



CSDb Quantify Me 2018 DUPLUS

Mr.Mouse/XeNTaX

January 2019

<http://www.xentax.com>

<http://www.csdb.dk>

Index

1. [Introduction](#)
2. [Methods](#)
3. [Key highlights](#)
- 4.1 [Main analyses](#)
- 4.2 [Last 20 years \(1999-2018\)](#)
5. [Appendices](#)

1. Introduction

The Commodore 64 Scene Database (CSDb) was started in 2001 by No Name and is currently the principal repository for C64 scene releases. Sceners upload historical releases in retrospect or release their new productions. In addition, dedicated sceners dive into old floppies and upload unlisted content at CSDb to grow the repository.

At the time of writing, it lists 165.976 productions, 24.430 sceners and 8.894 groups. The data provides an opportunity to look into the dynamics of this important, never-ending scene that has been active since 1982, and possibly provide a glimpse into the future of the it, taking into account a number of (demographical) parameters.

1. The current document is an update to my original analysis done in 2010:
http://www.xentax.com/?page_id=235
The PDF document of that can still be downloaded here:
<http://www.xentax.com/wp-content/uploads/2010/08/CSDb%20analyses.pdf>
2. Additional analyses followed since the original one:
 - a) http://www.xentax.com/?page_id=254
 - b) http://www.xentax.com/?page_id=265
 - c) http://c64.xentax.com/downloads/csdb_quantifyme_part2_mindspook1.doc

In the current version, I explore the available data for 1982 through 2018 in a similar fashion, and compare to the 2010 situation. I also take a look at the past two decades. There will be a lot of charts and tables, and limited text. I will simply highlight some of the key results. You can go through the additional information at your leisure.

2. Methods

The latest CSDb.dk data was kindly made available to me by **Perff/No Name**. Statistical analyses were done using SPSS Statistics (IBM), WPS Office, WPS Spreadsheets and Visual Basic for Applications (VBA).

There are some obvious limitations to the data. The data is as good as those who enter it, and for some parameters there are quite some missing values. Also, some of the data cannot be verified. Nevertheless, it is possible to present the data as is. The high number of releases provides some assurance of workable conclusions. We are not dealing with a peer reviewed, data management-incorporated process, with consistent quality checks. It is what it is. Have fun!

3. Key highlights

- The scene had it's "heyday" from 1985-1995, with **1988** being the "golden" year with the most releases (16.550, meaning about **2 releases per hour!**). ([Figure 1](#))
- Since the 2010 analysis, the number of releases added to the database has practically **doubled!** ([Figure 1*](#))
- Since 2010, there is a clear **increase** in the number of new releases per year, **doubling** from 1070 in 2010 to 2137 in 2018 (a **new record!**) ([Figure 1](#), [Figure 19](#), [Figure A1](#))
- The **top three** scener functions of all time are **Coder**, followed by **Graphician** and **Swapper**. ([Table 2](#))
- **Cracks** and **One-file demos** comprise the bulk of the releases, and have doubled in number for the heyday era since the data cutoff point in 2010. ([Figure 2*](#)).
- The past two decades have shown a steady increase in the number of releases, especially for **music**, **graphics**, **cracks** (the last 8 years) and **tools** ([Figure 4](#), [Figure 6](#), [Figure 22](#)).
- The number of new sceners per year reached top height in **1988** with 2650 new sceners (that actually released something), so about **7 new sceners each day that year!** The past two decades do show a slow increase in the number of new sceners (2000: 86, 2018: 152). ([Figure 8](#))
- Of the top 10 scener functions the first to appear were the **Crackers**, followed by the largest groups of **Coders**, **Graphicians** and close to those the **Swappers**. Even though an important scene role, **Musicians** were relatively lower in number and were the first to reach their peak in 1987. ([Figure 9](#))
- The average year of birth (for 4510 people that have their birth year listed) is **1974!** Since this follows a normal distribution the median is also **1974**. For those sceners that released something in **2018**, the mean year of birth is **1975**, with 70% of sceners born before 1977. ([Figure 11](#), [Figure 12](#))
- Translating that in sceners' age at their first release, the peak age is **16** years old, with a median of **17** years old! ([Figure 13](#))
- The period **1999 up to 2010** is a decade with seemingly the **lowest scene activity** in terms of total releases in CSDb. When also looking at the year of their first release for those sceners that released something/were credited in **2018** we can see that sceners from this period of low activity are relatively low in number. However, new sceners in that period were more likely to release in 2018, compared to sceners starting in the heyday period. ([Figure 1](#), [Figure 15](#), [Figure 19](#), [Figure A4](#)).
- The number of sceners with 3 or more functions is **38%** for those that started in **1998 or later**, whereas this is **20%** for those that started before (so again, almost **double!**) ([Figure 20](#))
- From the 2010 analyses I concluded in the "mindspook" document that we might see the **start of a new period of relative high activity** on the scene (but possibly caused by mere data intuition rather than undeniable evidence). Interestingly though, seems I was correct! :). ([Figure 19](#), [Figure A1](#)).
- Check the [appendices](#) for top lists of groups, sceners and some more qualitative overviews.

4.1 - Main analyses

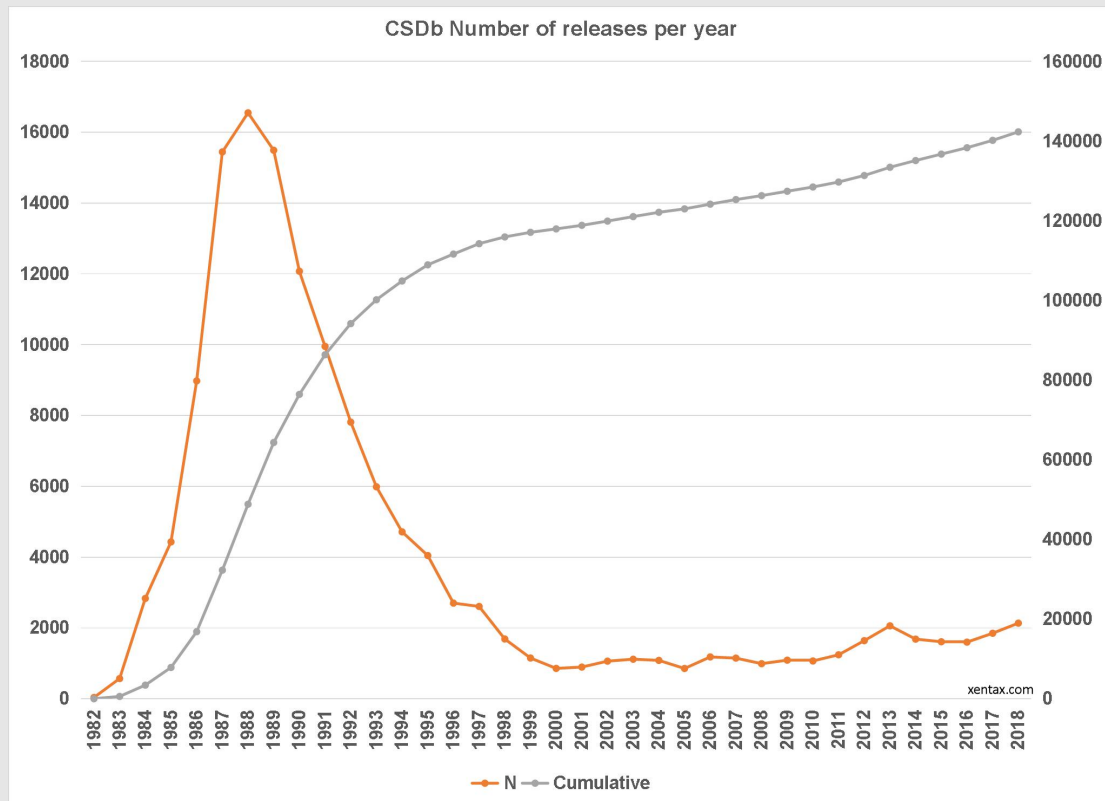


Figure 1. Number of releases per year of release. Note that only releases with a known release date have been counted in this figure ($n=142331$). 1988 is the peak year of C64 scene releases ($n=16550$, about 45 per day, roughly 2 per hour).

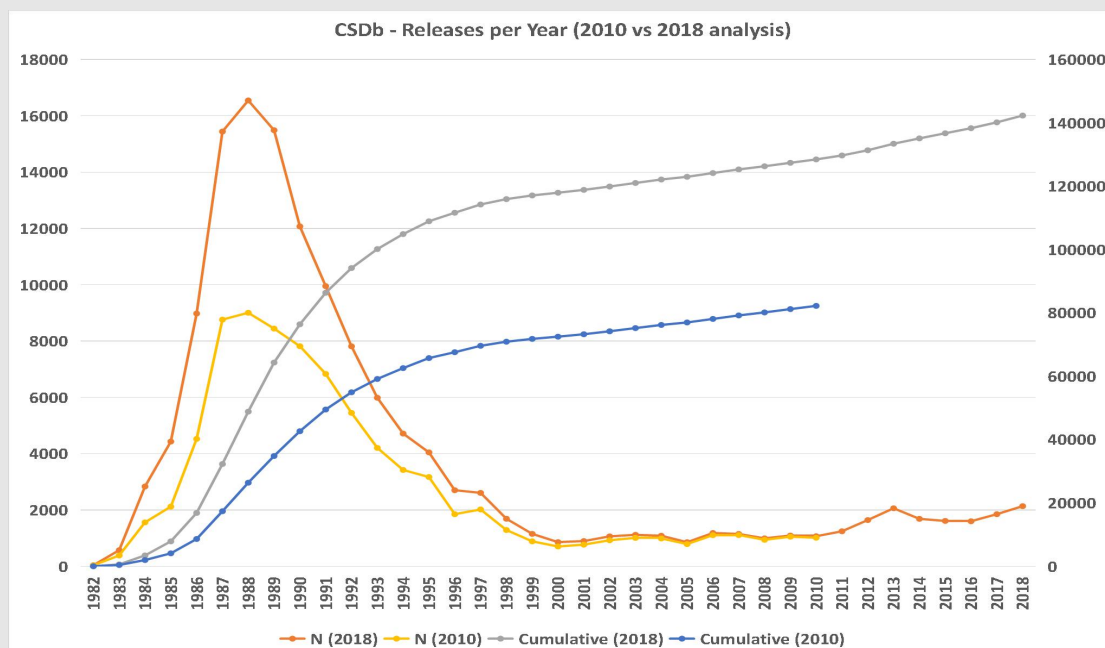


Figure 1*. Comparison of 2010 analysis with 2018 analysis. Note that since that period many more releases have been added retrospectively ($N^{2010}=82243$).

