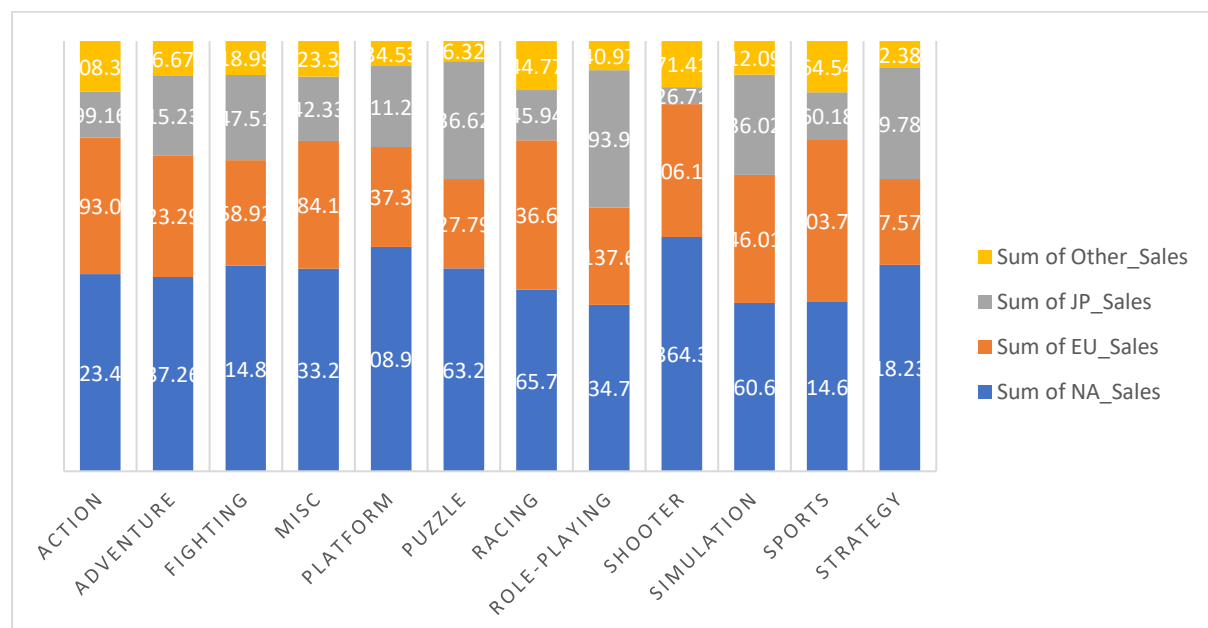
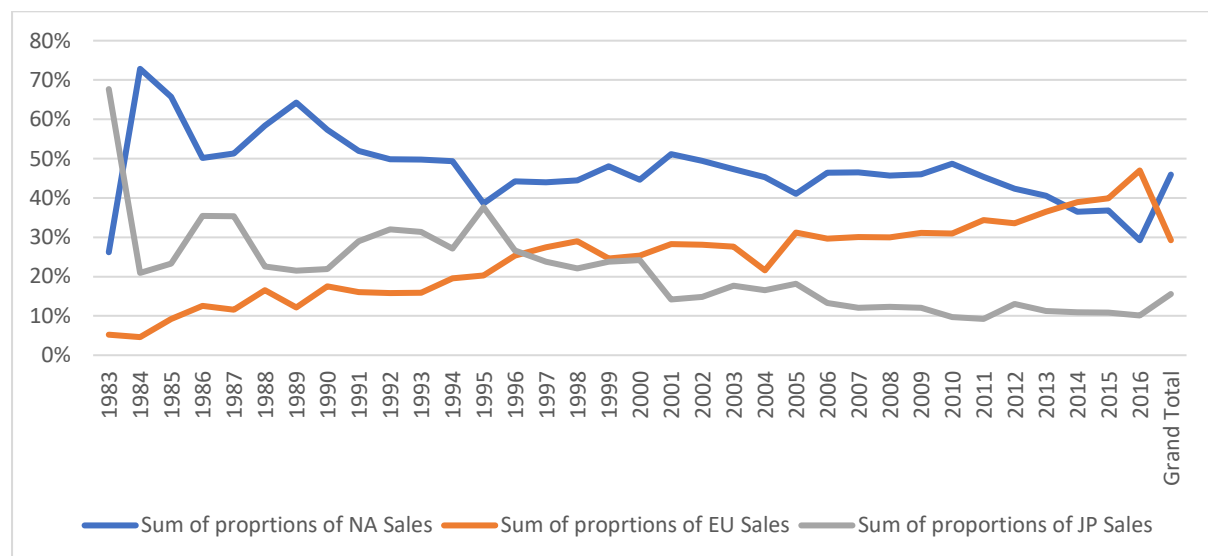


Project Reflections

Step 1. In the last couple of tasks, I have come to some useful insights, but first to come to that conclusion I had to analyse and clean up the data I was given, by taking out duplicates whether that was data or rows or columns and N/A (unknown) this allowed me to see only relevant data. From this I gathered that EU Sales have steadily increased and NA Sales have steadily decreased over the years. This can be clearly shown by the line graph below. The stacked column below shows which genre of game was highest in sales, this can only be seen by grouping the data by genre, creating a pivot table and from that creating a 100% stacked column. This allows you to easily visualise the data and see which genre of games sell best in which region.



Step4. Regarding the presentation One of the simplest ways to quickly determine which game genres were selling well and which weren't was to use the sales by genre chart. Then, in order to be

more precise with my conclusions, I decided to use one that is specific to 2016, showing that despite the past success of the action genre, sales have decreased in 2016.

