Mapping Abnormal Mapping - Quiz for VoIP life 132

Introduction

I always enjoyed planning episodes on voip life and hearing the process behind which games would make good episodes. I find making graphs and tables relaxing so I did a quick and dirty assessment of the age of every game (more or less) covered on the Abnormal Mapping podcast and pulled out a few simple stats. I don't know if there is anything profound from the results but it's a different way of looking back on nearly a decade of podcasts.

Thanks for Playing !
Hilver

Methods

Went through the list of games covered on the podcast and compared the game release dates to the release date of each podcast. I included all numbered episodes plus the mini mapping episode for the witness. Only official game club games covered and no lets play games. For series retrospectives all games are included i.e. Tomb Raider quintology. For gameography episodes only one game per creator (i.e. Analogue, Benthic Love and Cibele). Release dates are all from Wikipedia. Game dates given for the earliest release unless the episode specifically references covering a remake e.g. FF7 remake or Rez Infinite. If a game has a release month but not a specific date then it is set as the first of the month. Episodes covered are from episode 1 to 145 (DMC to Potion Chrono Cross) which covers 166 games total. The newest grab bag I selected Resident Evil 7 as the headline game because it got the image for the games covered list. The quiz won't be continually updated but I might maintain the list, the upcoming final fantasy 16 episode and grab bags break about half the topics in the quiz. I can drop the spreadsheet in the discord if other people are interested in the numbers.

Bonus Publisher ranking quiz included after the main questions
Don't forget to check out the graphs on the other document when you're done

Questions

Answers are in white text and can be revealed by highlighting the answer section

Q1) What is the oldest game covered for Abnormal Mapping?
A1)

Q2) What is the newest game covered for Abnormal Mapping? (shortest time from release to episode)
A2)

Q3) What is the most recently released game covered for Abnormal Mapping? (as of 28th of May)
A3)

Q4) Are there more sequels or original games covered on the podcast? (bit subjective)
A4)

Q5) Number of Games younger than the podcast? (Games released after 28/11/2013)
A5)

Q6) Average time between games release and coverage (years)?
A6) Mean: Median: Standard Deviation:

A6 Notes:
I would just guess the mean and if you like the Standard Deviation
Definitions of terms at the end of the document if it helps

Q7) Most Abnormal Year? Year with the most games covered
A7) Winner:
Runners up:

Q8) Least Abnormal Year? Year with least games covered
A8) Winner:
Runners up:
Runners up games:

Notes:

BONUS: Publisher Ranking

Rank the following publishers by number of games featured on the podcast
(Wikipedia listed publishers, one publisher per game)
I don't think games should only credited to publishers but it is the easiest metric for a quiz

List in Alphabetical order:

Capcom (Only one game included from the latest grab bag)
EA
Nintendo
Konami
LucasArts
Sega
Sony (Japan + Europe+America)
Square/Enix/Square-Enix
Ubisoft
Xbox Game studios (Formerly Microsoft Game Studios)

List in Reverse Ranked order:

Ranking	Publisher	No. of Games
10		
9		
8		
7		
6		
5		
4		
3		
2		
1		

Publisher Notes:

Other observations:

Nice balance of old and new games covered, a strong list of great games

If I was a real sicko I would compare this list against something like Retronauts

In earlier episodes there is a worry about covering too many Nintendo games and in the last few years managed to surge ahead with square games

I understand why but Itch.io games should put a date that the game was released on

At least one game for every year between 1987 and 2022! And on track to have this from 1987 to 2023
If you want to count Balloon fight as NES not Famicom this run is unbroken from 1986 to 2022

Publishers list: it's hard to delineate what counts as independent but by most measures of independent games, there are more independent games covered on the podcast than from any one major publisher

No games beginning with X

Plotting frequency of games from each year peaks at 2004 and 2013 with a trough in between see Graph 1 on the graph document, PS3 not beating the no game allegations

Very slight not statistically significant increase in age of games covered see Graphs 2 and 3. To be expected as every game gets older the longer the podcast runs, maybe someone else knows how to normalise the data to account for this.

A5 stats notes:
No big difference between version 2 and 1
Version 1 Mean: Median: Standard Deviation:
Mean is each value summed up and divided by the number of entries
Median is the halfway point for the values all put in order, useful for comparing if the mean is skewed by exceptionally high or low values.
Standard Deviation is a measure of variation within the distribution around the mean. How closely do the rest of the games cluster around the average year.
For a normal distribution (bell curve) around 70% of points fall within the boundaries of 1 standard deviation.