

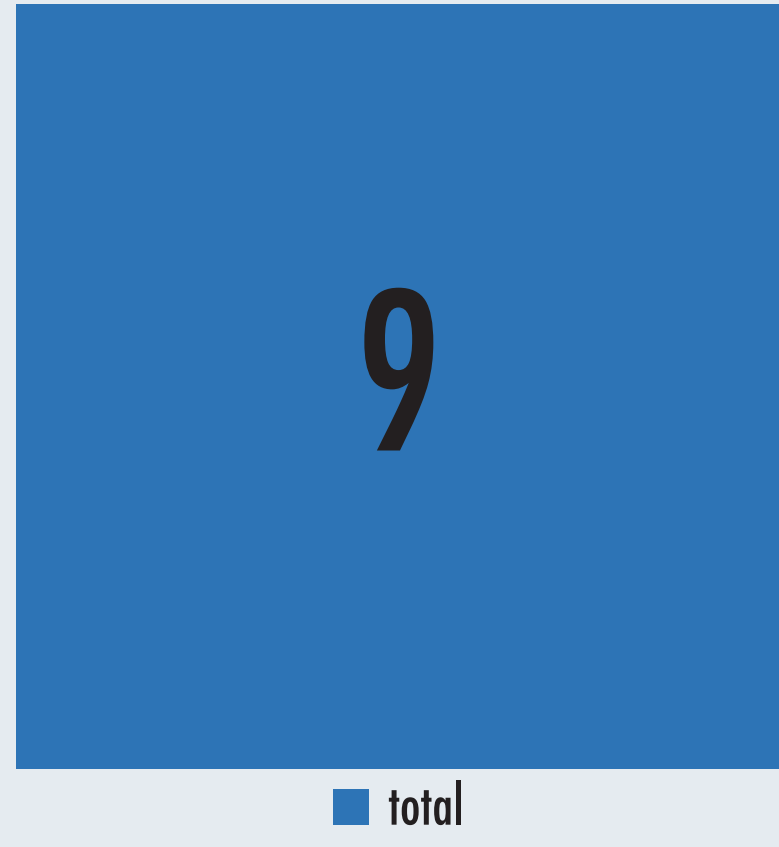
The Games of My Life

A Self-Analysis Through Video Games

Yichen Shou

How

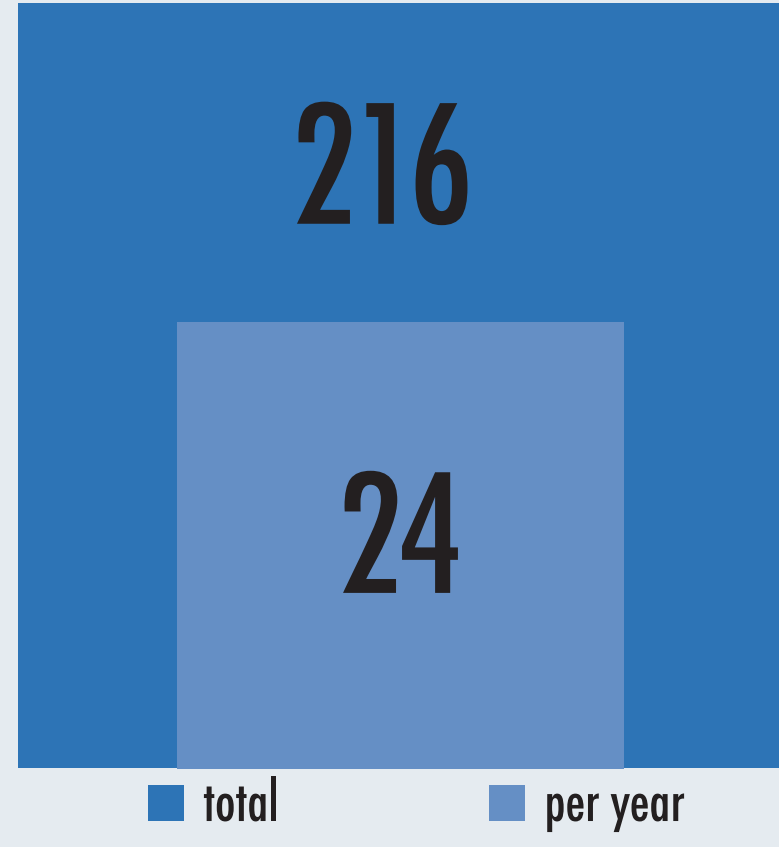
How Many Years



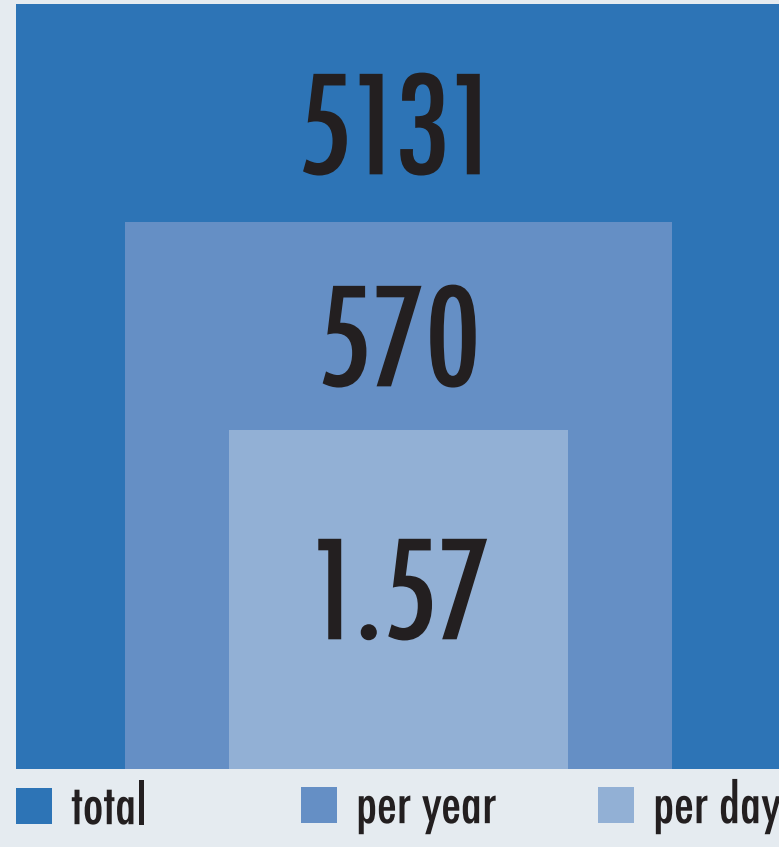
How Many Consoles



