PROJECT REPORT TEMPLATE

1. INTRODUCTION

1.1 Overview

A brief description about your project

1.2 Purpose

The use of this project. What can be achieved using this.

2. PROBLEM DEFINITION & DESIGN THINKING

1.1 Empathy map

Paste the empathy map screenshot

1.2 Ideation & brainstorming map screenshot

3. RESULT

Final findings(Output) of the project along with screenshots.

4. ADVANTAGES & DISADVANTAGES

List of advantages and disadvantages of the proosed solution

5. APPLICATIONS

The areas where this solution can be applied

6. CONCLUSION

Conclusion summarizing the entire work and findings.

7. FUTURE SCOPE

Enhancements that can be made in the future.

8. APPENDIX

A.Source code

Attach the code for the solution built.

1 INTRODUCTION

1.1 OVERVIEW

A brief description about our project.

Video game sales analysis is the process of collecting and analyzing data about the sales of video games in order to understand market trends and consumer behavior. This type of analysis can be useful for a variety of purposes, including identifying the most popular games and genres, predicting future sales, and developing marketing strategies.Video game sales analysis typically involves collecting data from Kaggle sources. It was generated by a scrape of vgchartz.com. This data may include information about the number of units sold, the retail price, and the platforms on which the games are played. Once the data has been collected, it is typically analyzed using tableau. The results of the analysis can be used to identify trends and patterns in the market, and to make informed decisions about the development and marketing of video games.Video game sales analysis may be conducted by game developers, publishers, retailers, and other industry professionals. It is an important part of the video game industry, as it helps to understand the needs and preferences of consumers and to identify opportunities for growth and innovation. Analysing sales data from more than 16,500 games. This dataset contains a list of video gamess with sales greater than 100,000 copies.It was generated by a scrape of vgchartz.com

OUR PROJECT FLOW

Project Flow

To accomplish this, we have to complete all the activities listed below,

- Define Problem / Problem Understanding
  - Specify the business problem
  - Business requirements
  - Literature Survey
  - Social or Business Impact.
- Data Collection & Extraction from Database
  - Collect the dataset.
  - Storing Data in DB
  - Perform SQL Operations
  - Connect DB with Tableau
- Data Preparation
  - Prepare the Data for Visualization
- Data Visualizations
  - No of Unique Visualizations
- Dashboard
  - Responsive and Design of Dashboard
- Story
  - No of Scenes of Story
- Performance Testing
  - Amount of Data Rendered to DB
  - Utilization of Data Filters
  - No of Calculation Fields
  - No of Visualizations/ Graphs
- Web Integration
  - Dashboard and Story embed with UI With Flask
- Project Demonstration & Documentation
  - Record explanation Video for project end to end solution
  - Project Documentation-Step by step project development procedure

1.2 PURPOSE

The use of this project. What can be achieved using this

In our project ,we clearly know about the sales of video games. we get more Information about sales of videos games in different region analysis, total sales analysis ,top 5 publishers ,top 10 EU selling video, games analysis top10 Japan selling video games analysis and top 10 NA selling video games. It is helpful to understand the most popular game and games sale in different region top most selling genre platform analysis.

2 problem definition & desing thinking

2.1 Empathy map

Paste the empathy map screenshot

Template

Empathy map

Use this framework to develop a deep, shared understanding and empathy for other people. An empathy map helps describe the aspects of a user's experience, needs and pain points, to quickly understand your users' experience and mindset.

Share template feedback

Need some inspiration?

See a finished version of this template to kickstart your work.

Open example →

Build empathy

The information you add here should be representative of the observations and research you've done about your users.

Says

What has a user heard them say? What can we imagine them saying?

SAY : PROVIDING MORE ADDS,PLAYER WILL SAY CONSUMING MORE NET FOR THIS GAME

Thinks

What are their wants, needs, hopes, and dreams? What other thoughts might influence their behavior?

THINK : IF WE ARE CREATING CHEES GAME IN THAT INSPITE OF USING BLACK AND WHITE COLOUR USING BROWN AND BLACK COLOUR CHEES BOARD IN WHICH WILL PLAYER WILL THINK IT WILL DISTURB AS WHY PLAY

DOES : IF THE PLAYER PLAY THIS CHEES GAME WITH THE COMPUTER IN WHICH THEY ARE NOT ABLE TO WIN MORE THAN 2 LEVEL,THEN THEY WILL QUITE THE GAME

