.53
Median Tournament Prize Pool: $579.20
Median Earnings/Player: $338.00

Top eSports titles in 2016
1. Dota 2 – $37,251,051.07 – 772 Players – 118 Tournaments
2. Counter-Strike: Global Offensive – $17,267,862.14 – 4349 Players – 851 Tournaments
3. League of Legends – $10,301,329.03 – 1327 Players – 125 Tournaments
4. Heroes of the Storm – $4,610,149.10 – 381 Players – 57 Tournaments
5. Call of Duty: Black Ops III – $3,749,030.66 – 322 Players – 47 Tournaments

Sales & Price Tag & Relevance

When it comes to video games, the major consoles soak up most of the attention. Every move companies like Microsoft (NASDAQ:MSFT), Sony (NYSE:SNE), and Nintendo (NTDOY.PK) make with their game systems is scrutinized. The thing is, many of the popular games that come out for the Xbox One, PlayStation 4, and Wii U are also available for the computers sitting on our desks. Many titles, like The Sims, Minecraft, and Diablo 3, were released for computers before being ported to consoles. And then there are enormously popular games like World of Warcraft and EVE Online that are available on no platform but computers. And if recent data is any indication, it appears that gaming on computers is hotter now than ever before.

That's according to Valve, the company behind Steam, a video game distribution platform for computers running Windows, Mac, or Linux. Steam, which is generally considered the premier place to buy and play computer games online, recently set a new record for most users signed in at the same time. How many people are we talking about? Over 8 million. A grand total of 8,020,813, to be exact.

And that concurrent user record is just the latest one set for Steam. The service first hit the 6 million mark in 2012, then reached 7 million in December 2013, followed quickly by 7.5 near Christmas. Looking at the numbers over time, the trend is definitely upward.

1994 – – The Elder Scrolls: Arena
1996 – – The Elder Scrolls II: Daggerfall
1997 – – An Elder Scrolls Legend: Battlespire
1998 – – The Elder Scrolls Adventures: Redguard
2002 – – The Elder Scrolls III: Morrowind
– The Elder Scrolls III: Tribunal
2003 – – The Elder Scrolls III: Bloodmoon
– The Elder Scrolls Travels: Stormhold
2004 – – The Elder Scrolls Travels: Dawnstar
– The Elder Scrolls Travels: Shadowkey
2005 –
2006 – – The Elder Scrolls IV: Oblivion
– The Elder Scrolls Travels: Oblivion
– The Elder Scrolls IV: Knights of the Nine
2007 – – The Elder Scrolls IV: Shivering Isles
2008 –
2009 –
2010 –
2011 – – The Elder Scrolls V: Skyrim
2012 – – The Elder Scrolls V: Dawnguard
– The Elder Scrolls V: Hearthfire
– The Elder Scrolls V: Dragonborn
2013 –
2014 – – The Elder Scrolls Online
2015 – – The Elder Scrolls Online: Imperial City
– The Elder Scrolls Online: Orsinium
2016 – – The Elder Scrolls Online: Thieves Guild
– The Elder Scrolls Online: Dark Brotherhood
– The Elder Scrolls Online: Shadows of the Hist
– The Elder Scrolls V: Skyrim Special Edition
2017 – – The Elder Scrolls: Legends
– The Elder Scrolls Online: Morrowind
– The Elder Scrolls Online: Clockwork City

https://www.youtube.com/watch?v=O4KLAnyhHEU

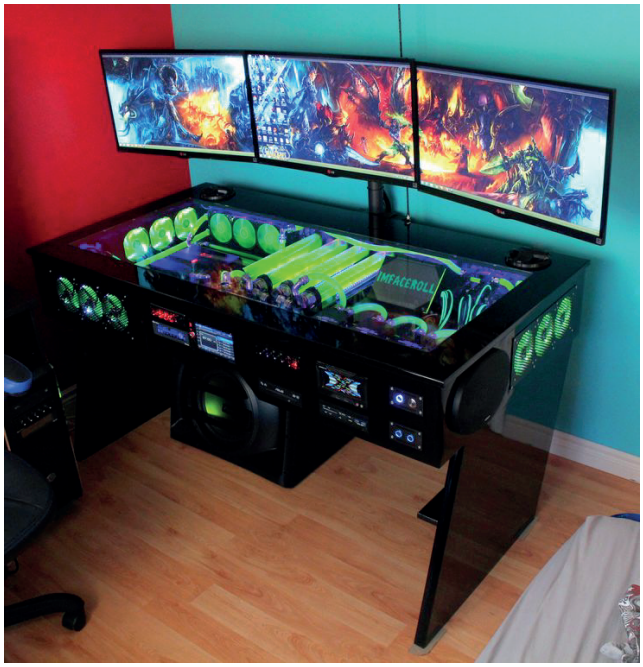
Why PC Gaming is a thing, Let's talk about it!!!!

Consoles have their advantages but, from cheap games to flexible hardware , pc gaming has more !

1. Cheap games
-cracks

2. You don't have to pay to play multiplayer games on PCs

3. More types of games



4. As real as you want it to be

5. Mods

6.Control flexibility
-Combos
-Short Cuts,
-aim with mouse
-set your own keyboard

7.You probably need a PC anyway

8.You can decorate it to make it truly yours.
-upgradable