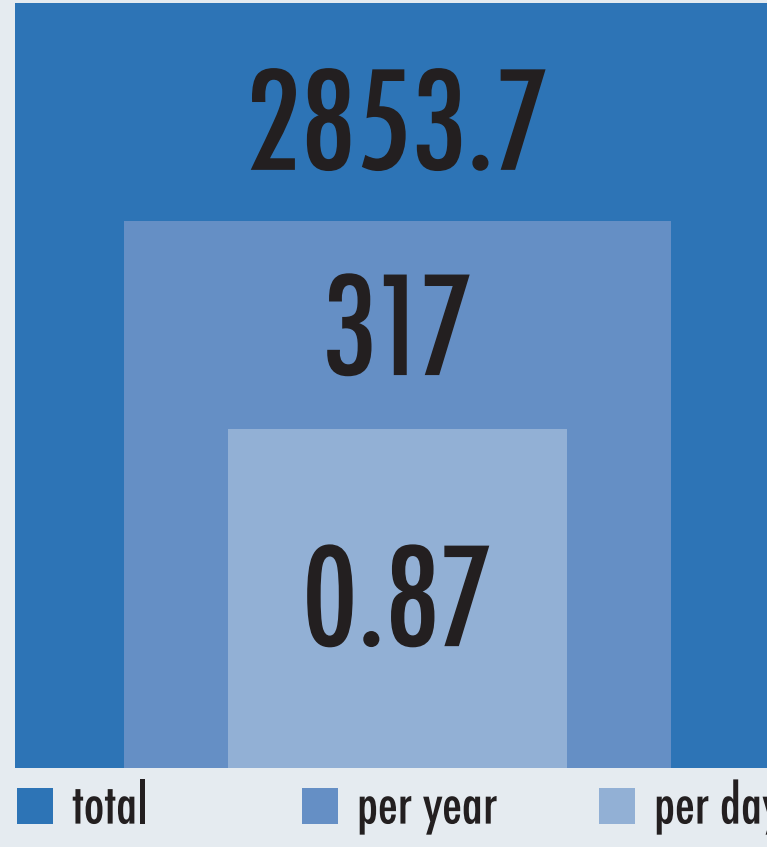
How Many Games



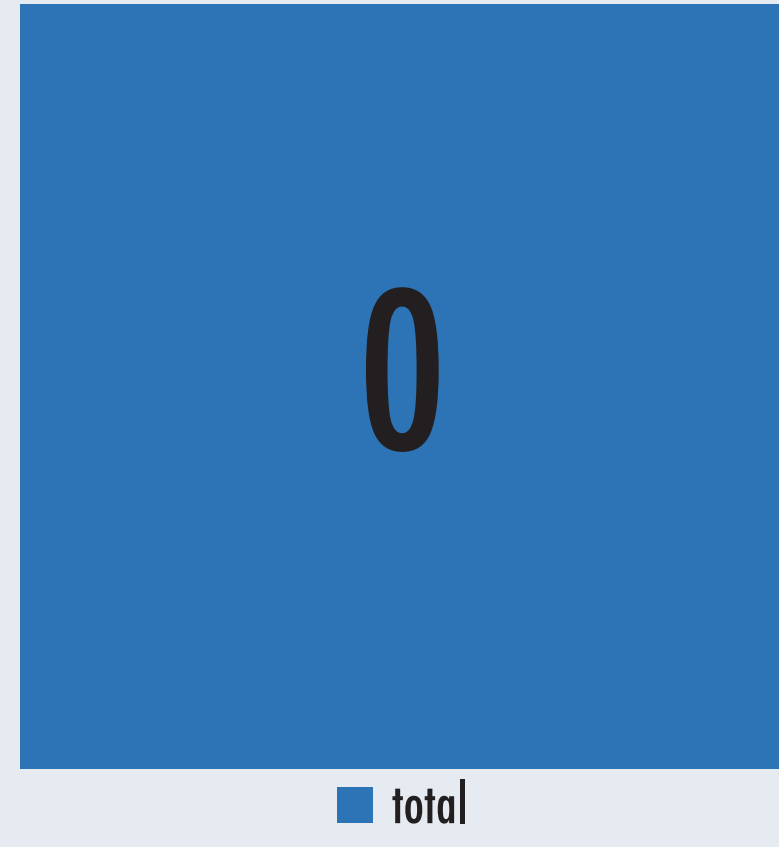
How Many Hours



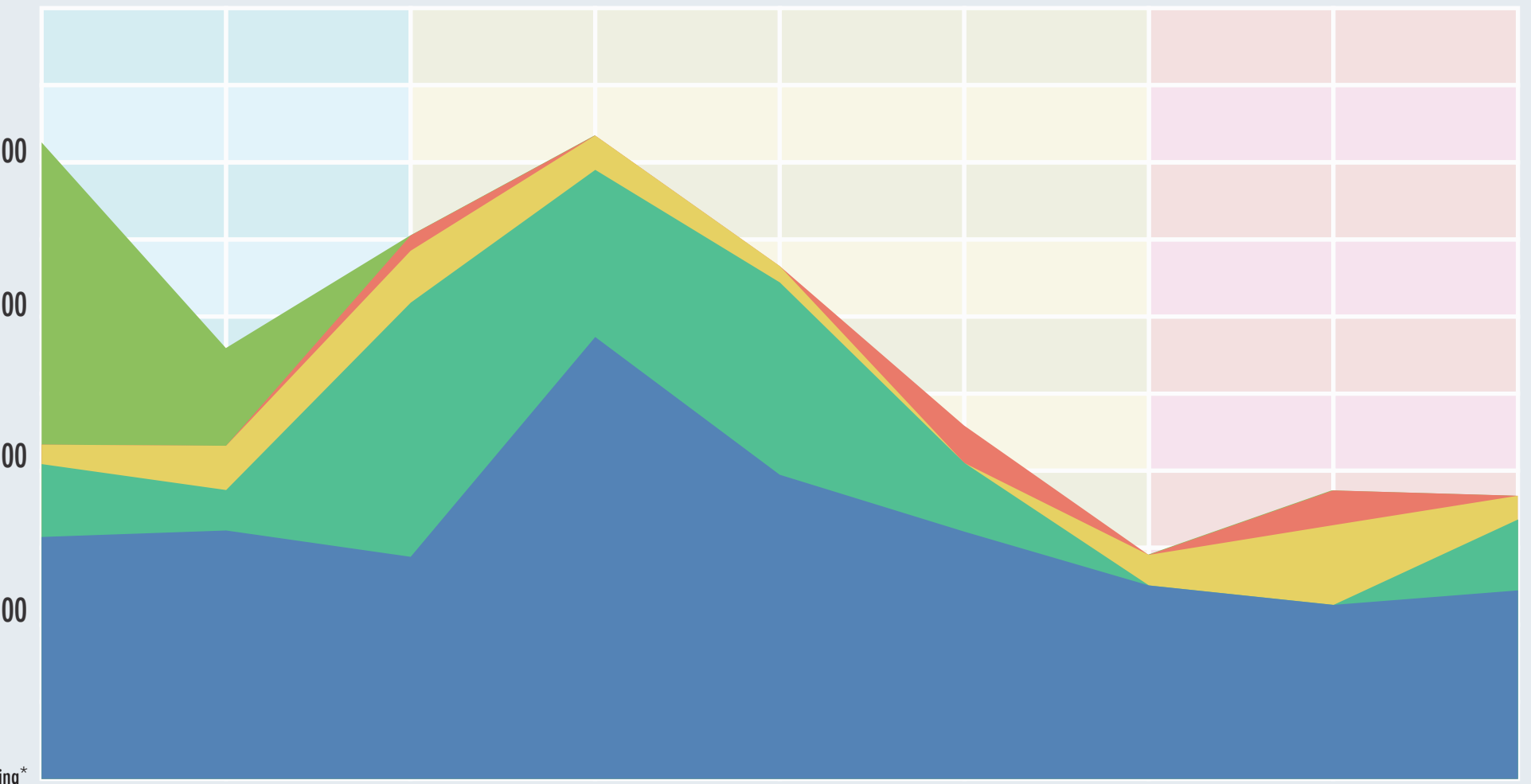
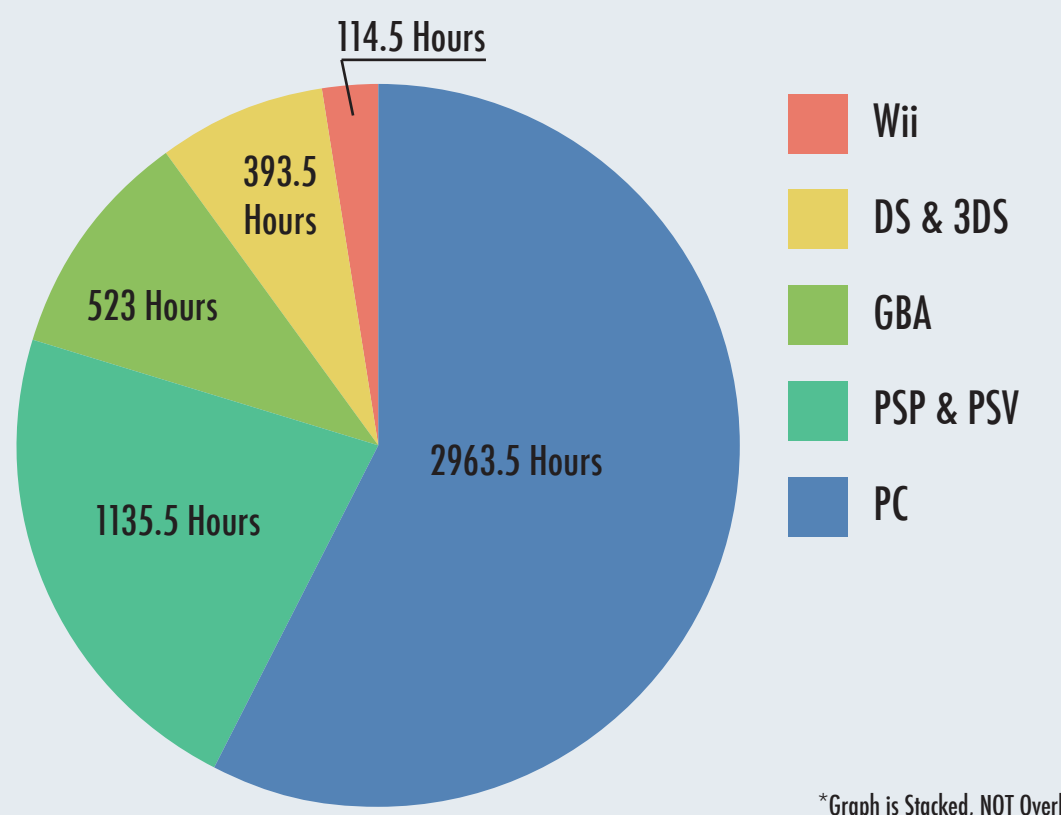
How Much Money (\$)