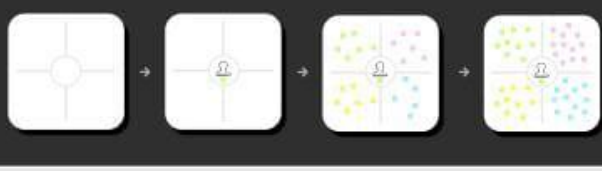
Does

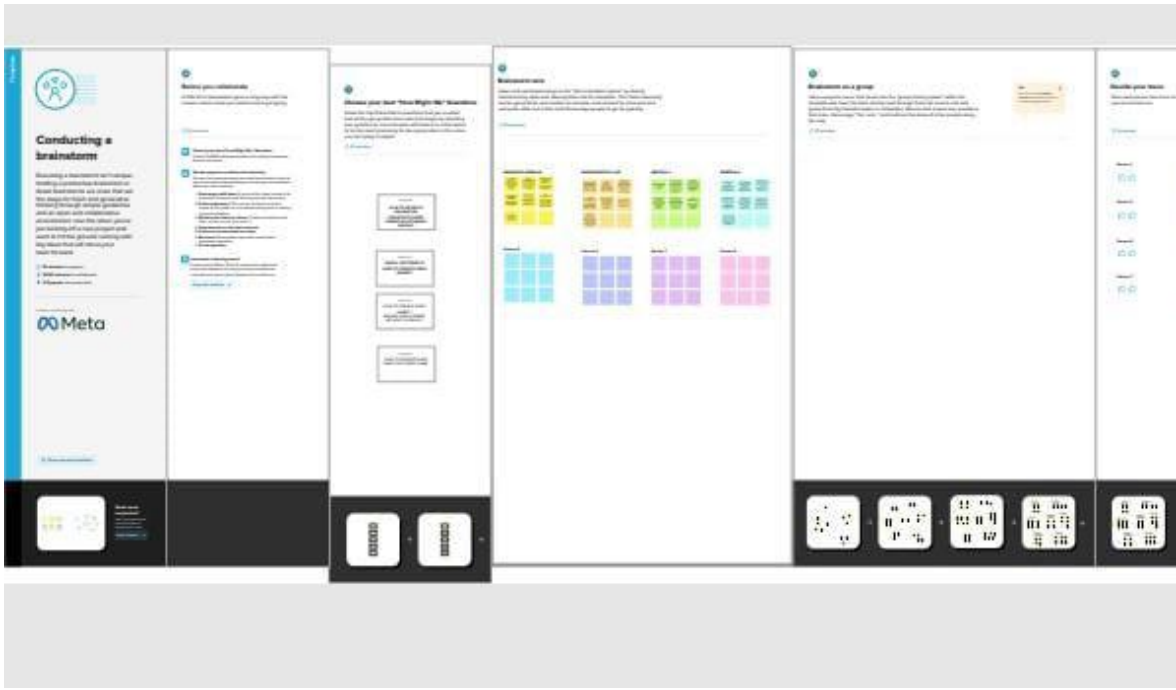
What behavior have we observed? What can we imagine them doing?

FEELS :IF THE EVERY RULES CLEARLY EXPLAIN IN EACH AND EVERY STEP PLAYER WILL FEEL EASY TO PLAY THIS GAME

Feels

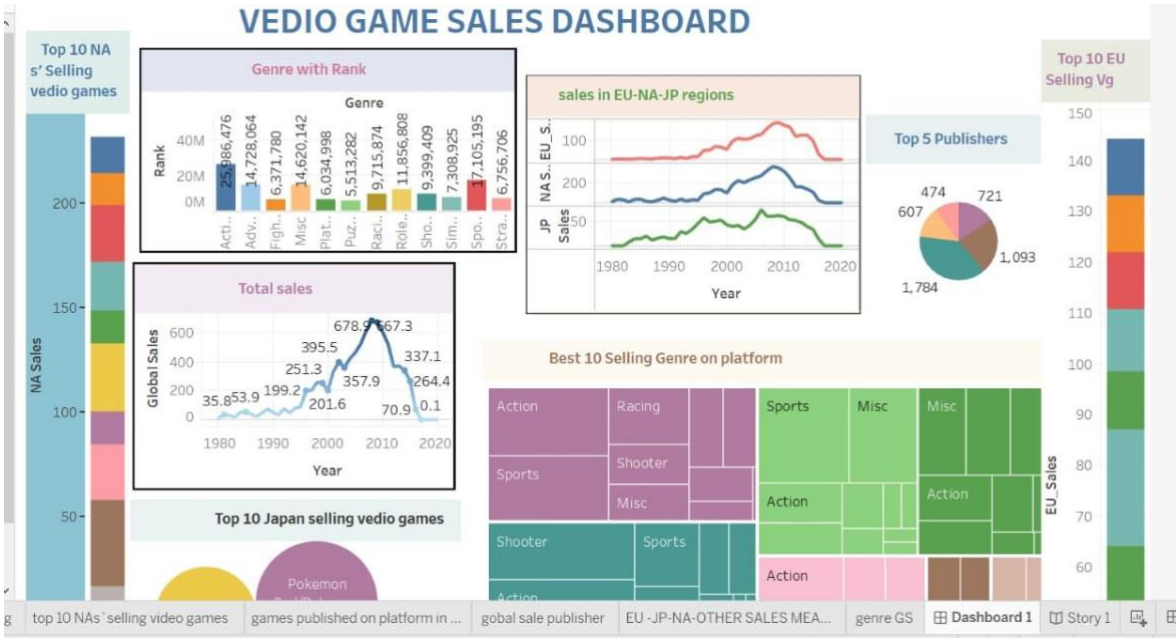
What are their fears, frustrations, and anxieties? What other feelings might influence their behavior?

