

Project 4 Proposal-Group 11

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1. Introduction- Video Games Sales with Ratings

<https://www.kaggle.com/datasets/rush4ratio/video-game-sales-with-ratings>

2. Dataset is a summary of Reason for data set chosen

- a. Our group chose this topic as we all love to play video games in our free time and thought it would be interesting to dive deeper into different rankings and trends in the market around the world in both ranking and sales.

3. Research questions

What is the most popular genre compared to sales in each global market?

What Publisher (Company) makes the most in which genre

Compare Genre and sales (Action, puzzle, ect) ?

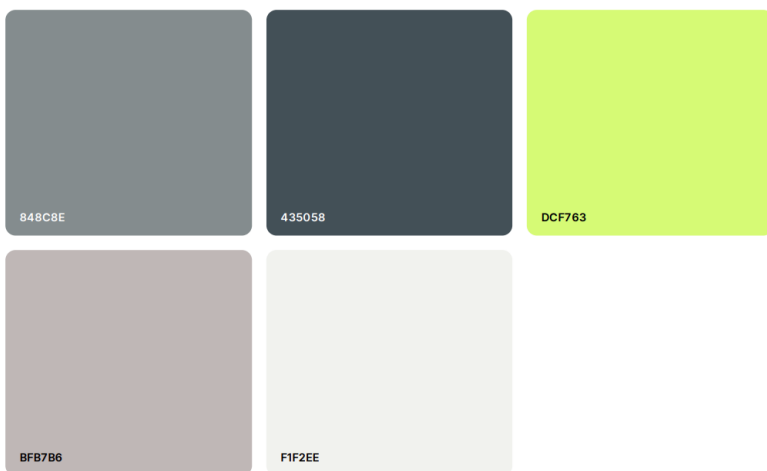
Using Machine learning and prediction on Genre and Global Sales by linear regression in comparison to global total and by regions worldwide? Using this data set from Kaggle <https://www.kaggle.com/code/maxkliment/video-games-predicting-global-sales>

Visual examples could include but not limited to, a variety of line/bar charts, Pie chart, linear regression plot, possibly using a Map to show popularity of genres by region?

ML predicts "global sales" and uses "everything besides global sales."

So the target=global sales and the features=everything_besides_global_sales (edited)

Color palette



Color Pallette

COOLORS
Made with Coolors.co

Items to do

Data Cleaning-All

tableau boards (2) Jason

Machine learning model on genre and global sales by linear regression including testing
Tyler ,Brian

Flask development Noah, Brian

Write up /Slides All