Table 1. Distribution of missing release years by type of release

Release type	Release year		Missing (%)
	Yes	No	
BBS Graphics	24	1	4
BBS software	86	49	36,30
C128 Release	135	13	8,78
C64 1K Game	78	5	6,02
C64 1K Intro	114	2	1,72
C64 256b Intro	297	0	0,00
C64 2K Game	32	5	13,51
C64 32K Game	13	0	0,00
C64 4K Game	123	2	1,60
C64 4K Intro	338	2	0,59
C64 512b Game	22	0	0,00
C64 Basic Demo	407	33	7,50
C64 Charts	621	61	8,94
C64 Crack	66270	11875	15,20
C64 Crack intro	5925	315	5,05
C64 Demo	3767	145	3,71
C64 Disk Cover	641	55	7,90
C64 Diskmag	3143	124	3,80
C64 DTV	83	1	1,19
C64 Fake Demo	228	37	13,96
C64 Fake Game	36	2	5,26
C64 Game	2585	375	12,67
C64 Game Preview	378	21	5,26
C64 Graphics	8456	1033	10,89
C64 Graphics Collection	1207	194	13,85
C64 Hardware	53	9	14,52
C64 Intro	1517	300	16,51
C64 Intro Collection	193	22	10,23
C64 Invitation	328	3	0,91
C64 Misc.	2458	753	23,45
C64 Music	12075	1771	12,79
C64 Music Collection	2139	232	9,78
C64 One-File Demo	19146	2949	13,35
C64 Papermag	350	10	2,78
C64 Tool	6472	2260	25,88
C64 Tool Collection	646	146	18,43
C64 Votesheet	75	21	21,88
EasyFlash Release	230	0	0,00
IDE64 Release	225	1	0,44
Other Platform C64 Tool	1227	15	1,21
Related Release	8	2	20,00
REU Release	160	12	6,98
SuperCPU Release	35	6	14,63
Total	142346	22862	13,84

N.B. In 2010 the % of missing release years was 13,46.

Table 2. Scener functions

Function	n
Coder	10277
Graphician	6680
Swapper	6509
Cracker	5493
Musician	2837
Organizer	1708
Logo Graphician	1154
Diskmag Editor	1088
Original Supplier	1084
Importer	715
Sysop	669
Modem Trader	608
Co-Organizer	581
Cover Designer	537
Mega Swapper	485
Fullscreen Grahpician	381
Webmaster	355
Author	352
Phreaker	333
Hacker	303
Hardware-Guru	297
Public Relations Manager	261
NTSC-Fixer	220
Papermag Editor	178
Co-Sysop	164
Tester	129
NET-Trader	100
PAL-Fixer	73
BBS Graphician	63
FTP Administrator	59
Translator	52
Webzine Editor	49
FTP Supporter	36
Total	43830

N.B. Sceners can have multiple functions. The total number of sceners in this dataset is 27965.

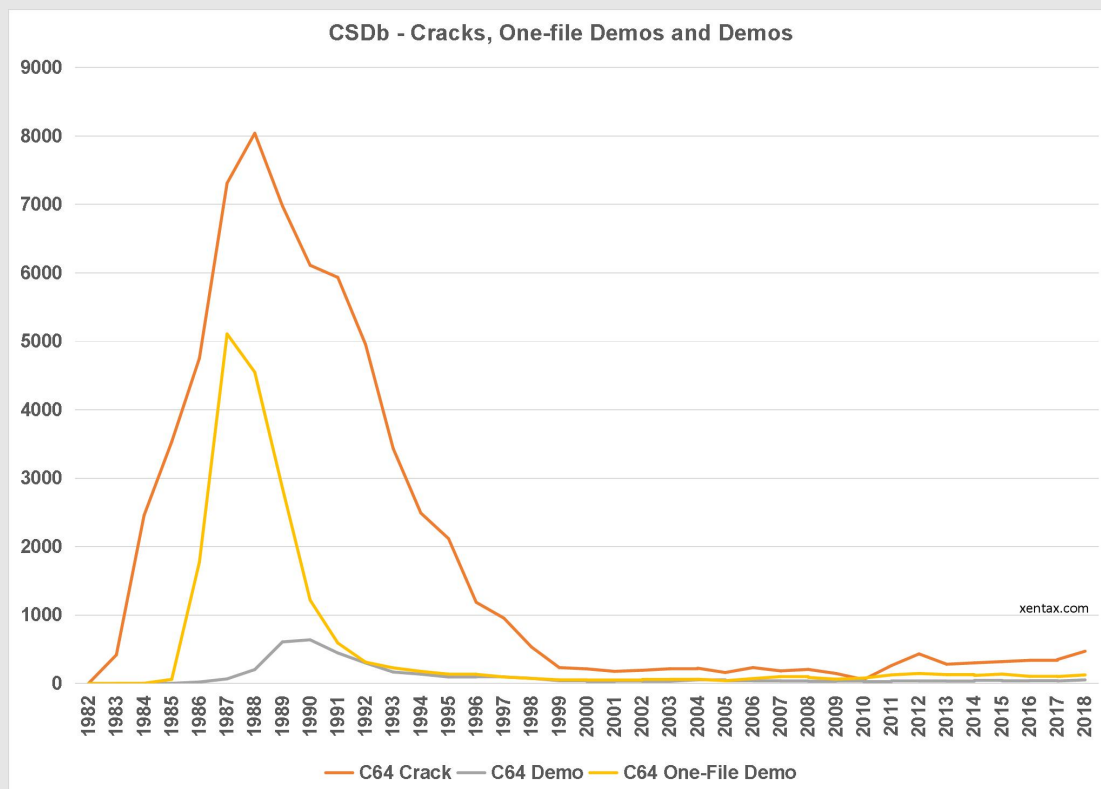


Figure 2. Cracks, One-File demos and demos by year of release. Note that cracks appear to emerge relatively right away after introduction in 1982 ($n=5$), one-file demos the year after ($n=3$) in 1983 and multi-part demos in 1984 ($n=4$).

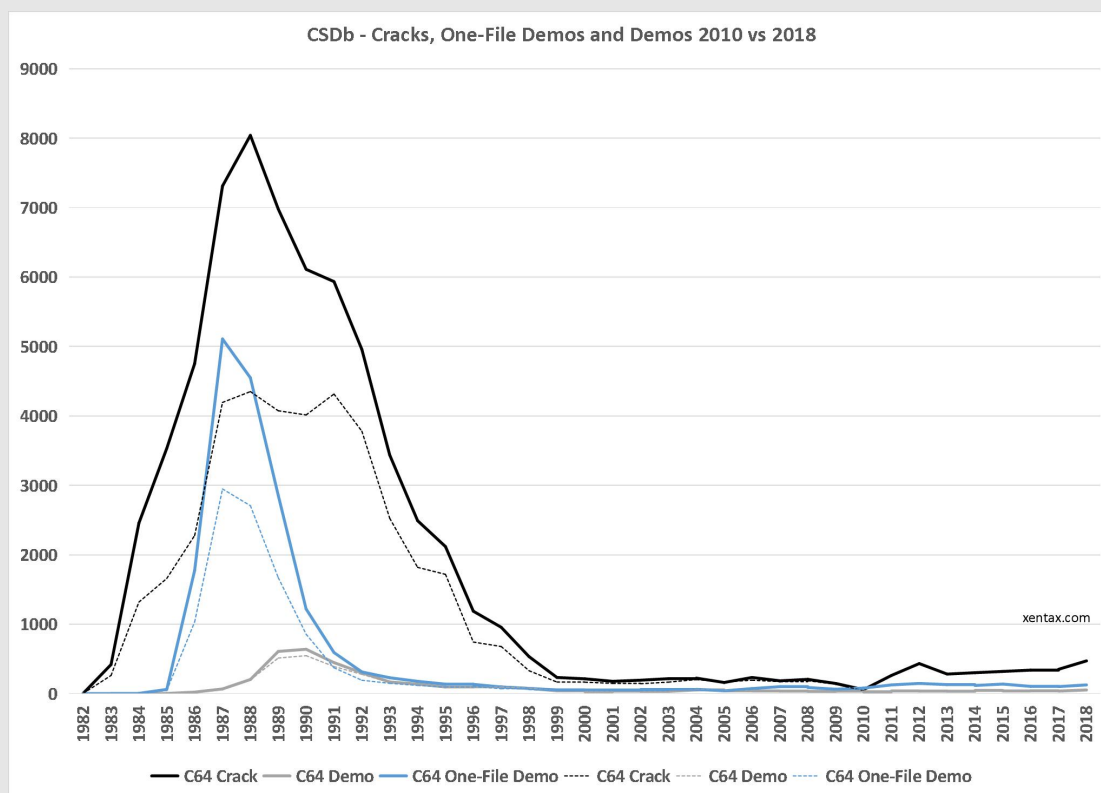


Figure 2*. Cracks, One-File Demos and Demos by year of release in 2010 vs 2018 analysis. Note the significant increase (up to ~200%) in releases of Cracks and One-File Demos during the period of 1984-1999, a phenomenon absent for multi-part Demos.

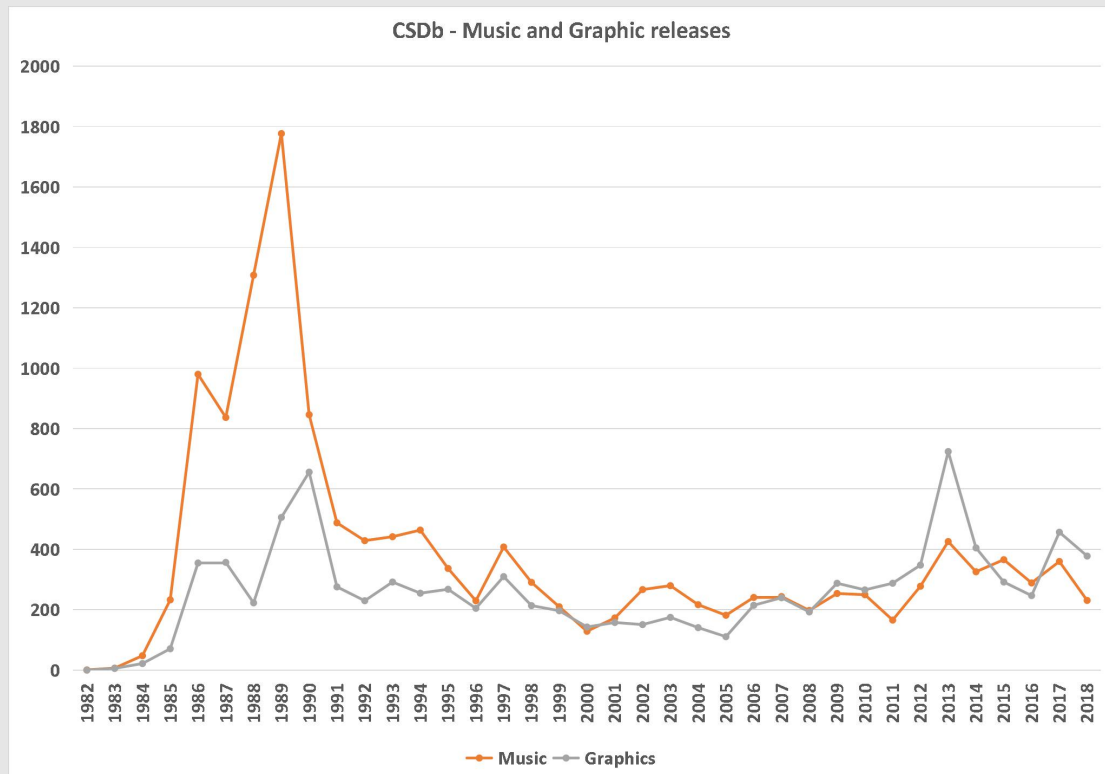


Figure 3. Music and Graphic releases by year of release. Music includes Music Collections and single Music files. Graphics includes Graphic Collections and single Graphic files. The past decade we see a consistent increase (2008-2018).

