**Video Game Sales Project**

**The provided dataset appears to be a collection of video game sales data, containing various attributes related to video games such as title, platform, year of release, genre, publisher, sales figures across different regions, critic scores, user scores, developer, and rating.**

**Here's a breakdown of the dataset attributes:**

**Index: An index or identifier for each game entry.**

**Name: The title or name of the video game.**

**Platform: The gaming platform (e.g., Wii, Xbox, PlayStation) on which the game was released.**

**Year\_of\_Release: The year when the game was released.**

**Genre: The genre or category of the game (e.g., sports, racing, action).**

**Publisher: The company or entity that published or released the game.**

**NA\_Sales, EU\_Sales, JP\_Sales, Other\_Sales, Global\_Sales: Sales figures for the game in different regions (North America, Europe, Japan, Other regions, and total global sales).**

**Critic\_Score: The aggregated score given to the game by critics.**

**Critic\_Count: The number of critics who provided scores for the game.**

**User\_Score: The aggregated score given to the game by users or players.**

**User\_Count: The number of users who provided scores for the game.**

**Developer: The company or individual responsible for developing the game.**

**Rating: The rating assigned to the game (e.g., E for Everyone, T for Teen, M for Mature).**

**This dataset can be used for various analytical purposes, including:**

**Analyzing the sales performance of games across different platforms, genres, and regions.**

**Identifying trends in gaming preferences over time.**

**Investigating the relationship between critic/user scores and sales performance.**

**Assessing the impact of developer/publisher on game sales and reception.**

**Exploring correlations between various attributes such as genre, platform, and sales figures.**

**Q1. Regional Sales Analysis: How do sales vary across different regions (NA, EU, JP, Other)?**

SELECT

SUM(NA\_Sales) AS NA\_Sales,

SUM(EU\_Sales) AS EU\_Sales,

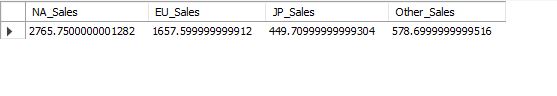
SUM(JP\_Sales) AS JP\_Sales,

SUM(other\_sales) AS Other\_Sales

FROM

video\_games;

**output-**



**Q2.Genre Performance Over Time:How have different genres performed over the years?**

SELECT

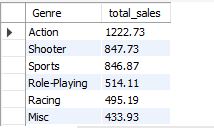
Genre, ROUND(SUM(global\_sales), 2) AS total\_sales

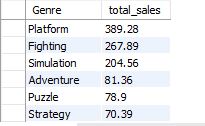
FROM

video\_games

GROUP BY genre

ORDER BY total\_sales DESC;

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**Q3. Publisher Analysis: Which publishers have the most games in the dataset,**

**and what is the average sales performance of their games?**

SELECT

Publisher,

COUNT(name) AS total\_games,

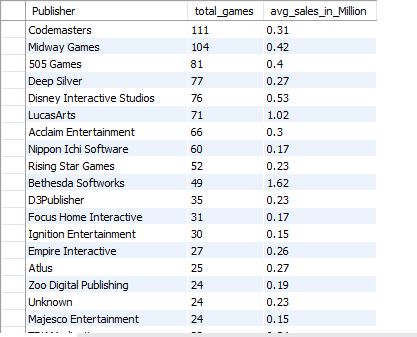
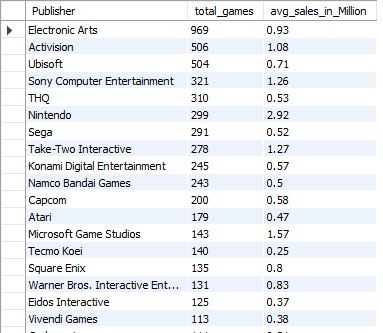
ROUND(AVG(Global\_sales), 2) AS avg\_sales\_in\_Million