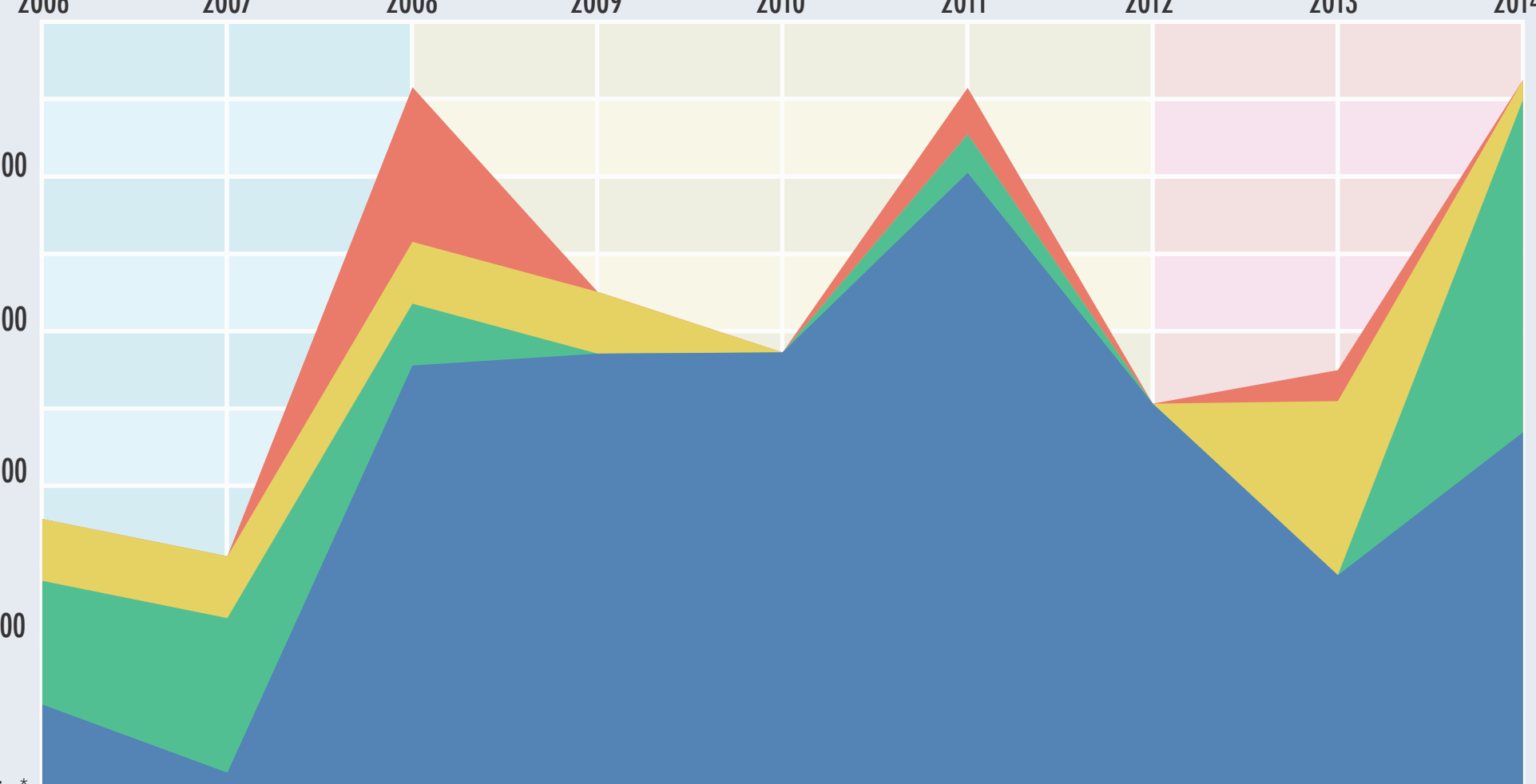
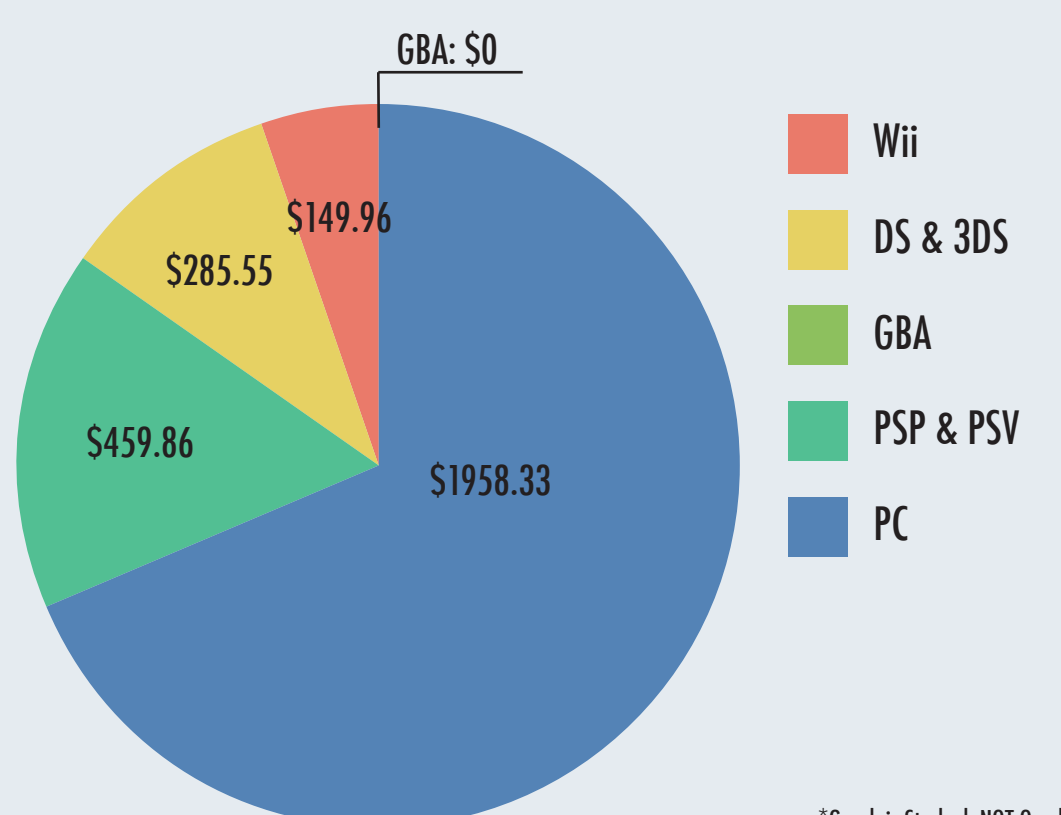
How Much Regret



