Graph of the Week **Name**_____

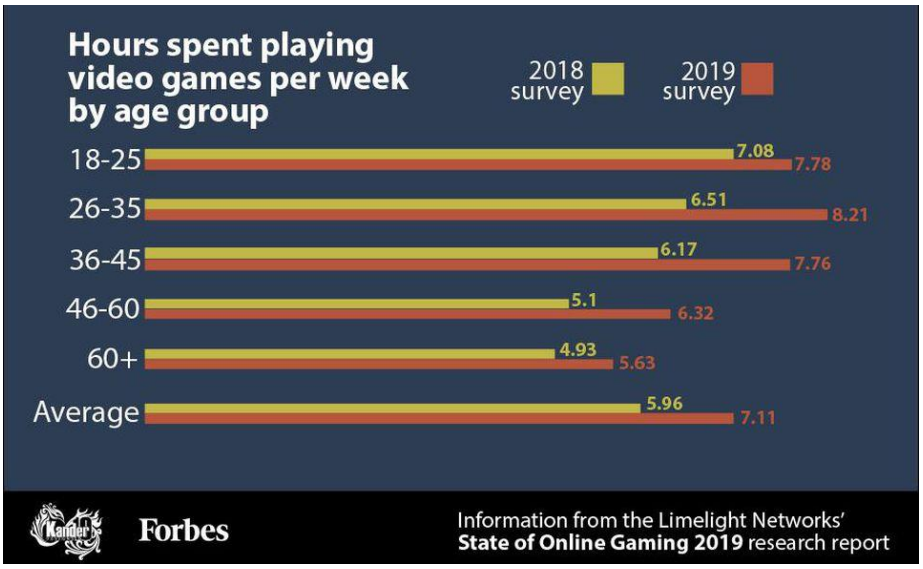
January _____, 2021

Analyze the graphs below and write a reflection on what you think the graphs are communicating to you. To guide you with your response, start with some observations.

- What are the topics of the graphs?
- What quantities are being compared? (If there are x- and y- axes, what do they represent?)
- What are some observations that you can make based on the graphs?
- What do you foresee happening in the next 10 years?

Questions to ask when reading graphs:

- Is there an upward or downward trend?
- Are there any sudden spikes in the graph?
- What is being compared in the graph?
- What prediction can I make for the future?
- What inferences can I make about the graph?



Top Mobile Games by Worldwide Revenue for September 2020 — SensorTower

	Overall Revenue		App Store Revenue		Google Play Revenue	
1	Honor of Kings (Tencent)	▲	Honor of Kings (Tencent)	-	Coin Master (Moon Active)	▲
2	PUBG Mobile (Tencent)	▼	PUBG Mobile (Tencent)	-	Lineage M (NCSOFT)	-
3	Coin Master (Moon Active)	▲	Three Kingdoms Strategic (Alibaba)	▲	Pokémon GO (Niantic)	-
4	Monster Strike (Mixi)	▲	Roblox (Roblox)	▲	Monster Strike (Mixi)	-
5	Pokémon GO (Niantic)	▼	Monster Strike (Mixi)	▲	Garena Free Fire (Garena)	▲
6	Roblox (Roblox)	-	Fantasy Westward Journey (NetEase)	▲	Candy Crush Saga (King)	▲
7	Rise of Kingdoms (Lilith Games)	▲	Rise of Kingdoms (Lilith Games)	★	Gardenscapes (Playrix)	-
8	Candy Crush Saga (King)	▲	Pokémon GO (Niantic)	▼	Fate/Grand Order (Sony)	▼
9	Gardenscapes (Playrix)	-	Homescapes (Playrix)	-	DBZ Dokkan Battle (Bandai Namco)	▲
10	DBZ Dokkan Battle (Bandai Namco)	▲	Candy Crush Saga (King)	▲	Roblox (Roblox)	-

Note: Does not include revenue from third-party Android stores in China or other regions. ▲ = Rank up over last month ▼ = Rank down over last month ★ = New to top chart

SensorTower Data That Drives App Growth sensortower.com