FROM

video\_games

GROUP BY publisher

ORDER BY total\_games DESC;



**Q4. Which publisher has released the most games?**

SELECT

Publisher,

COUNT(\*) AS num\_games

FROM

video\_games

GROUP BY

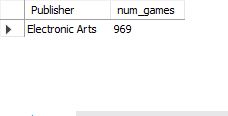
Publisher

ORDER BY

num\_games DESC

LIMIT 1;

**Output-**



**Q5. What is the trend of video game sales over the years?**

SELECT

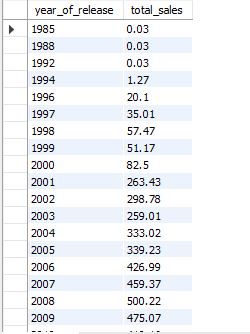
year\_of\_release, ROUND(SUM(global\_sales), 2) AS total\_sales

FROM

video\_games

GROUP BY year\_of\_release

ORDER BY year\_of\_release ASC;

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**Q6.How do user scores compare to critic scores on average?**

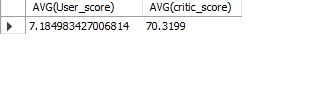
SELECT

AVG(User\_score), AVG(critic\_score)

FROM

video\_games;

output -



**Q7. Is there a relationship between developer and sales performance?**

SELECT

developer, round(SUM(global\_sales),2) AS total\_sales

FROM

video\_games

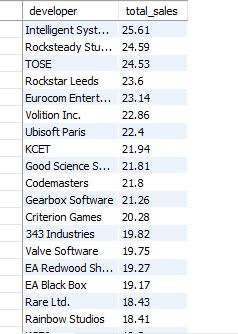
GROUP BY developer

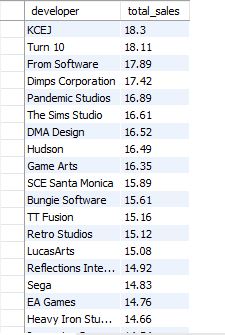
ORDER BY total\_sales DESC;

Output -









**Q8.Are there any notable patterns in the release dates of successful games?**

SELECT

year\_of\_release,

ROUND(SUM(global\_sales), 2) AS total\_sales,

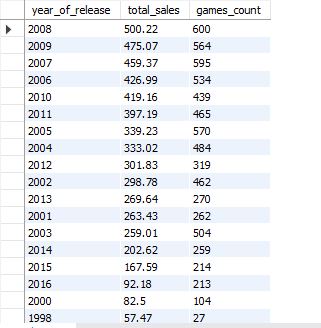
COUNT(name) AS games\_count

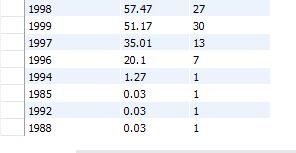
FROM

video\_games

GROUP BY year\_of\_release

ORDER BY total\_sales DESC;





**Q9. What is the market share of each platform in terms of global sales?**

SELECT

platform,

ROUND(SUM(global\_sales), 2) AS total\_sales,

SUM(global\_sales) / (SELECT

SUM(global\_sales)

FROM

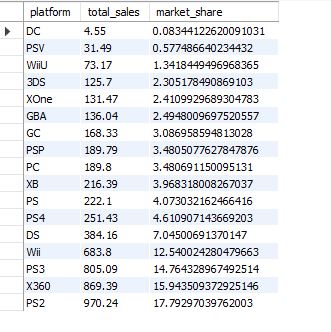
video\_games) \* 100 AS market\_share

FROM

video\_games

GROUP BY platform

ORDER BY market\_share;



**Q10. What is the average lifespan of a video game in terms of sales performance?**

SELECT

(YEAR(NOW()) - Year\_of\_Release) AS age,

AVG(Global\_Sales) AS avg\_sales

FROM

video\_games

GROUP BY

age

ORDER BY

age;

