Motivation:

Skyrim is a well-known video game that was originally released in November 2011. Over the years, it has gained immense popularity, leading to a remastered edition in 2016 and an Anniversary Edition in 2021, which included official DLCs and some of the most popular community-created mods. As the fifth installment in the Elder Scrolls series, Skyrim remains the most iconic title in the franchise — even with the upcoming 2025 remaster of its predecessor, Oblivion.

Personally, I've been an avid Skyrim player for years. It's one of the few games I can return to again and again without losing interest. The community continues to uncover hidden content and secrets, keeping the game fresh even after more than a decade. With over 102,000 mods available on Nexus Mods (and another 28,000+ on Steam), Skyrim offers endless replayability and customization.

Data Description:

Skyrim is a choice-driven, single-player role-playing game. The first decision a player makes is selecting a race for their character — a choice that affects starting skill levels across 18 different attributes. This dataset, sourced from Kaggle, contains 11 rows (one for each race) and 20 columns, including the race name and 19 skill attributes.

Initially, I considered trimming the dataset, but as someone who enjoys comparing character builds, I chose to keep all 20 columns. Different players prioritize different skills depending on their playstyle — one might focus on Sneak, Lockpicking, and Speechcraft, while another might care more about Heavy Armor, Enchanting, and One-Handed combat. Keeping the full dataset allows users to sort and compare based on any skill that matters to them.

This flexibility reflects the spirit of Skyrim itself: freedom of choice. Since your race is the first decision you make in the game, having access to detailed starting stats can help players plan their builds and explore the world more effectively