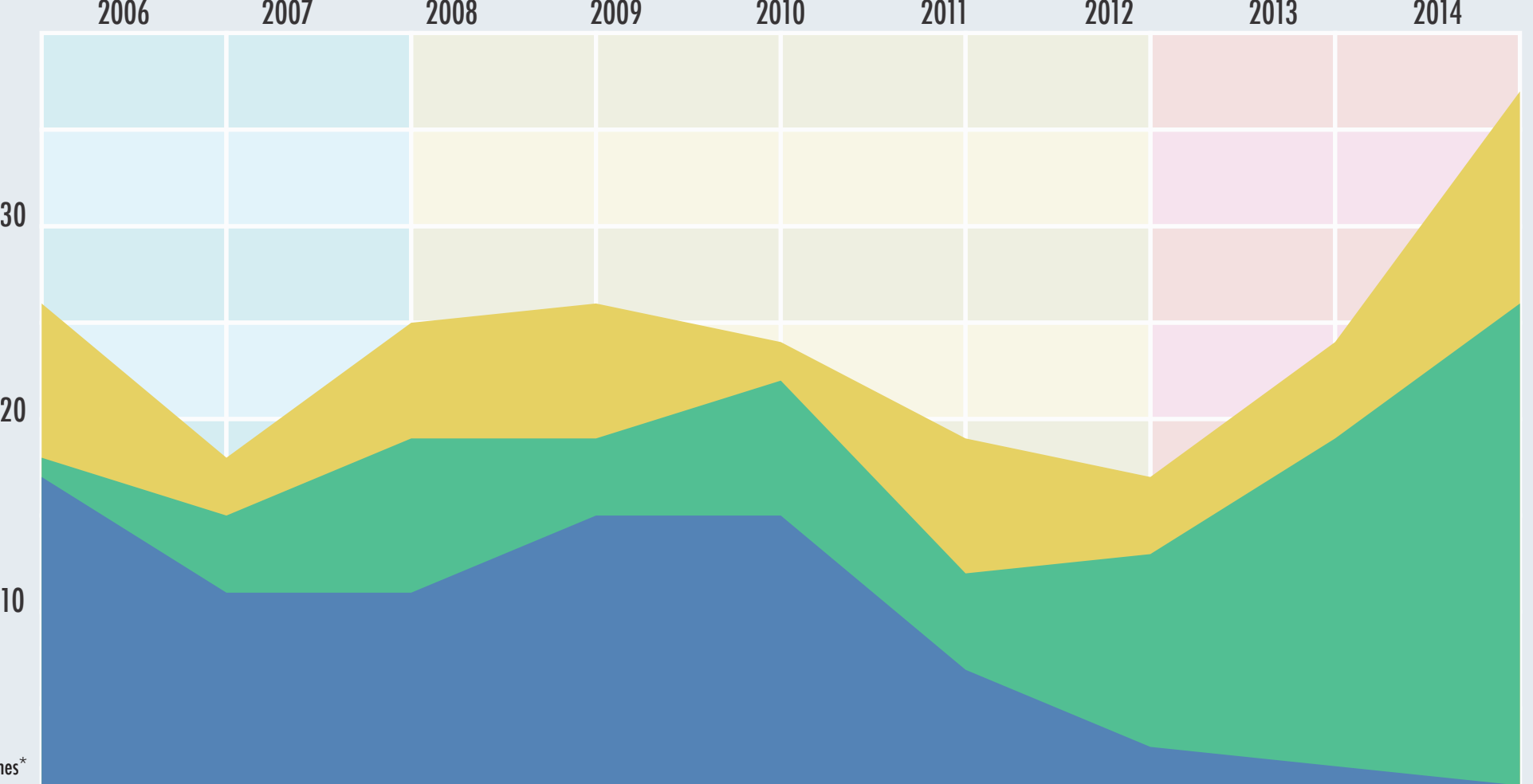
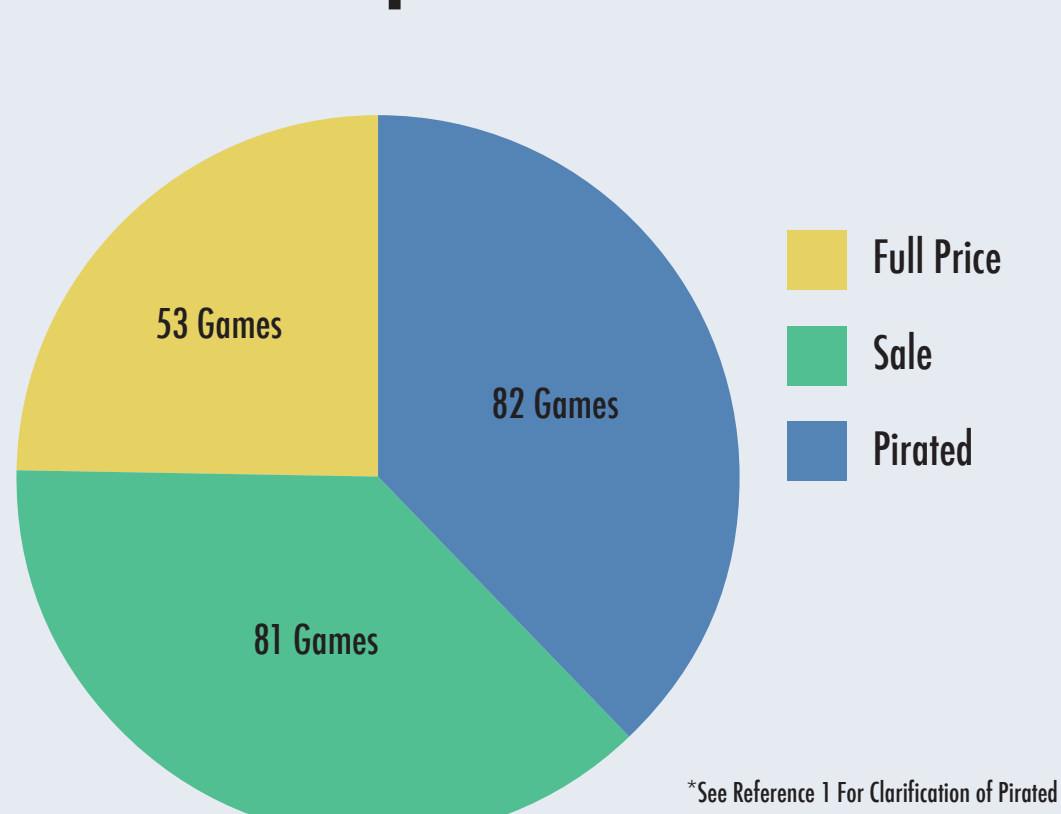
How Many Hours/Console



