1. <https://www.kaggle.com/datasets/thedevastator/global-video-game-sales-ratings?resource=download>
2. Global video game sales ratings
3. 6895

|  |  |
| --- | --- |
| Name | Categorical |
| Year of Release | Interval |
| Genre | Categorical |
| Publisher | Categorical |
| NA Sales | Continuous |
| EU Sales | Continuous |
| JP Sales | Continuous |
| Other Sales | Continuous |
| Global Sales | Continuous |
| Critic Scores | Continuous |
| Critic Count | Continuous |
| User Score | Continuous |
| User Count | Continuous |
| Developer | Categorical |
| Rating | Categorical |

1. The target variable would be the Critic Score variable, its lower bound would be 69.93 and the upper bound would be 70.59.
   1. Minimum – 13
   2. Mean – 70.258
   3. Max – 98
   4. Standard Deviation – 13.861