The data set that I am using today deals with the sales of video games and the ratings that they would above, along with the review scores they have. These datasets are from a web scrape of Metacritic back from late December 2016. This dataset was pulled off of Kaggle because of the wide variety of data that was in it. While a lot of the data is incomplete, there is still 6,900+ completed rows of data with all of the points in order to evaluate. I still used the entire dataset though because of the vast about of most data that could be used throughout the dataset as a whole, containing more than 16,000 games within it.

The dataset contains things such as video game names, developers, publishers, year of release, Sales, Critic scores from major critics and users on the website, and the ESRB rating of the video games on the list. With so many different variables this gives us a lot to be able to analyze.

I’m able to see the critic scores of different genres of video games, and even see what the most rated scores are within the video game industry. Same with the User scores as well. Seeing the Critic scores and the user scores, there is a clear divide between how they score their items. Critics have a curve as it goes up around the 80’s or 90’s, while the user score is all over the place. The trend is still there where the higher the score is the more there is of it, but it is much more all over the place going from one score to another.

Another visualization I have created is a breakdown of Game ratings by genre. More specifically how many games are in each ESRB rating by genre. As we see a lot of the ratings would be different based on what genre it is in. The action genre would have mostly M rated games at the top, while the racing or sports video games would have E rated games at the top of their lists. It would also show the most popular genres in comparison to all the others as you could see the literal size difference when looking at the games.

I decided to make my visualization more simplistic in features and looks because it helps to make sure everyone can understand what is going on. Because I have learned eventually over the years that not everyone knows what is going on because they do not partake in the kinds of cultures as everyone does. While I do partake in the gaming culture do know people who do not know a things about gaming so I wanted to make it as simple for them to understand as possible. In so keeping it simple help everyone in the long run.