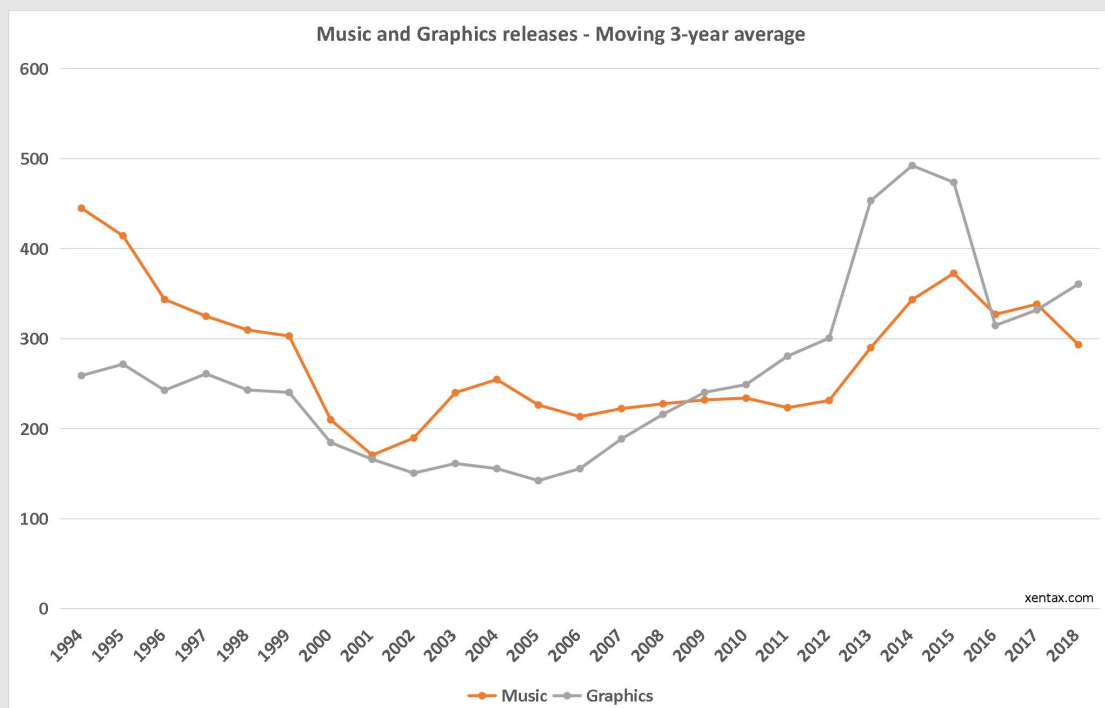


Figure 4. Moving 3-year average of Music and Graphics releases since 1994. Both Music and Graphics increase since the beginning of the century, with a steeper increase the past 5 years.

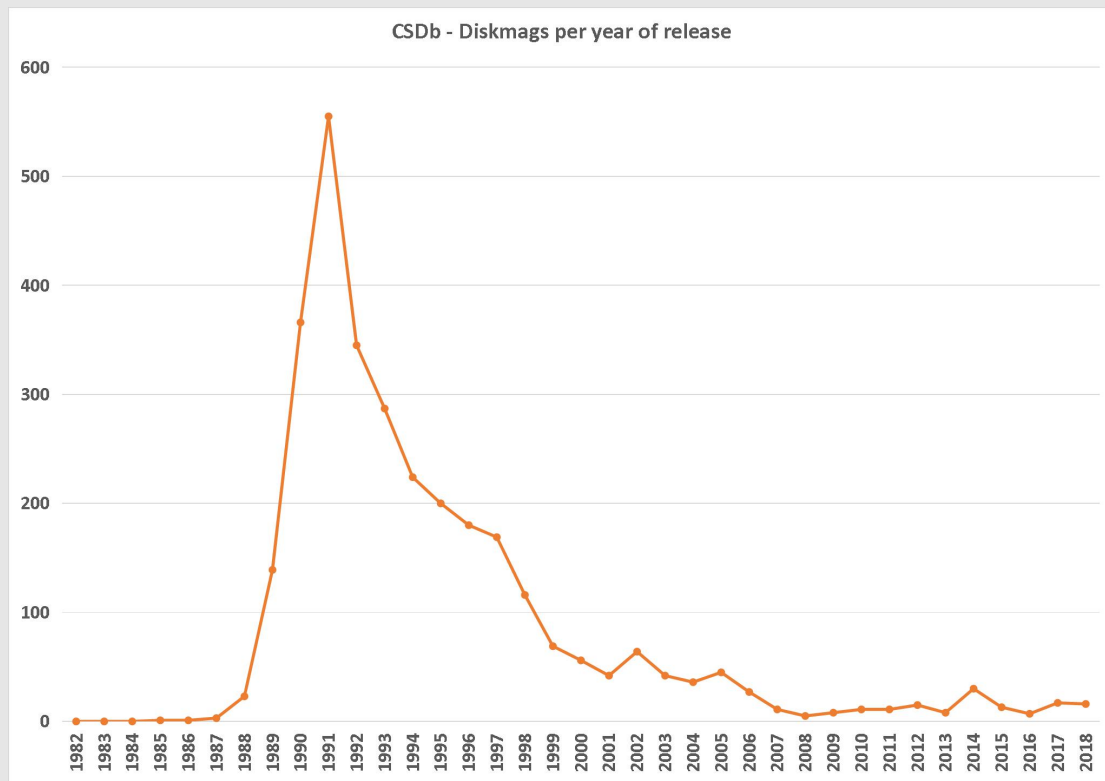


Figure 5. Number of Diskmags per release year. The first Diskmag, or release with that label, was in 1985, called Phun Philes 1. The past decade there are about 13 diskmags released per year.

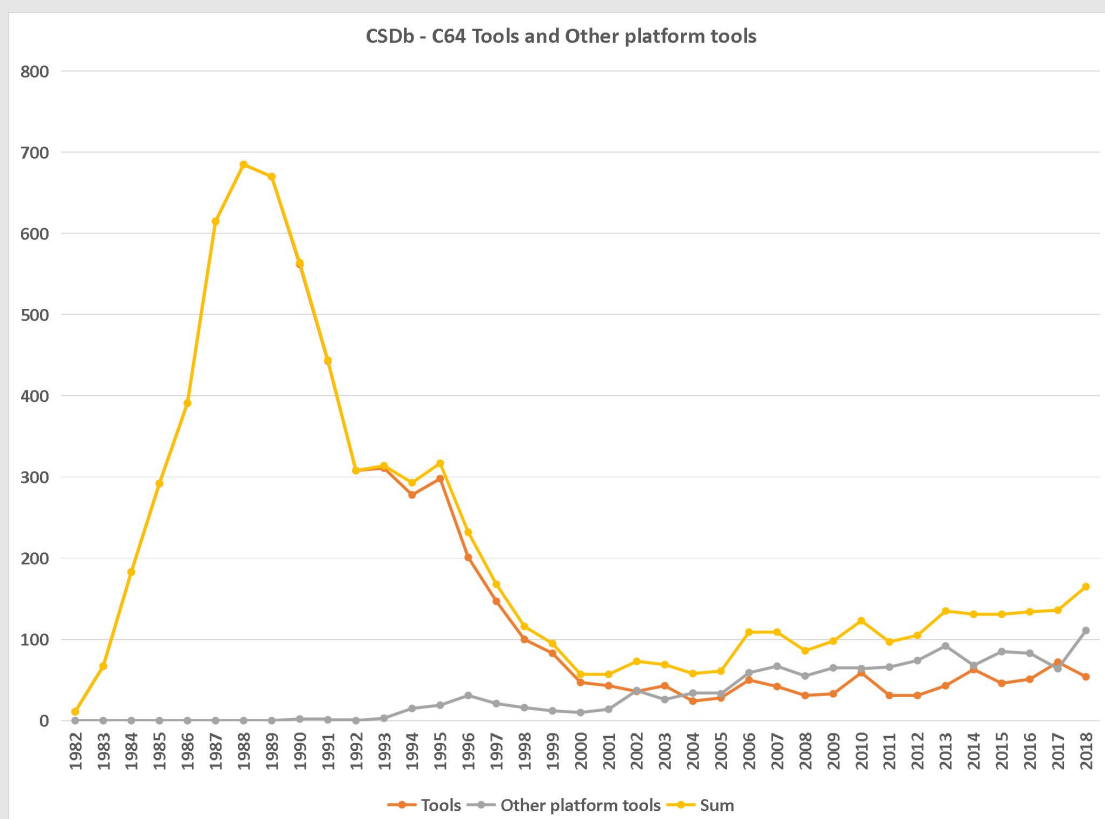


Figure 6. Tools by release year. Sum includes both C64 Tools (Tools) and Other platform C64 tools. The number of tools released per year is increasing.

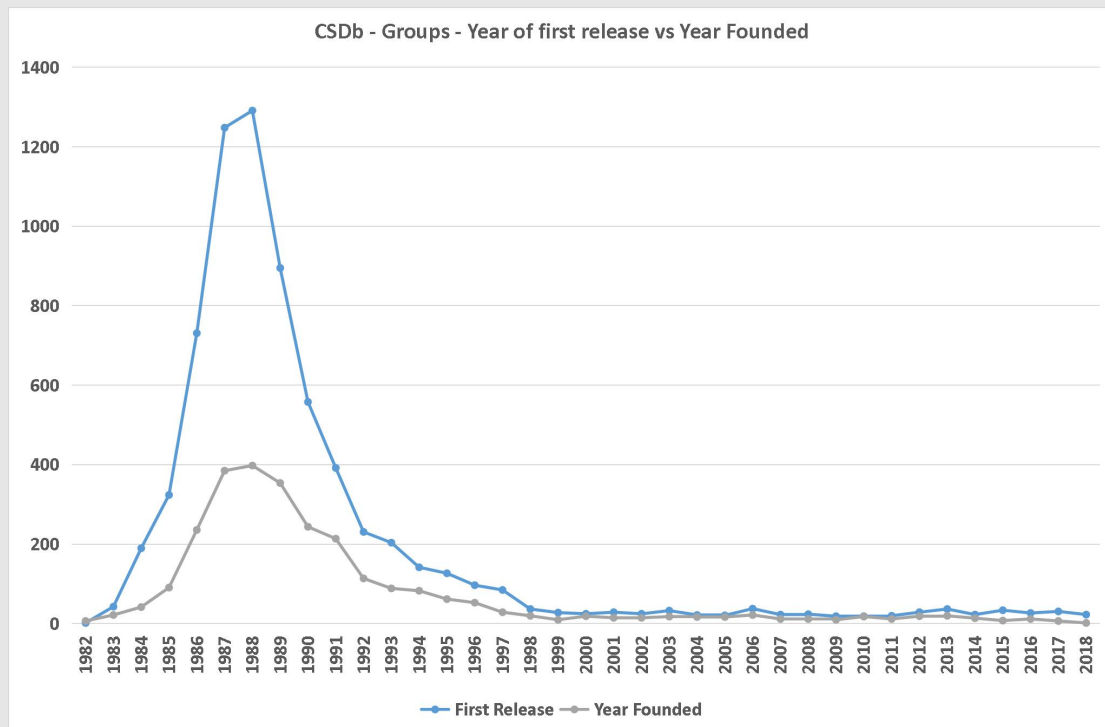


Figure 7. Number of groups founded by year. First release: Groups that appeared in the data with a first release in a given year. Year Founded: Groups that have a Founded date in the database. Note that many groups have first releases, but not a Founded Date.