How Much Money/Console



How I Acquired Games



What

What Series I Played the Most



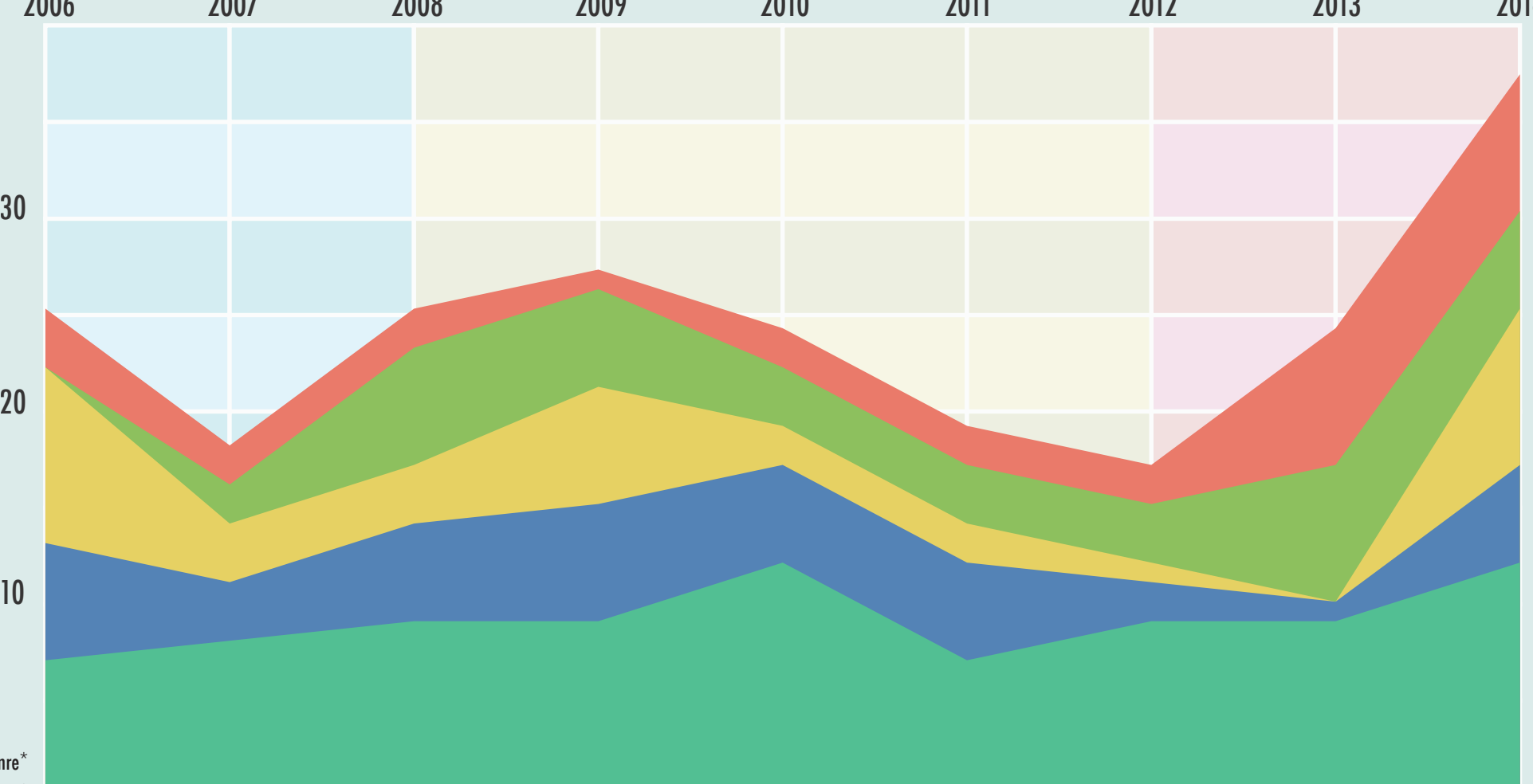
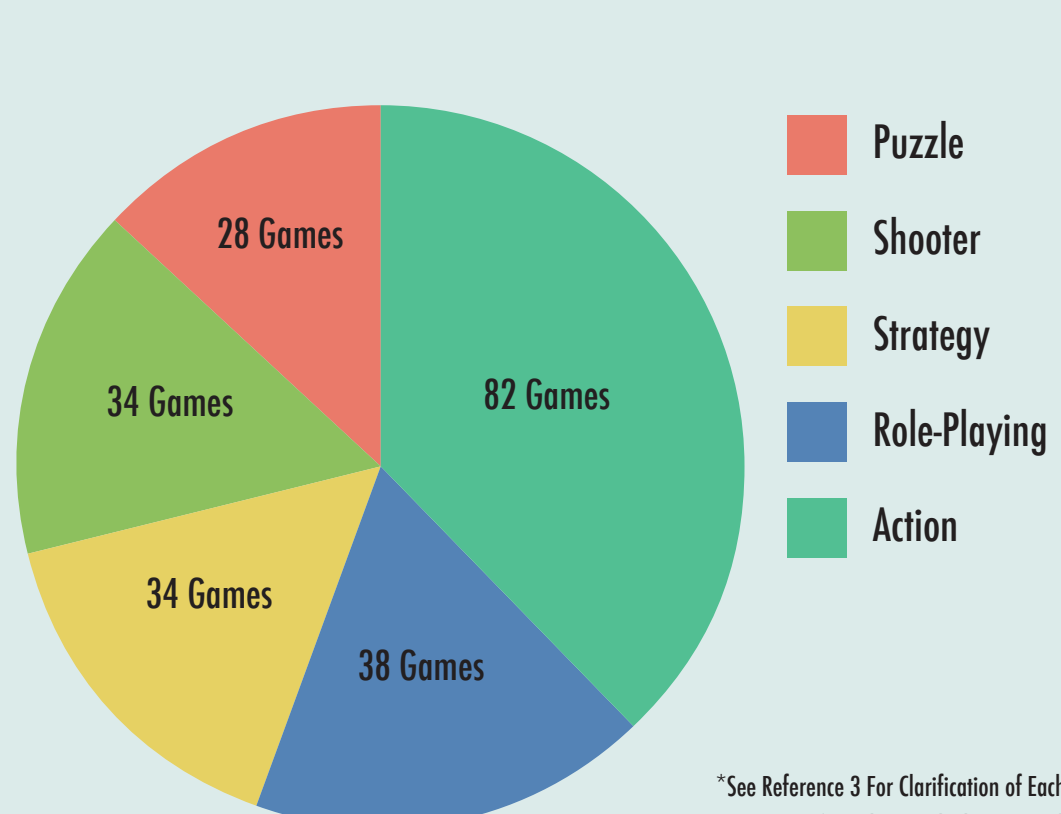
What Series I Payed the Most For