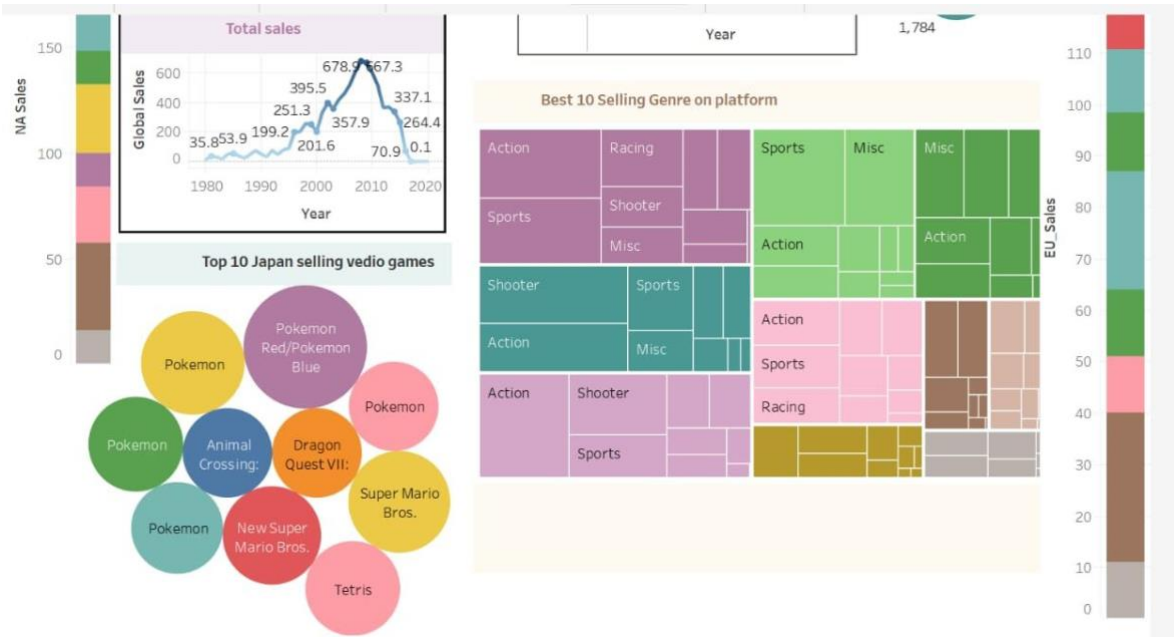




3 RESULT

Final finding (Output) of the project along withscreeenshots





4 ADVANTAGES AND DISADVANTAGES

List of advantages of the proposed solution

ADVANTAGES

IN this project uncovering gameing industry the information of data analytic can be youed to analytic identify trends and make informed dicesion on marketing and development strateges for future video game releases

Analytics is the practice of using data to help companies make more informed decisions. Analysts utilize techniques such as predictive analytics, data mining, applied analytics, and statistics to gather and interpret information specifically related to their industry

.

The goal of data visualization is to make complex data sets more accessible ,intuitive, and easier to intwrpret .by using visual elements such as charts ,graphs,and maps ,data visualization can help people quickly identify patterns trends, and ouutliers in the data

A data story is a way of presenting data and analysis in a narrative format, with the goal of making the information more engaging and easier to understand. A data story typically includes a clear introduction that sets the stage and explains the context forthe data, a body that presents the data and analysis in a logical and systematicway,and a conclusion that summarizes the key findings and highlights their implications. Data stories can be told using a variety of mediums, such as reports,presentations, interactive visualizations, and videos