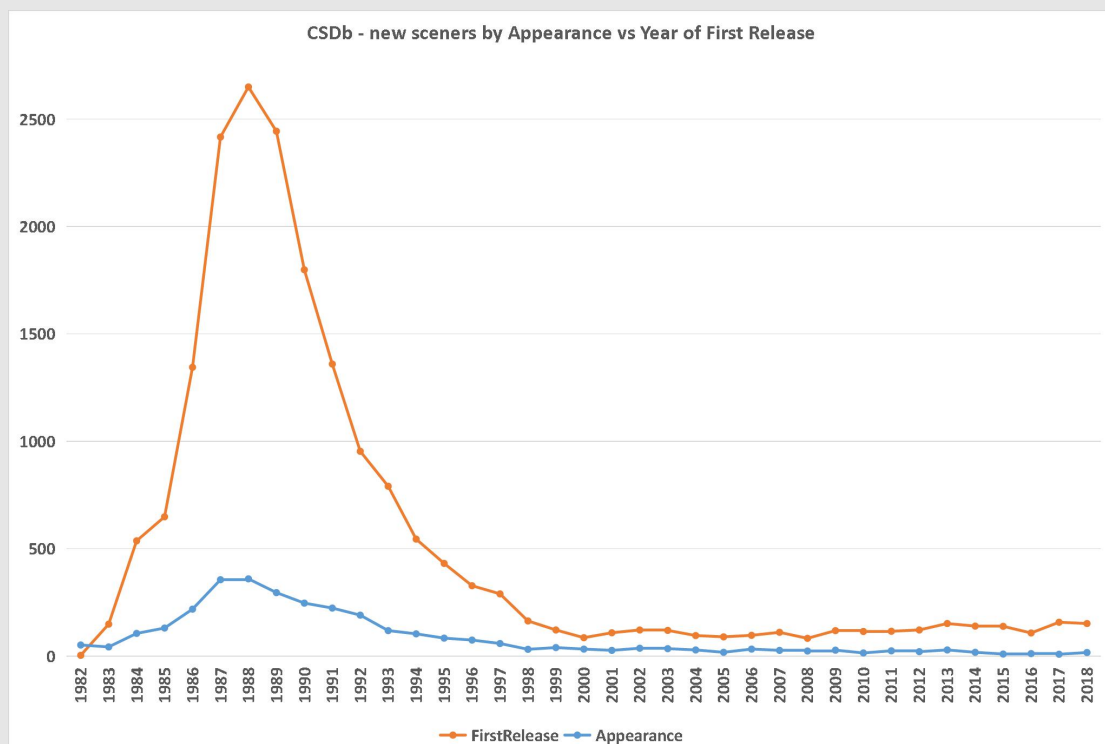


Figure 8. Number of new sceners by year. Note that CSDb has an entry for “date of appearance” of a person, and a date where a scener has been credited for a release for the first time (FirstRelease). The total number of sceners in the database is 27965, of which 3185 have a year of appearance, and 19215 have a year of first credit.

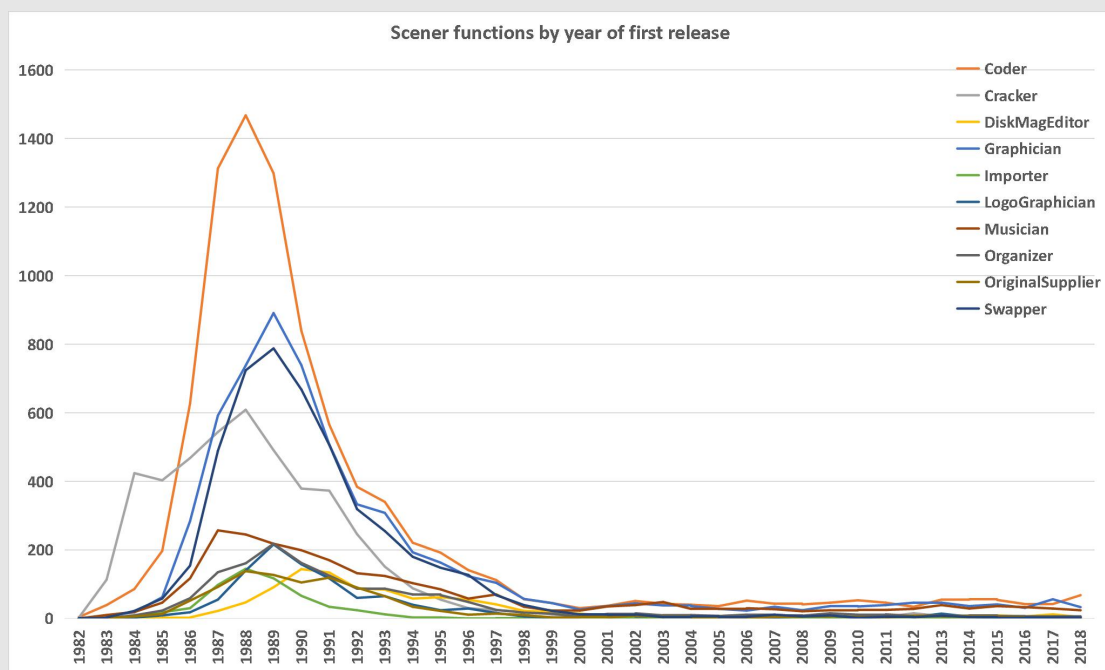


Figure 9. Number of top 10 scener functions by year of their first release. Many sceners also have multiple roles. Year of first release is per scener, not per function of that scener. That means a scener who started off as musician, for instance, in 1987, but later also became a coder will be counted as coder and musician in 1987.

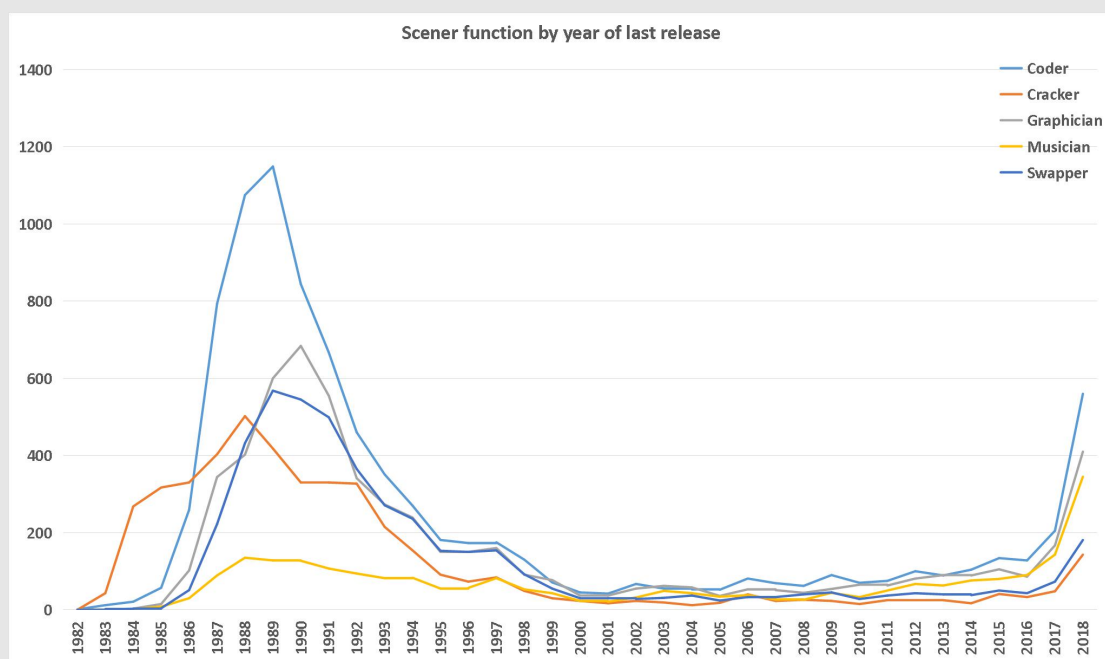


Figure 10. Number of scener functions by year of their last release for 5 classic scene roles. There is a gradual increase in the number of sceners that had their last release since the year 2001. The closer to the data cut-off date (31-12-2018) the higher this number gets. Of course, 2018 is highest, since active sceners will have released something then and will have their last year of release be 2018.

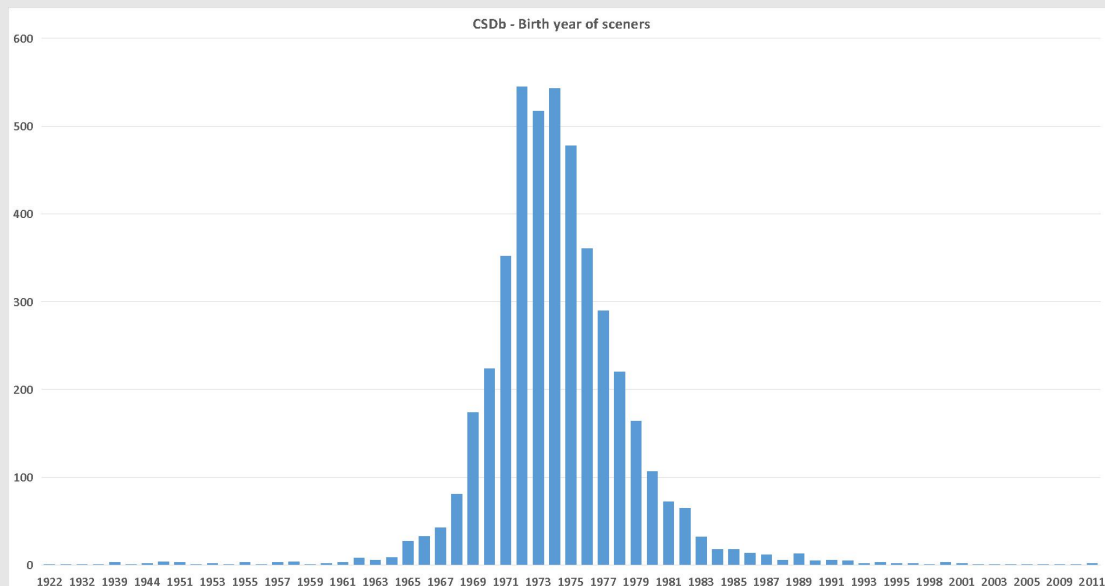


Figure 11. Histogram of birth year of sceners. 4510 sceners have a year of birth listed in the database. The histogram looks mostly like a normal distribution, perhaps just a little positive skewness. The mean is therefore valid, and is 1974 (of course equal to the median of 1974).

