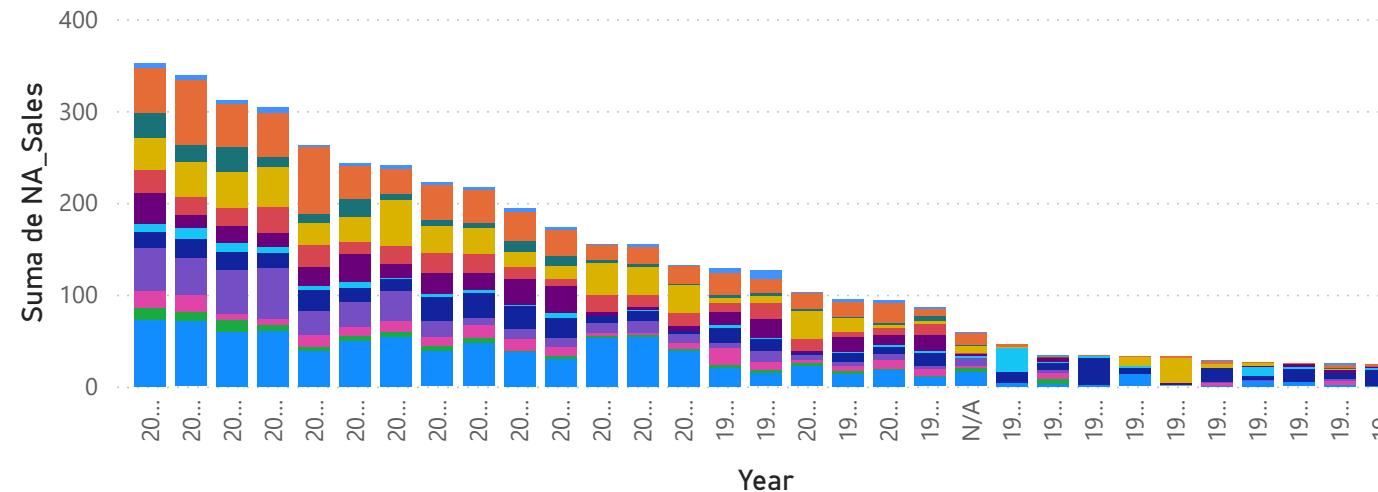


# ANÁLISIS ESTRATÉGICO DE VENTAS – VIDEOJUEGOS

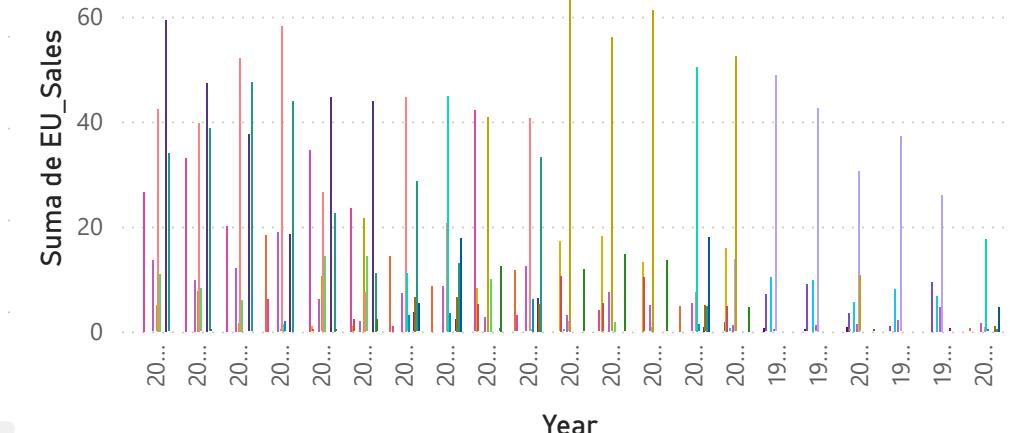
## Suma de NA\_Sales por Year y Genre

Genre ● Action ● Adventure ● Fighting ● Misc ● Platform ● Puzzle ● Racing ● Role-Playing ● Shooter



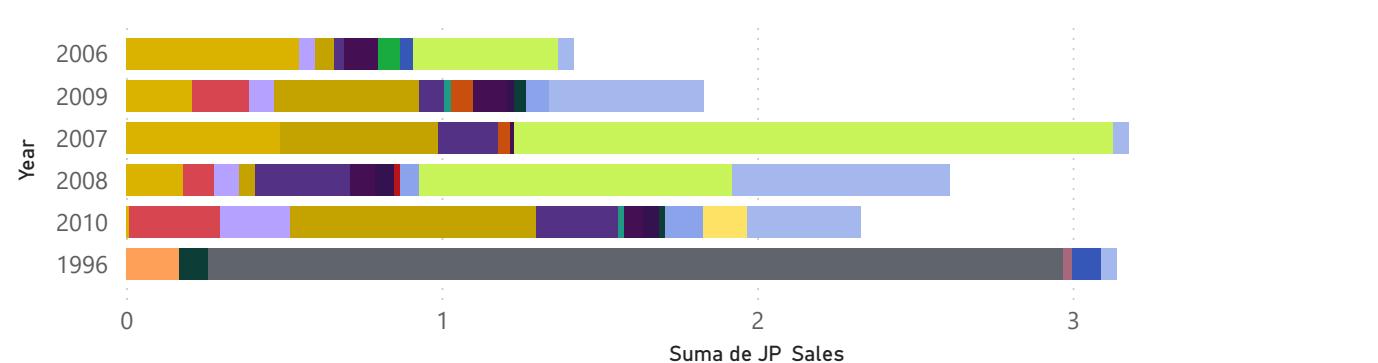
## Suma de EU\_Sales por Year y Platform