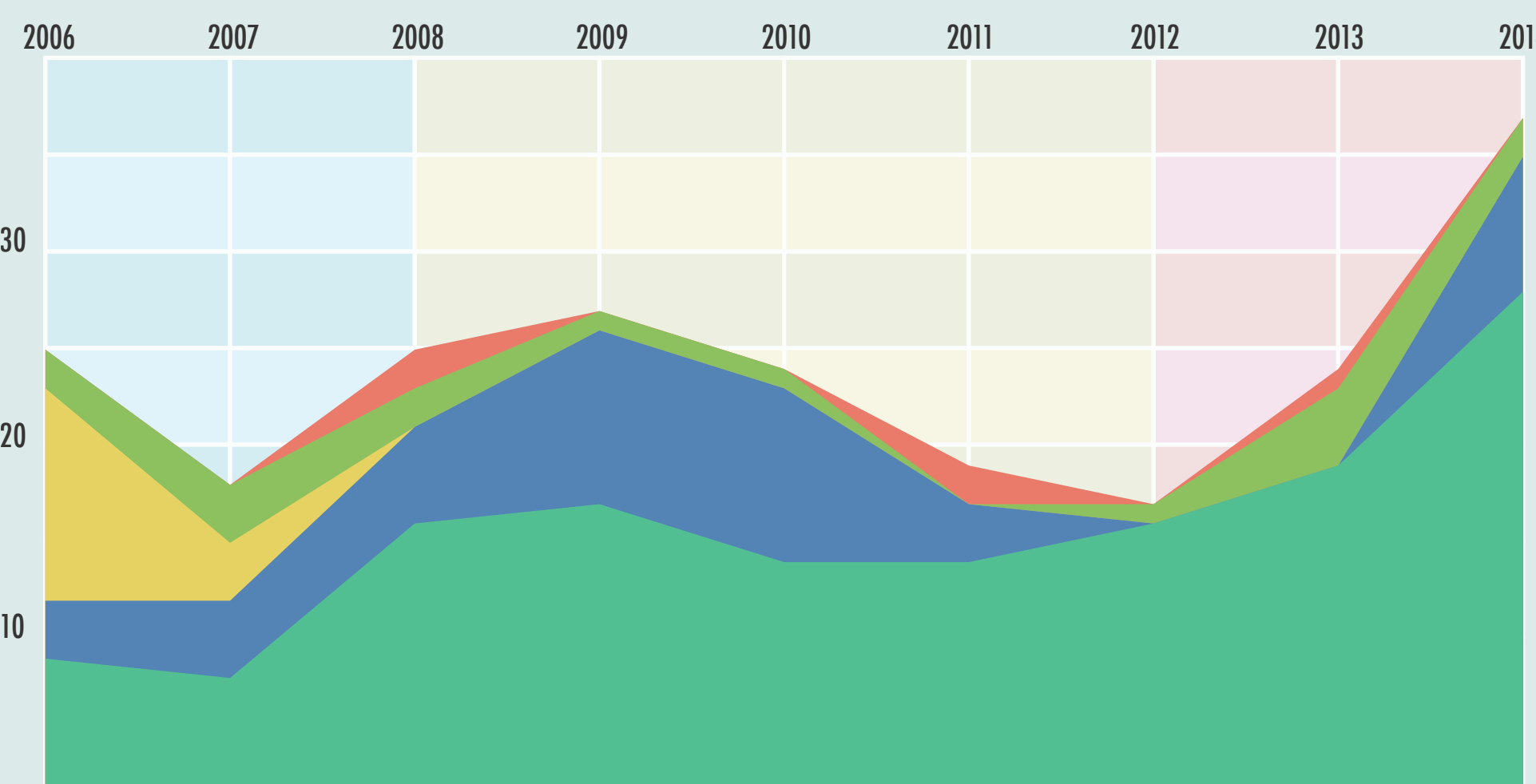
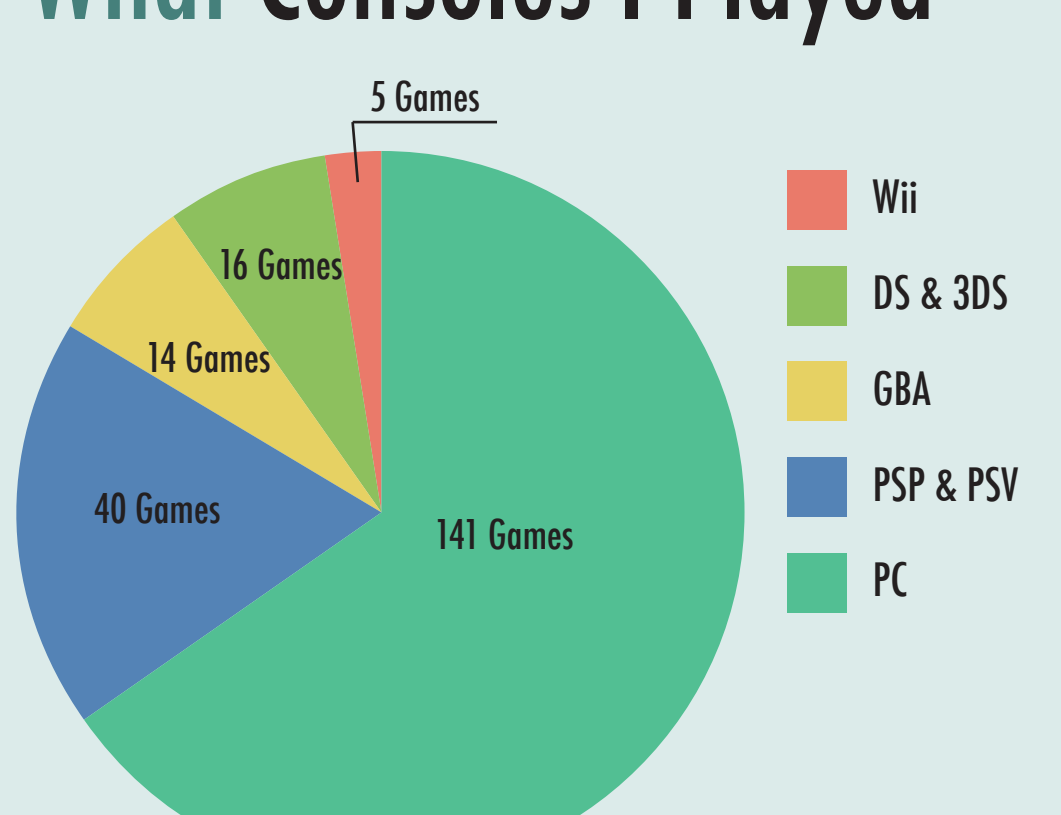
What Series I Played the Longest