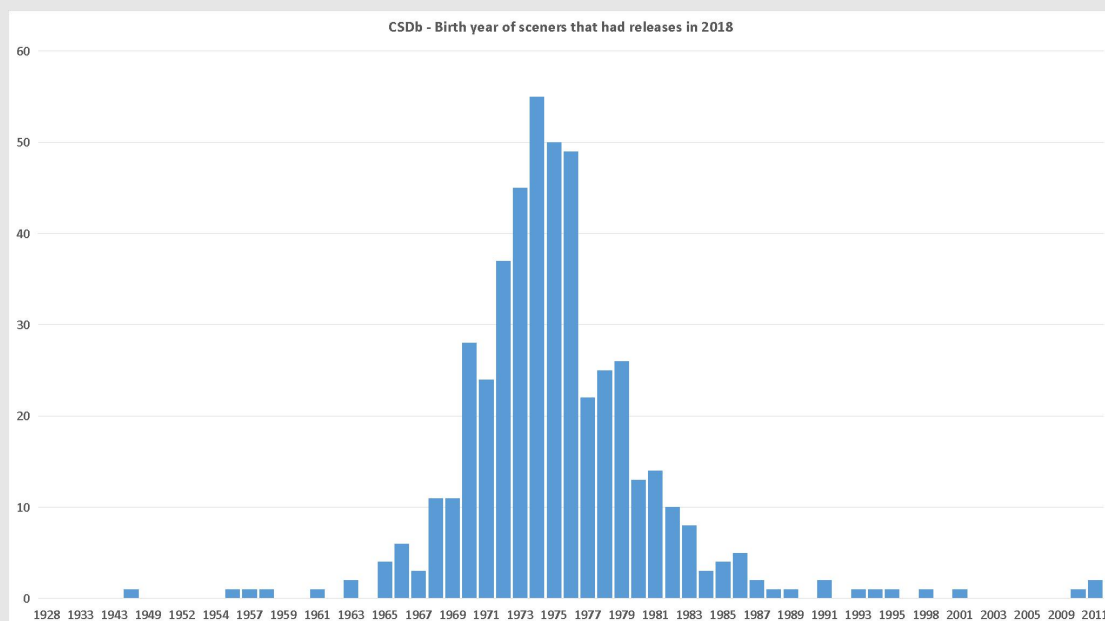


Figure 12. Distribution of birth year of sceners that had a release in 2018 (n=474). This curve has more positive skewness, which makes it tend to deviate from a normal distribution. The mean/median is 1975. About 70% of of sceners were born before 1977. Again, only listed are sceners that had a birth year in the database (474 out of 1009 sceners that released something/were credited in total).

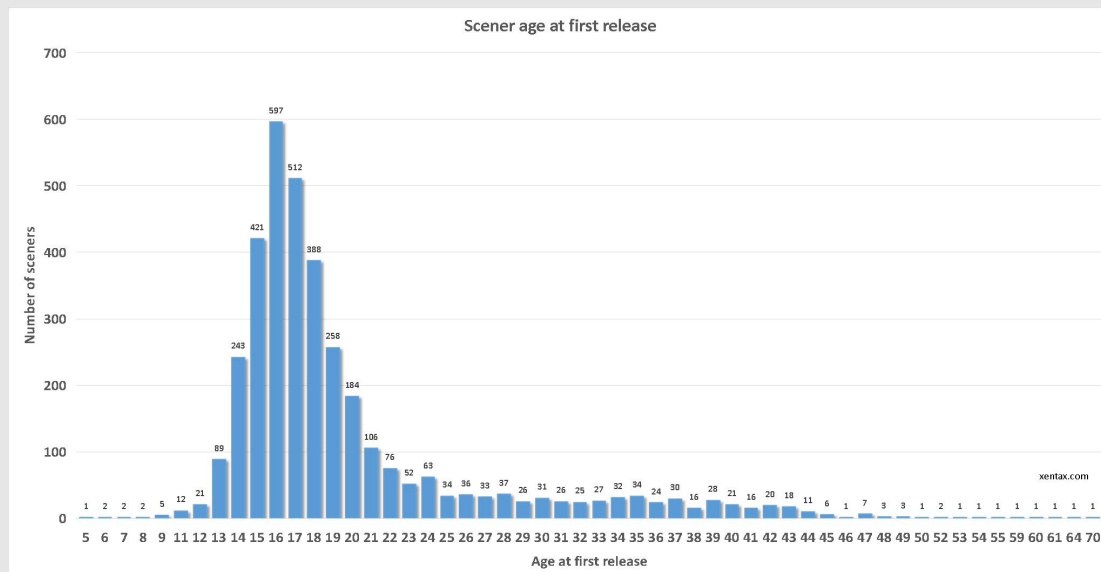


Figure 13. Histogram of scener age at their first release. There is a peak at 16 years old when sceners had their first release in the database. The median is 17 years old, with a 25th and 75th percentile of 16 and 20 respectively. The value is a raw estimate based on year of birth minus year of first release. 3590 sceners had a year of birth and a year of first release in the database.

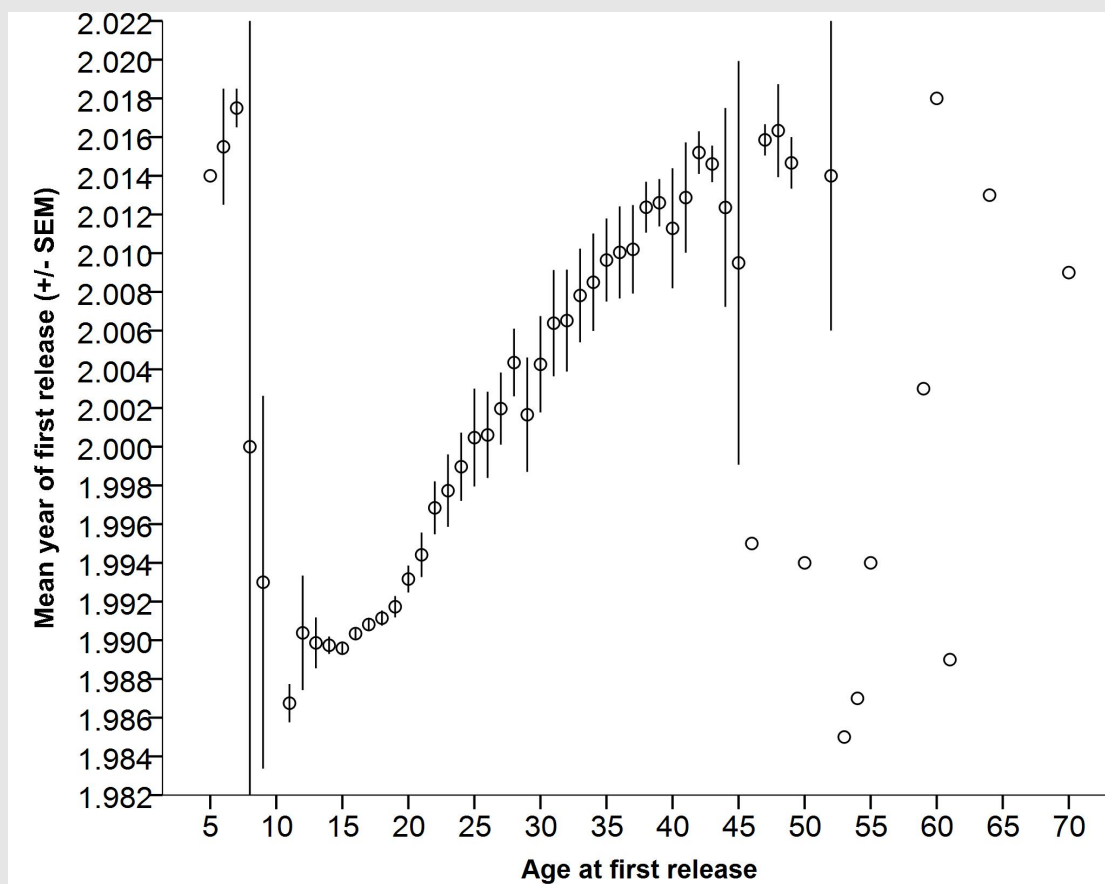


Figure 14. Correlation between age at first release and the mean year of first release. Apart from outliers (e.g. those under 10 mostly releasing recently as kids from sceners) there is a positive trend of increasing year of first release with age. This means with each new year new sceners are usually also older people.

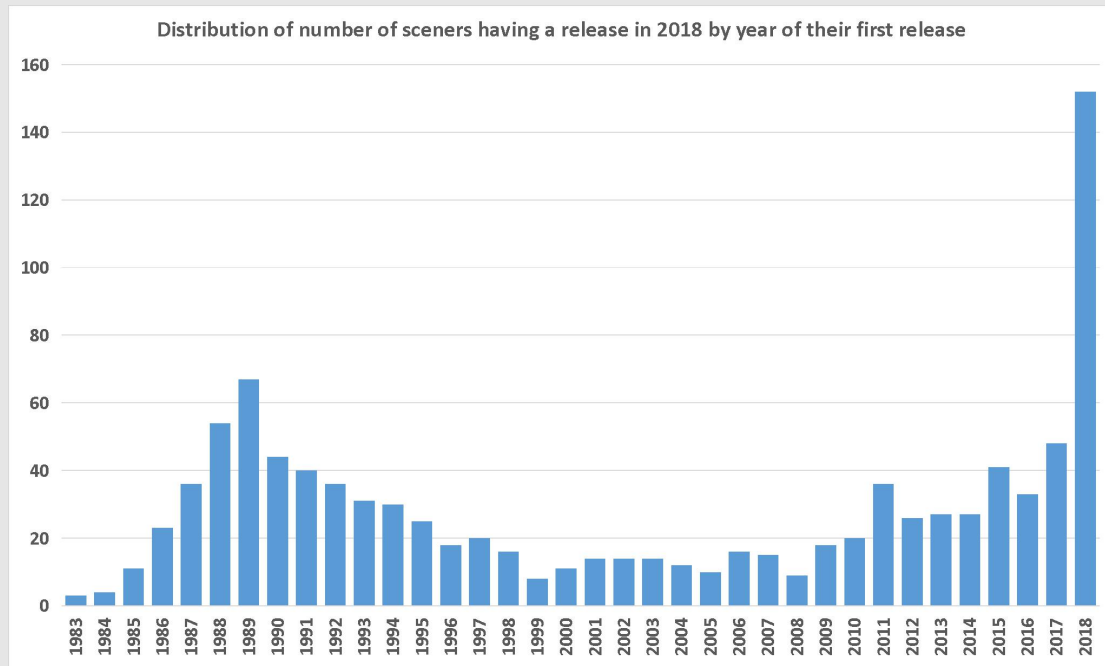


Figure 15. Distribution of sceners having a release in 2018 by year of their first release. Note the two peaks. According to the data there is a significant contribution of sceners that has their first release in the 1985-1995 era, a relatively low number of people that had their first release in the first decade of this century, but as of the beginning of the current decade (~2010) there is an increase in people having their first c64 release listed in the database, with a large peak (152) in 2018.

