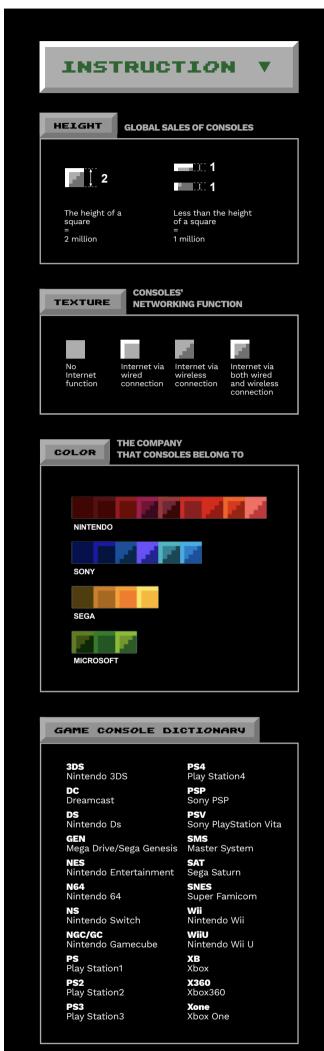
# HOW GAME CONSOLES CONNECTED WITH THE DEVELOPMENT OF INTERNET?

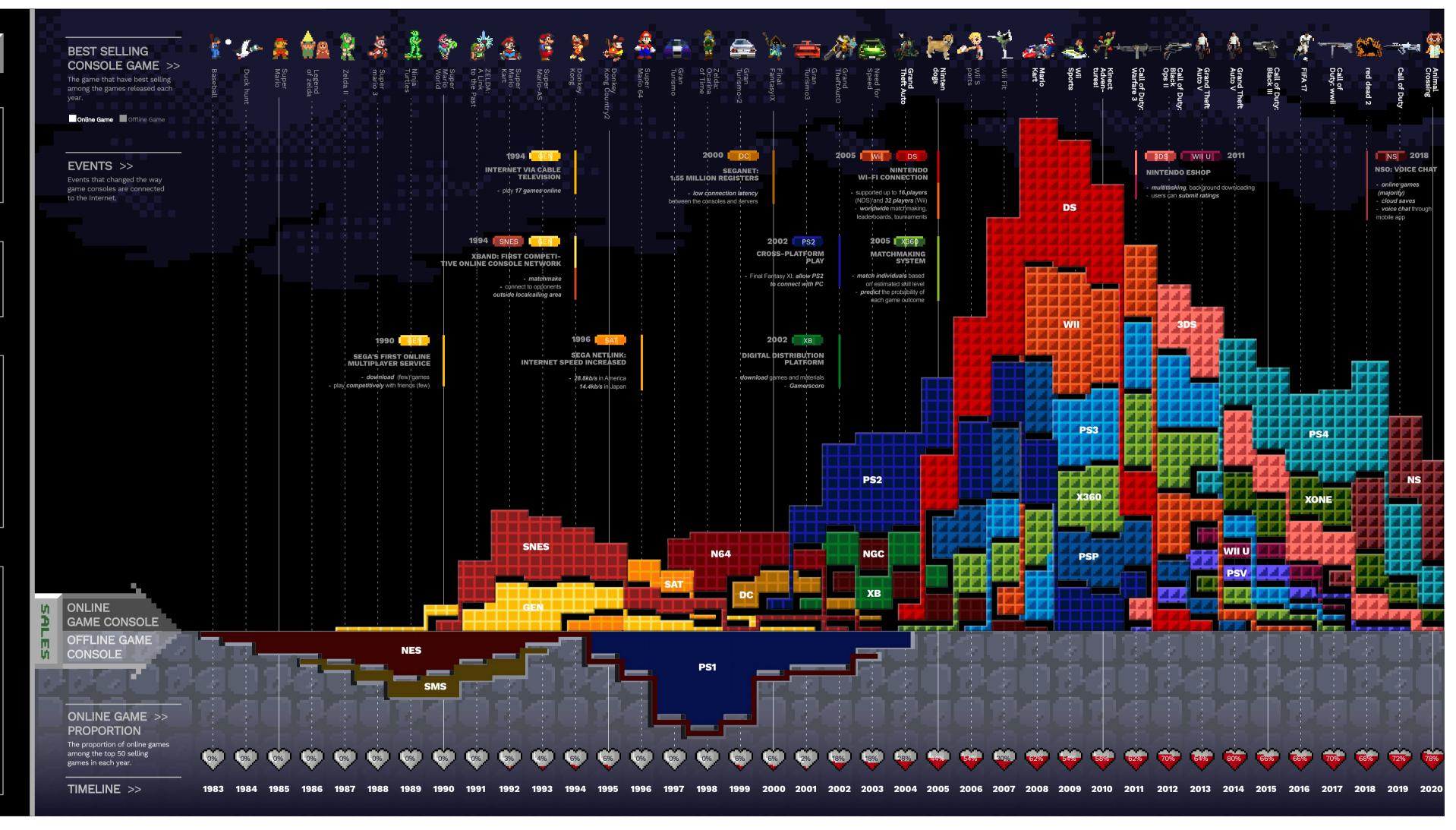
## **PROJECT BY GROUP 6**

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### **ABOUT THE VISUALISATION**

With the development of the Internet, the networking types of home video game consoles have continued to iterate. Game consoles have evolved from offline only to online available which supports multiplayer gaming online. In the early days, game consoles allowed players to play against friends through LAN. Nowadays, a

virtual tournament can be held in the game through matchmaking around the world. Game consoles have been connected by the Internet, and strangers from all over the world have also been connected through online games.

This diagram arranges the networked game consoles and the non-net-worked game consoles on two sides of the horizon and shows the sales fluctuation of 22 home game consoles from 4 major video game companies, Nintendo, Sony, Microsoft, and Sega from 1983 to 2020. It also shows the evolution of their network-

ing types and annual sales rankings. Significant events that affected the rankings and the best selling games are marked in the corresponding positions. By comparing the evolution and the trend of the annual proportion of online games readers can gain insights from the impact of Internet development on the iteration of consoles.

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