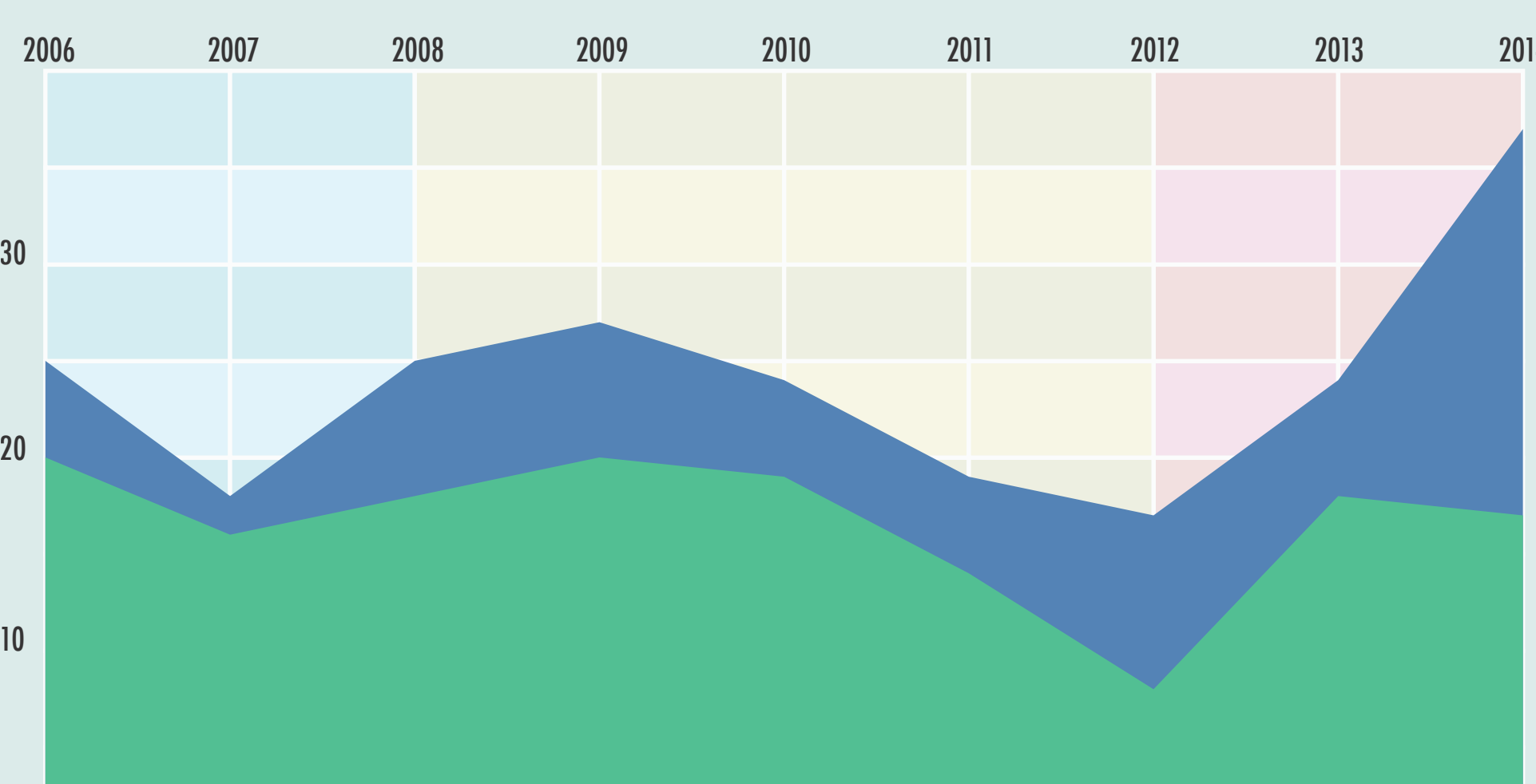
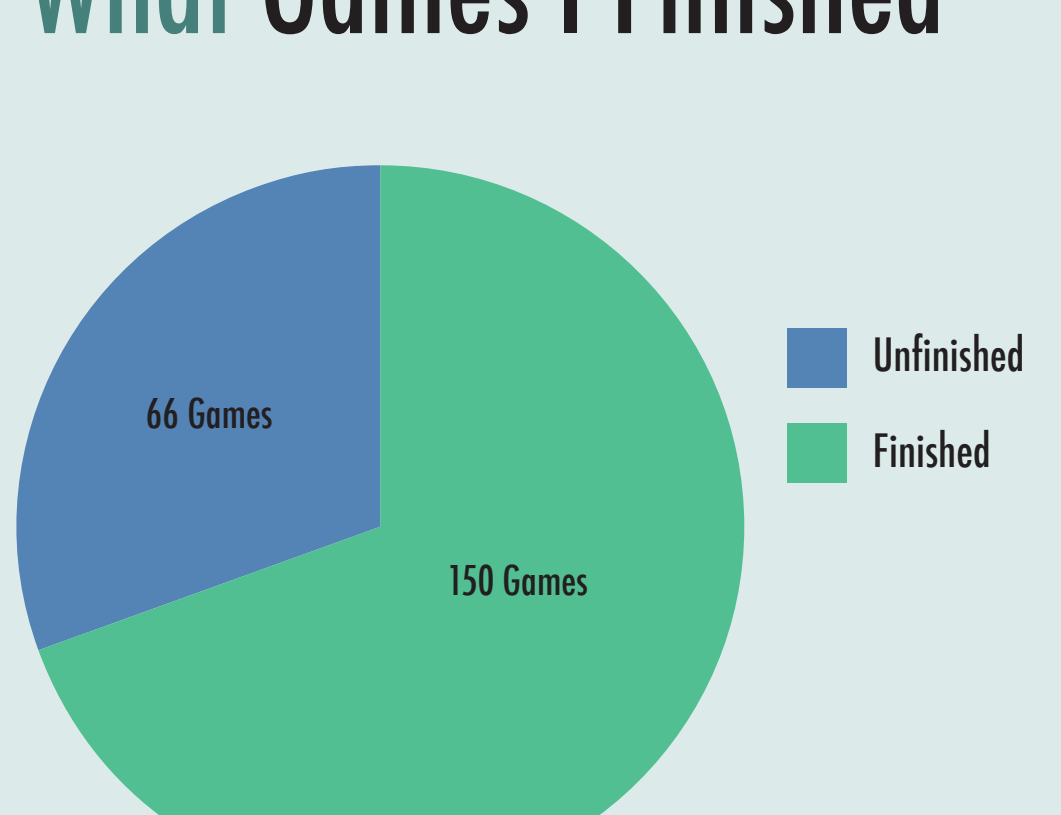
What Genres I Played