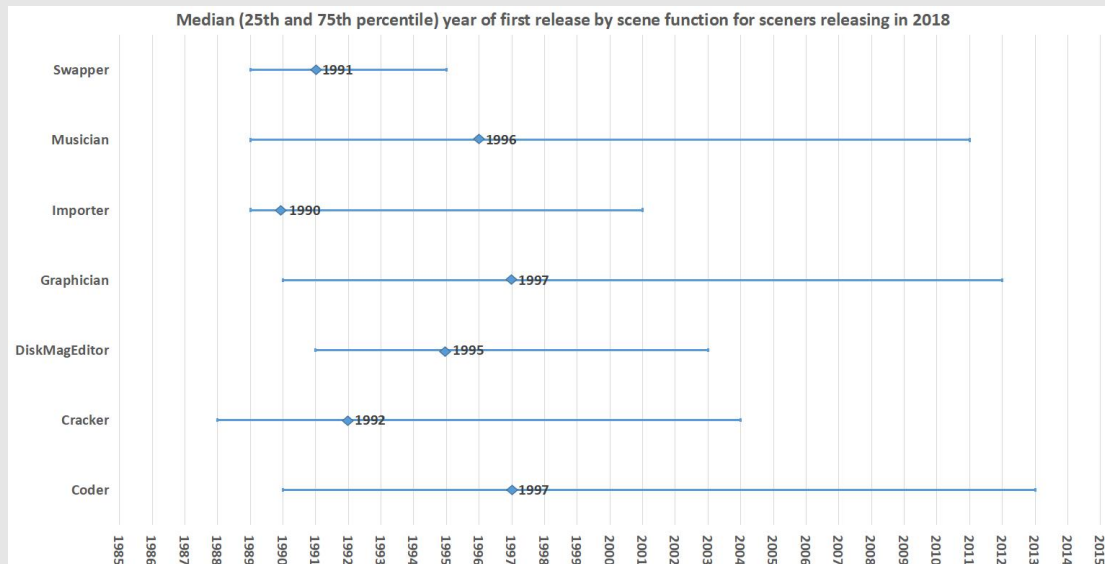


Figure 16. Median year of first release by scene function for sceners releasing in 2018. The error bars indicate the 25th and 75th percentiles. Musicians, Graphicians and Coders have more spread years of first releases, indicative of resulting from new sceners coming on the scene after the heyday of the C64 (after the 90's).

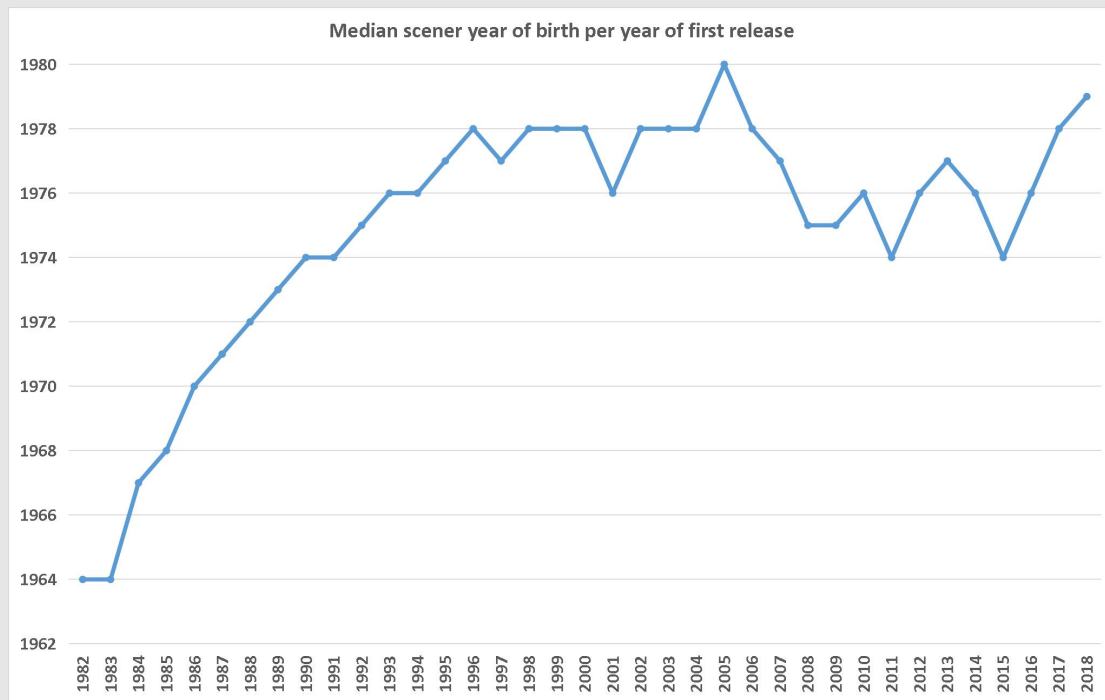


Figure 17. Median year of birth by year of first credit in CSDb. This is only for sceneres that have a birth year listed. The data does not exclude some duplicates due to sceneres using multiple handles; this is not impacting the data significantly. There is an increase in median birth year from 1983 onwards (1964) to 1996 (1978). This stays around a birth year of 1978 until 2006, after which it drops to 1976 in 2008. From 2010 there is a new increase up to 1979 in 2018. Remember that the median is the 50% cut-off point. So in 2018 half of the new sceneres were born later than 1979.

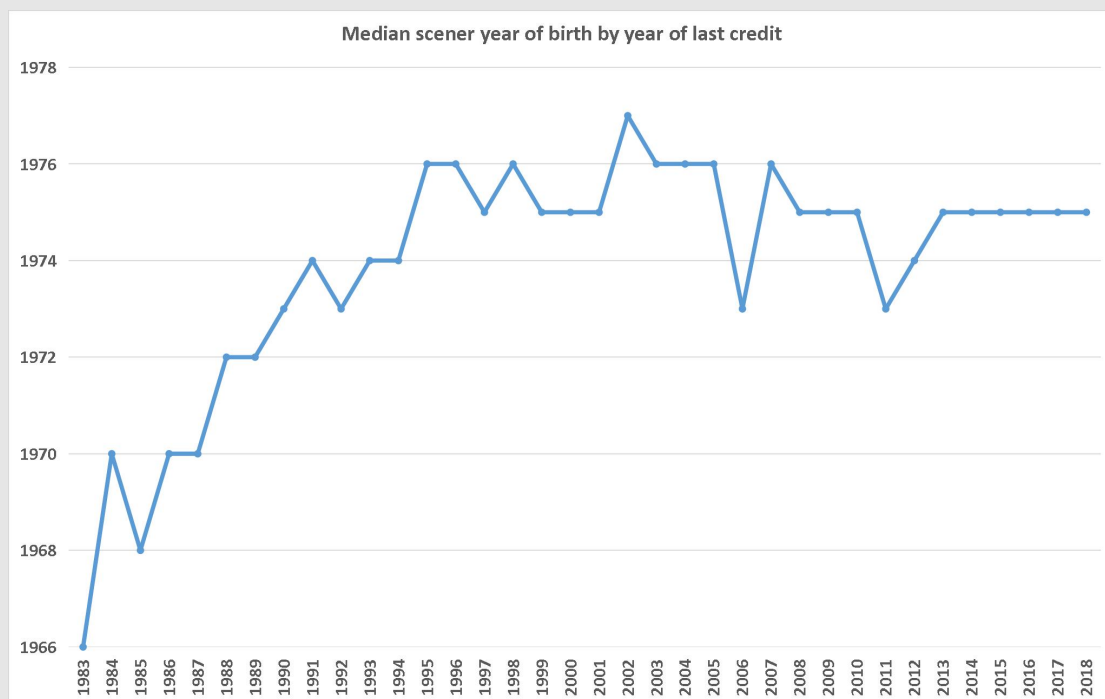


Figure 18. Median scener year of birth by year of last listed credit. This is only for sceneres that have a year of birth listed. From 1983 there is an increase until 1995 to a median birth year of 1976. From then on the median year of birth of sceneres having their last release in a given year orbits around 1975/1974 to date.

4.2 Last 20 years (1997-2018)

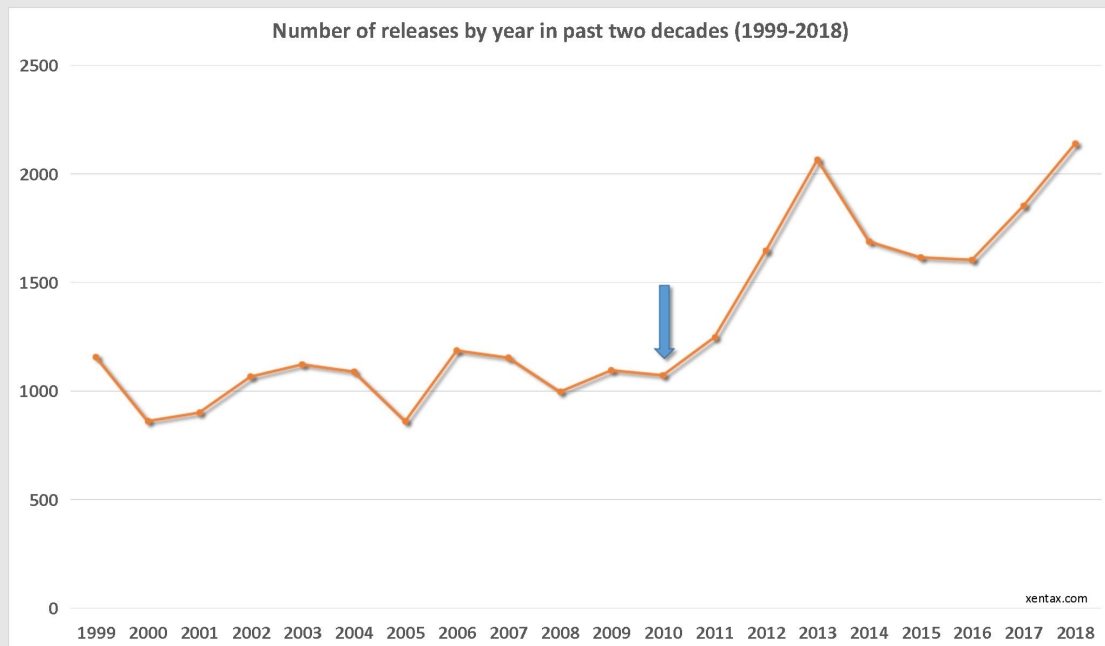


Figure 19. Number of releases by year in the past two decades. There is a gradual increase since 2000 in the chart, but from 2011 onwards a sharp increase in releases is clear, up to the new record in 2018!. The arrow indicates the time-point of the first CSDb: Quantify Me analyses, where I predicted a new period of activity.