Platform ● 2600 ● 3DO ● 3DS ● DC ● DS ● GB ● GBA ● GC ● GEN ● GG

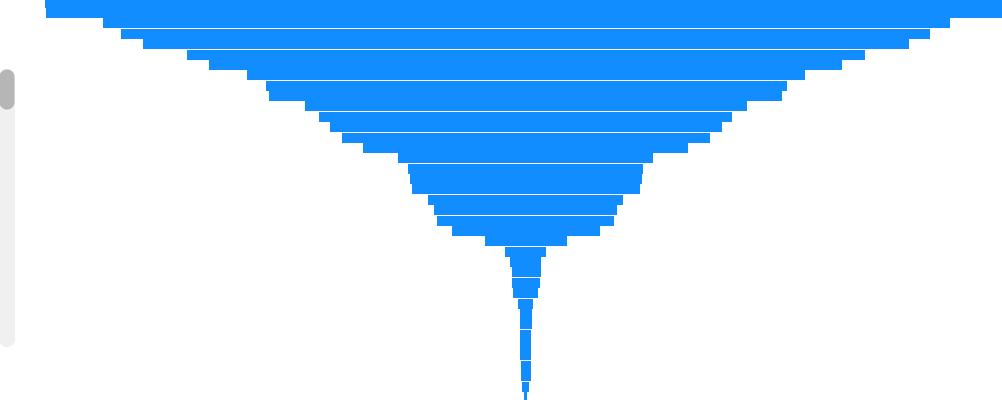


## Suma de JP\_Sales por Year y Publisher

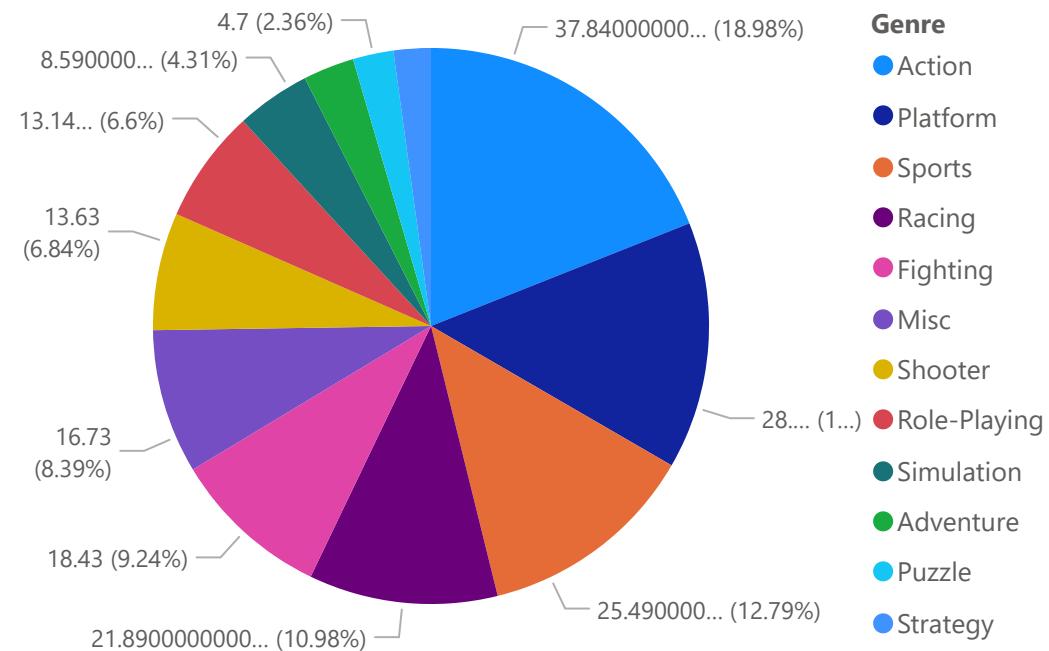
Publisher ● 10TACLE St... ● 1C Company ● 20th Centur... ● 2D Boy ● 3DO ● 49Games ● 505 Games ● 5pb ● 7G//AMES



## Recuento de Name por Year



## Suma de Global\_Sales por Genre



### Genre

- Action
- Platform
- Sports
- Racing
- Fighting
- Misc
- Shooter
- Role-Playing
- Simulation
- Adventure
- Puzzle
- Strategy

## Platform

- 2600
- 3DO
- 3DS
- DC
- DS
- GB
- GBA
- GC
- GEN

199.36

Suma de Global\_Sales

## Genre Year Publisher

Genre	Year	Publisher
Action	2001	Nintendo
Action	2002	Activision
Action	2002	Atari
Action	2002	BAM! Entertainment
Action	2002	Capcom
Action	2002	Eidos Interactive
Action	2002	Electronic Arts
Action	2002	Midway Games
Action	2002	Nintendo
Action	2002	Tecmo Koei
Action	2002	Universal Interactive
Action	2002	Virgin Interactive
Action	2003	Activision
Action	2003	Atari
Action	2003	Capcom
Action	2003	Eidos Interactive
Action	2003	Electronic Arts
Action	2003	Kemco
Action	2003	Konami Digital Entertainment
Action	2003	Midway Games
Action	2003	TDK Mediactive
Action	2003	THQ
Action	2003	Tomy Corporation
Action	2003	Ubisoft
Action	2003	Universal Interactive
Action	2003	Vivendi Games
Action	2004	Activision
Action	2004	BAM! Entertainment
Action	2004	Capcom
Action	2004	Electronic Arts
Action	2004	Konami Digital Entertainment
Action	2004	Nintendo
Action	2004	Sega
Action	2004	THQ