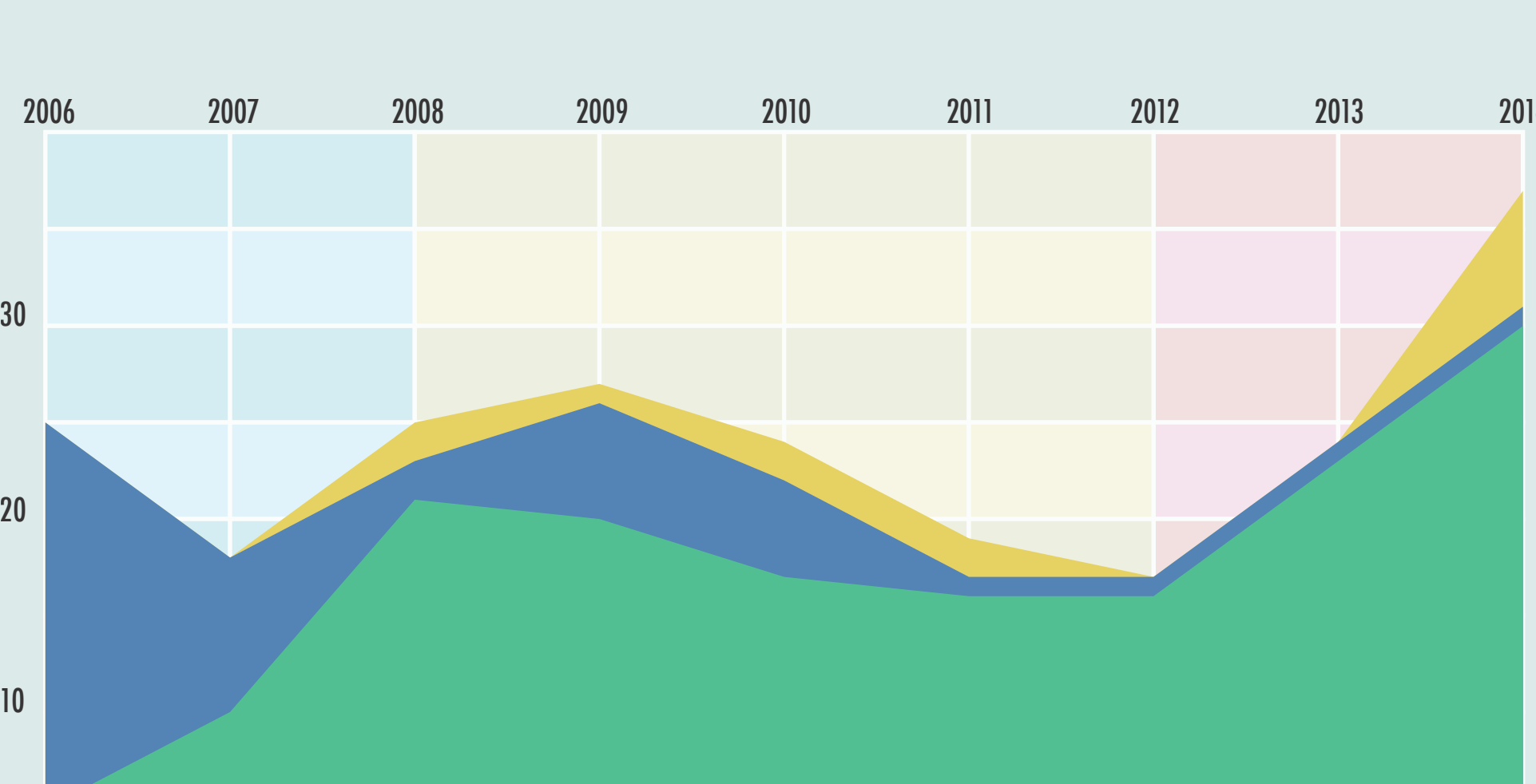
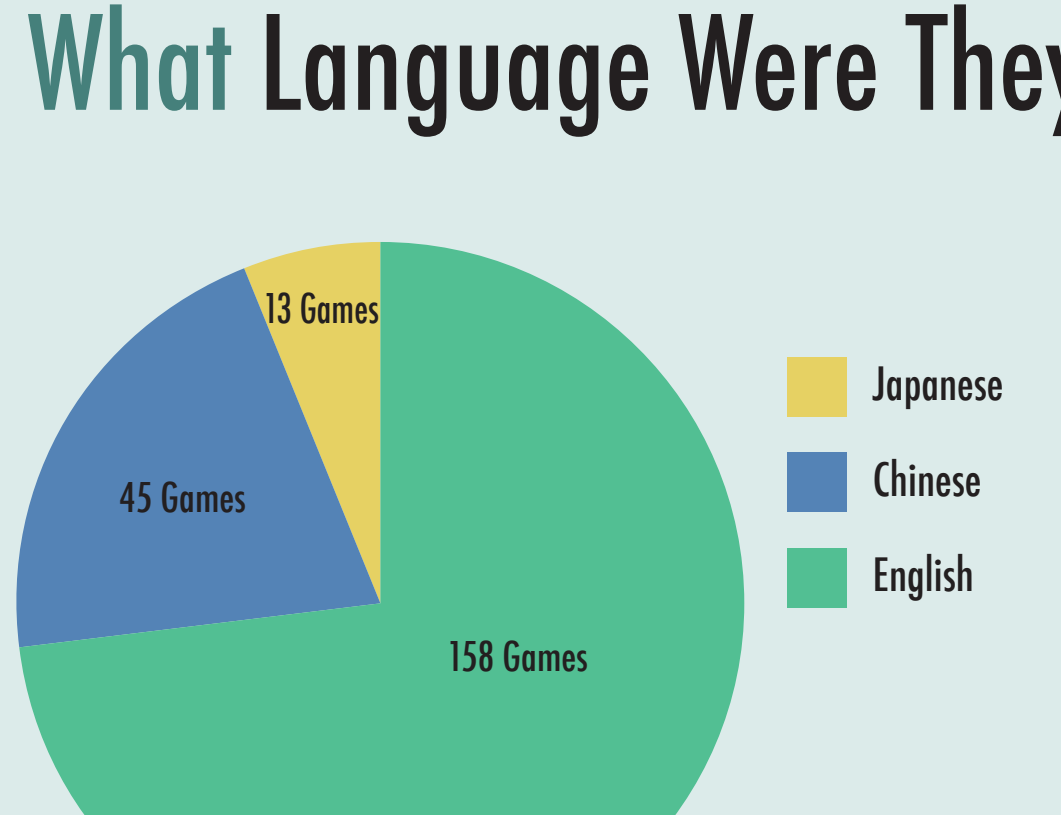
What Consoles I Played



What Games I Finished



What Language Were They



Reference 1: The actual number of games pirated is much higher than the displayed value; games that I pirated first but bought later (e.g. Age of Empire II, Warcraft 3) count as an act of redemption and are grouped with the bought/sale games.

Reference 2: "Gundam/Mecha" is a general category for Japanese Gundam pilot simulation games and the Super Robot Wars series, both games about Gundam and other large mechs. While they're not strictly the same series, I regard them as mechs games all the same and thus group them as a series.

Reference 3: Game genres are simplified for the sake of presentation into the following:
 Role-Playing: includes both Western and Japanese RPGs.
 Shooter: includes both First and Third Person Shooters.
 Puzzle: includes any game where the main objective is to solve puzzles.
 Action: catch-it-all category for anything with intense action and doesn't fall under the above categories.

Reference 4: A "finished" game is a game for which I've reached the end credit screen. Games that have no end credit screen (e.g. Monster Hunter, World of Warcraft) counts as "unfinished".

Sources: Number of games: The number is taken from memory and my game library. While I have bought a lot more games from sales and played more with friends, the only games included here are ones that I sought out myself with the intention of finishing, if given enough time. Note that expansion of games (addon or stand-alone) counts as separate games, whereas DLCs don't.

Price: Most prices are directly from receipts and online purchase histories. Games bought with foreign currency (e.g. yen) are given a rough conversion. Games bought from bundles are listed with the average price of games in the bundle. Games with subscription (i.e. World of Warcraft) are listed by their expansion pack with the rough estimate of subscription price * months subscribed during each expansion.

Hours: Games played on Steam are listed with the "time played" attribute recorded by Steam. All other games hours are estimated. Finished games are listed by their average length provided by www.howlongtobeat.com, times the amount of times I beat them (for example, Grand Theft Auto: San Andreas was 43 hours average time * beaten 3 times = 130 ish hours) Unfinished games are listed with the best estimated time.