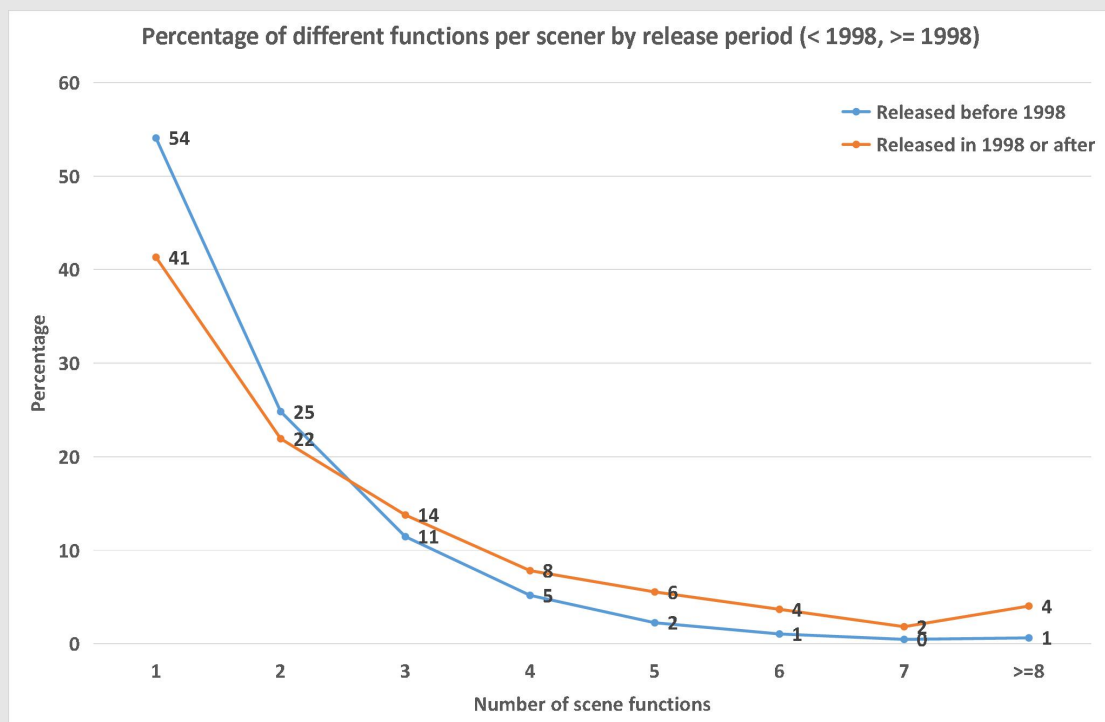


Figure 20. Percentage of sceners with multiple scene function by year when starting to release. The distribution seems to differ between the two era. 54% of sceners that started to release before 1998 had one function, versus 41% when they started to release in 1998 or later. The number of sceners with 2 functions is about equal (22-25%), but sceners that started in 1998 or later had a higher distribution of people that had more than 2 functions (~38% vs ~20%).

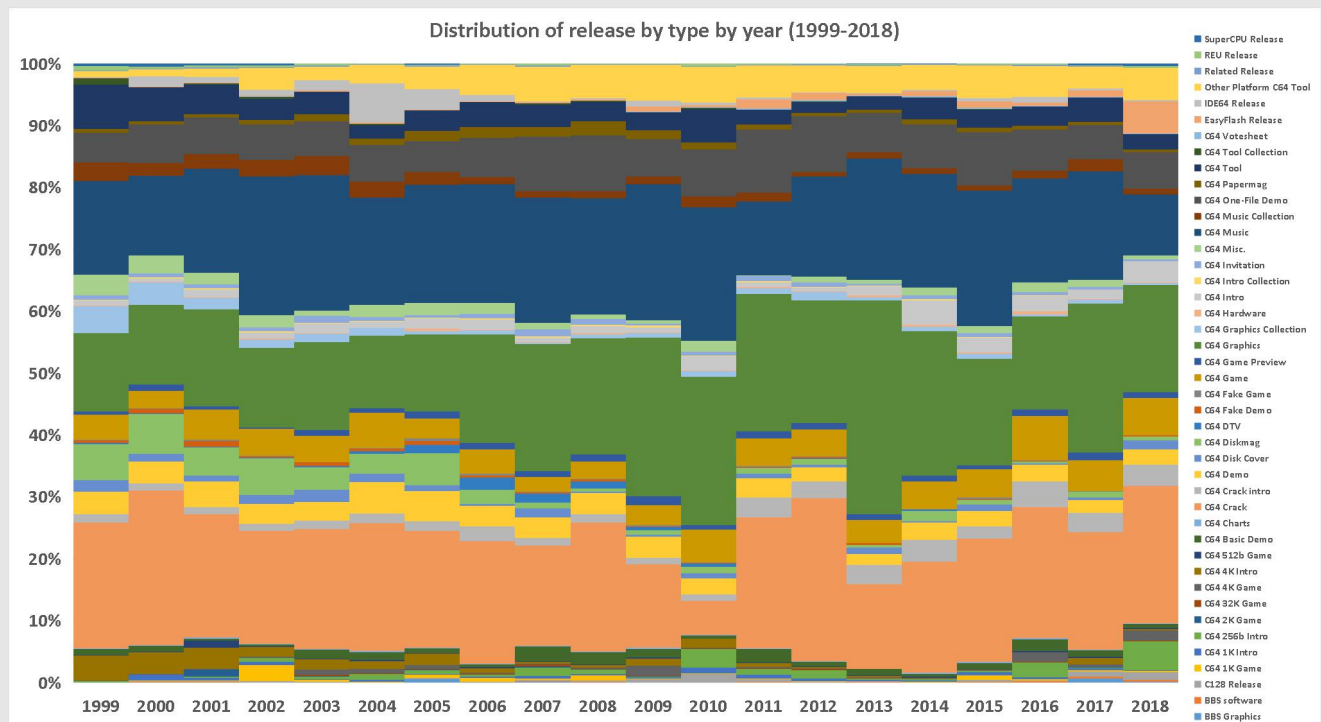


Figure 21. Distribution of release by type and year for the past two decades.

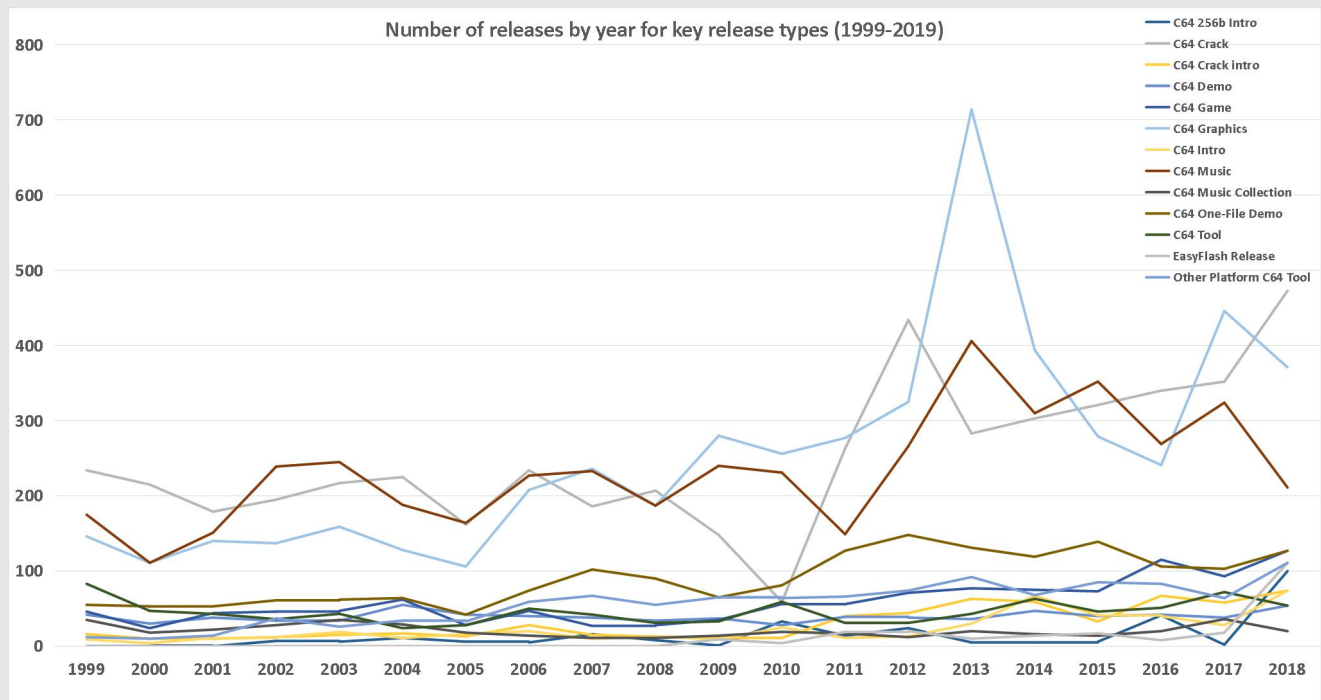


Figure 22. Number of releases by year for key release types. Stand-alone music releases appear to go down since 2014, after an initial increase. Cracks have started to sharply increase since 2011.

5. Appendices

Table A1. Top credited sceners in scene productions of all time

Position	Scener	Credits
1	Rob Hubbard	4844
2	Jeroen Tel	3617
3	JCH	2886
4	Drax	2487
5	Ben Daglish	2024
6	EVS	1681
7	Link	1675
8	Derbyshire Ram	1502
9	Laxity	1499
10	Johannes Bjerregaard	1446

N.B.: All musicians except cracker Derbyshire Ram.

Table A2. Top groups releasing in 1982-1997 period

Position	Group	Releases
1	Triad	1202
2	Hotline	1088
3	Alpha Flight	857
4	Fantastic 4 Cracking Group	850
5	Chromance	812
6	Fairlight	755
7	The Dominators	679
8	Genesis Project	650
9	Excess	524
10	Ikari	513

N.B.: Co-ops not counted.

Table A3. Top groups releasing in 1998-2018 period

Position	Group	Releases
1	Laxity	692
2	Onslaught	682
3	Hokuto Force	670
4	Genesis Project	568
5	JSL (scener)	476
6	Triad	404
7	Remember	379
8	Wrath Designs	341
9	Nostalgia	340
10	Excess	321

N.B.: Co-ops not counted.

Table A4. Top groups releasing of all time

Position	Group	Releases
1	Triad	1606
2	Genesis Project	1218
3	Hotline	1088
4	Laxity	1071
5	Fairlight	981
6	Alpha Flight	939
7	Onslaught	910
8	Fantastic 4 Cracking Group	889
9	Chromance	847
10	Excess	845

N.B.: Co-ops not counted.

Table A5. Top groups or sceners (S) releasing 2014-2018 (5 years)

Position	Group	Releases
1	Hokuto Force	427
2	Laxity	386
3	Genesis Project	337
4	Excess	231
5	Onslaught	196
6	Hackersoft	159
7	JSL (S)	139
8	Mayday	135
9	Master (S)	131
10	Triad	116

Table A6. Top releases with most user comments

Position	Release	Comments
1	Edge of Disgrace	279
2	BlueREU	150
3	Daah, those acid pills	127
4	Comalight 13	125
5	Comaland	123
6	Uncensored	113
7	Wonderland XII	110
7	Press Space Odyssey	110
7	Crest Slide Story 90%	110
10	True Love	107

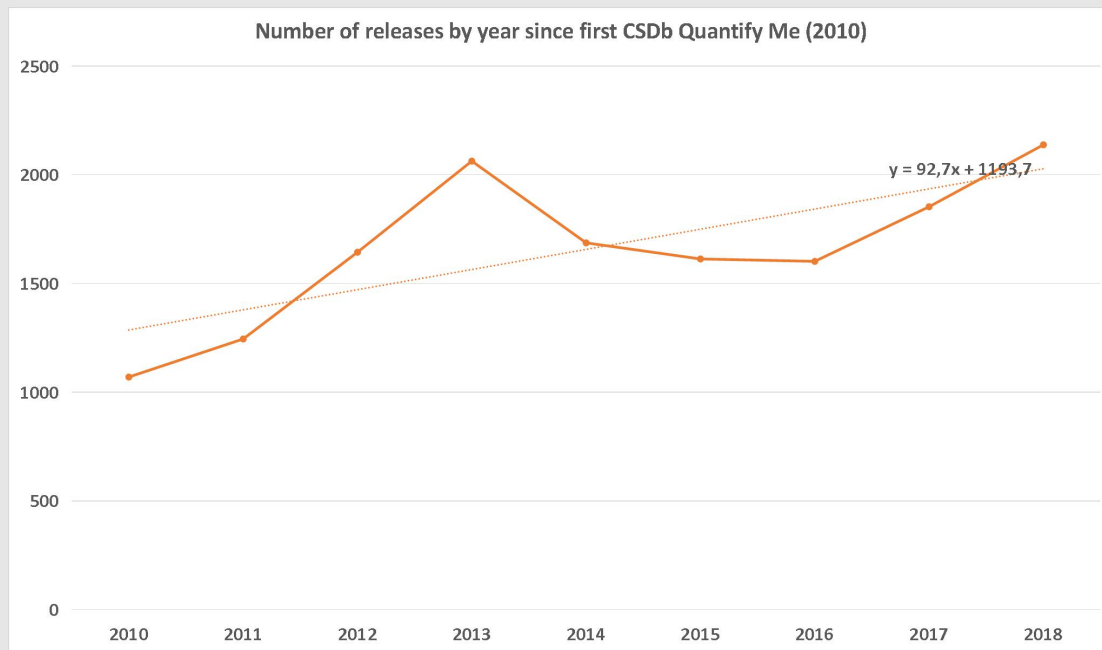


Figure A1. Number of releases by year since first CSDb Quantify Me (2010). In 2010 I released the first analyses of the CSDb data. In one of the ramblings I also hypothesized that we might now see the start of a new period of activity versus previous years. Looking at the apparent increase in number of releases this hypothesis I had in 2010 seems to be correct.

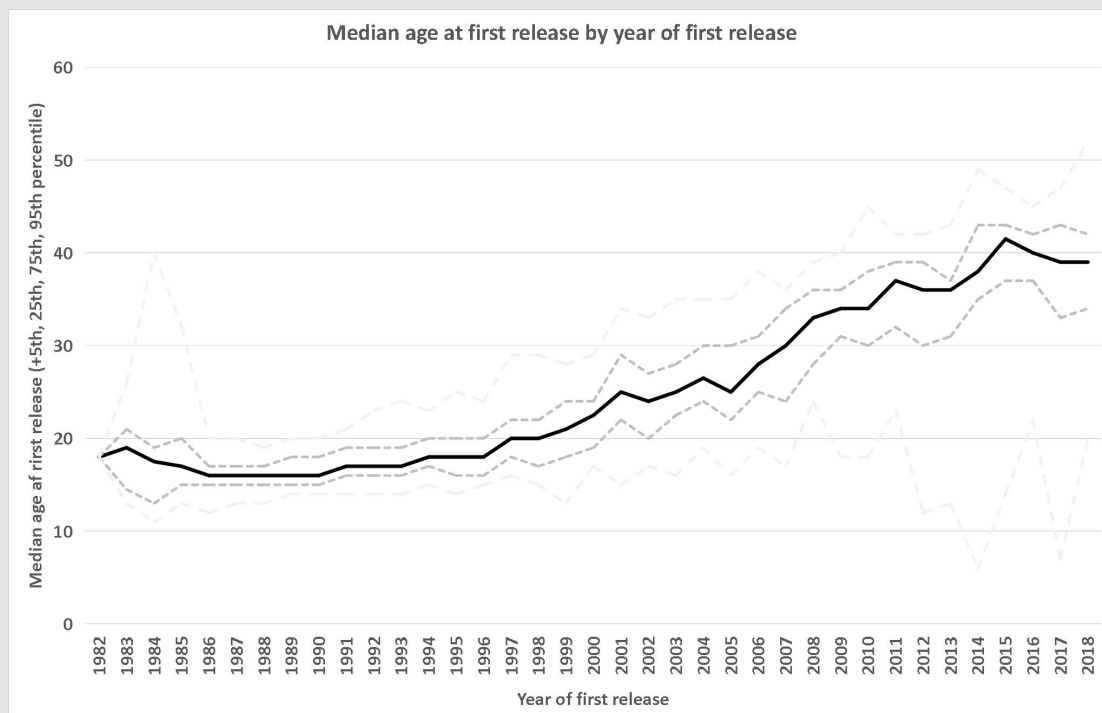


Figure A2. Median age at first release by year of first release. The black solid line is the median, dark-grey dotted lines the 25th and 75th percentiles, the light-grey dotted lines the 5th and 95th percentiles. In 1984, there is a proportion of more people being older than 20 (20% were between 75th and 95th percentile) versus other years in the 80s. The sharp increase in releases in 1986 up to 1988 is visible in this chart as well, as most scener in those days appear to have been younger than 20 when they had their first release.

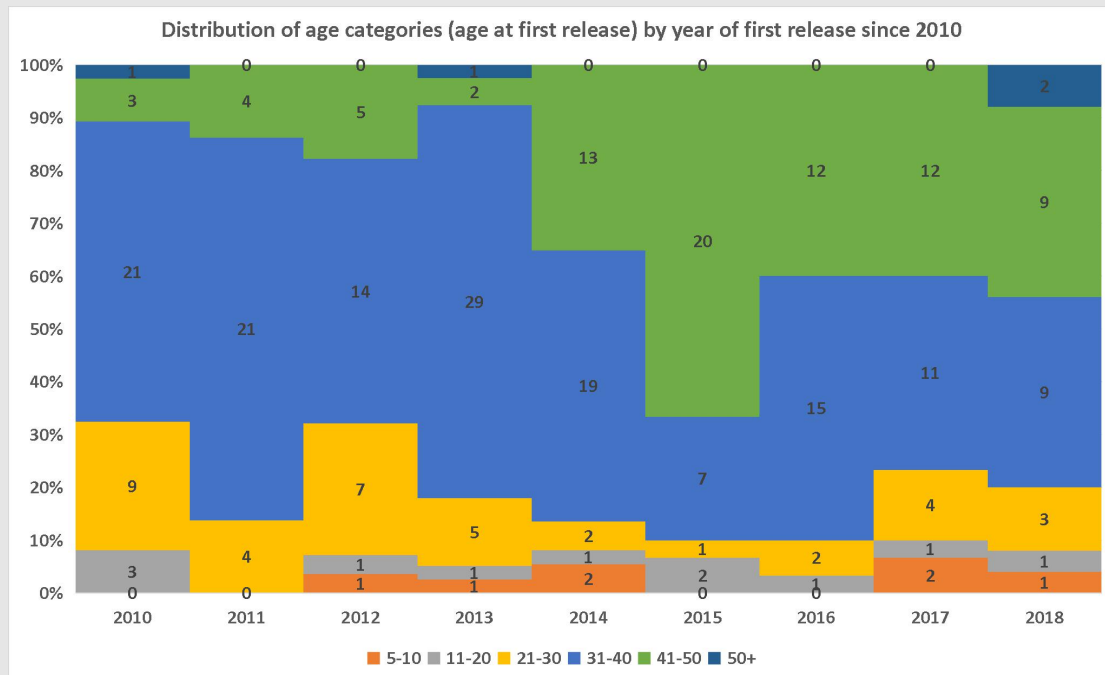


Figure A3. Distribution of age categories (age at first release) by year of first release since 2010. Age categories are starting from age 5, up to 50+. Sadly, the number of new sceners of 30 and below seems to be diminishing since 2014.

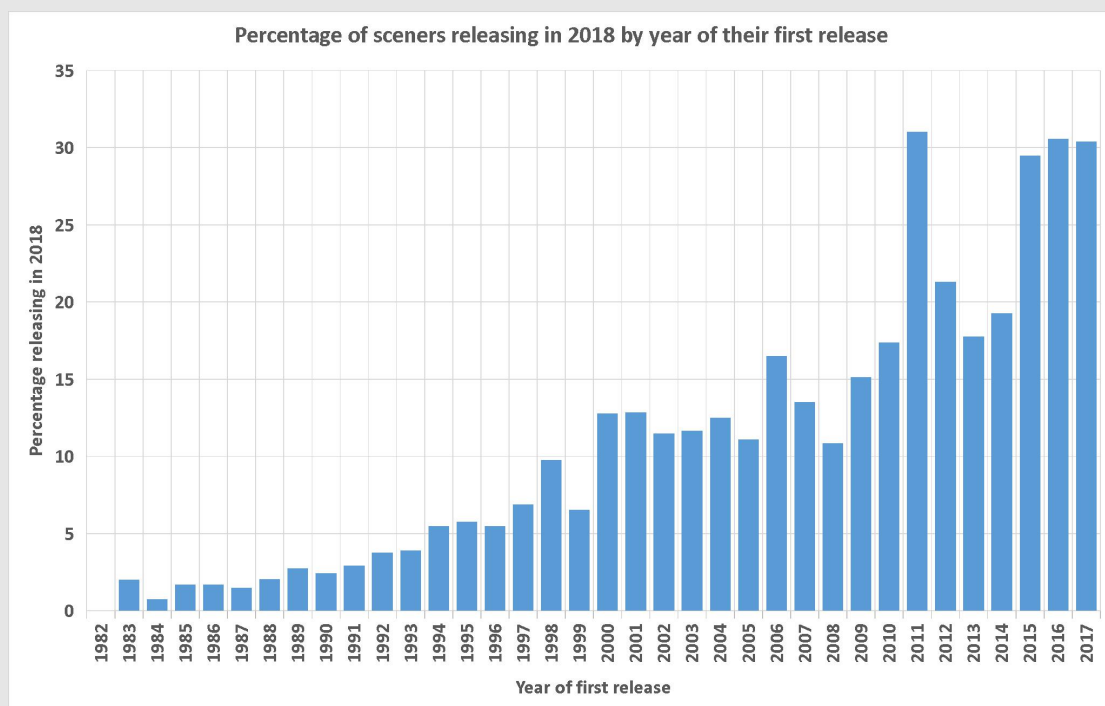


Figure A4. Percentage of sceners releasing in 2018 by year of their first release. Overall, with each later year of first release is an increasing chance that the scener will also release or be credited in 2018.