DISADVANTAGE

We are thinking that nothing is disadvantage for this project

4 APPLICATIONS

The number of unique visualizations that can be created with a givendataset Some common types of visualizations that can be used to analyze the performance and efficiency of ncovering gameing industry hidden gems include bar charts, line charts, heat maps scatter plots, pie charts,Maps. These visualizations can be used to compare performance, track changes over time, show distribution, and relationships between variables, breakdown of revenue and customer demographics, workload, resource allocation and location of sales of Games

In our project we have made no of visualization

1. Sales in different region Analysis
2. Genre with rank Analysis
3. Total Sales Analysis
4. Top 5 publishers Analysis
5. Best 10 selling genres on platform Analysis
6. Top 10 EU selling video games Analysis
7. Top 10 Japan selling video games Analysis
8. Top 10 NA selling video games

A dashboard is a graphical user interface (GUI) that displays information and data in an organized, easy-to-read format. Dashboards are often used to provide real-time monitoring and analysis of data, and are typically designed for a specific purpose or use case. Dashboards can be used in a variety of settings, such as business, finance, manufacturing, healthcare, and many other industries. They can be used to track key performance indicators (KPIs), monitor performance metrics, and display data in the form of charts, graphs, and tables

Gameing analytics can be best defined as the whole process of applying user behavior data to guide sales & marketing products enhancements and business decisions for any gaming company

Game developers can collect data from sessions to create better experiences for their players.

Publishing helps us to track and monitor key performance metrics, to communicate resul and progress. help a publisher stay informed, make better decisions, and communicate their performance to others.

6 CONCLUSION

In this project we have followed every task vedios and course vedios and completed quiz with our help of these webuilt ourproject in ts topic uncovering gaming industry

By this data analytics of our project we visualized “uncovering gaming industry hidden gems and a comprehensive analysis of vedio game sales in different region by the help of charts

We have published our dashboard and story in tabulae public

Then wehave made our project templetes by using codings of index-HTML

This is our summarized project report demonstration A small vedio we have uploaded which describes our project

7 FUTURE SCOPE

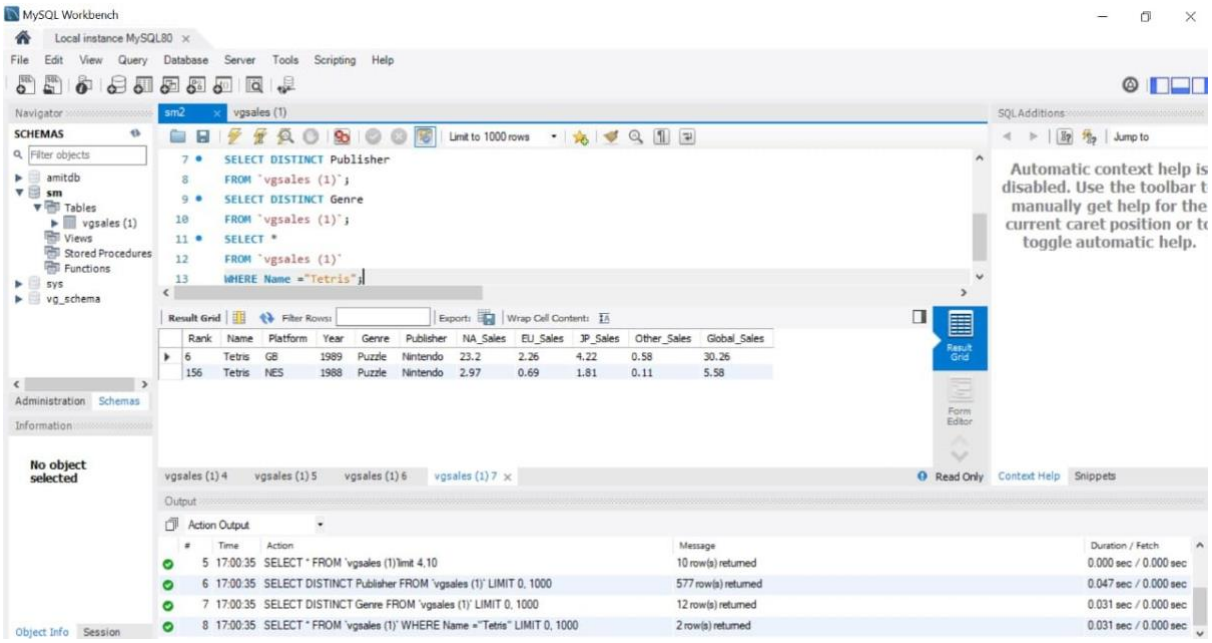
What we seeing in particular is that mobile games started off extremely simpleand have becomes progressive a bit more complicated,” We think in future well see more need to understand a more complicated world inside the games and that will give more insights into the richness of experiences in games –the data thatwe get on it will give more insights into whats actually happening not enjoying

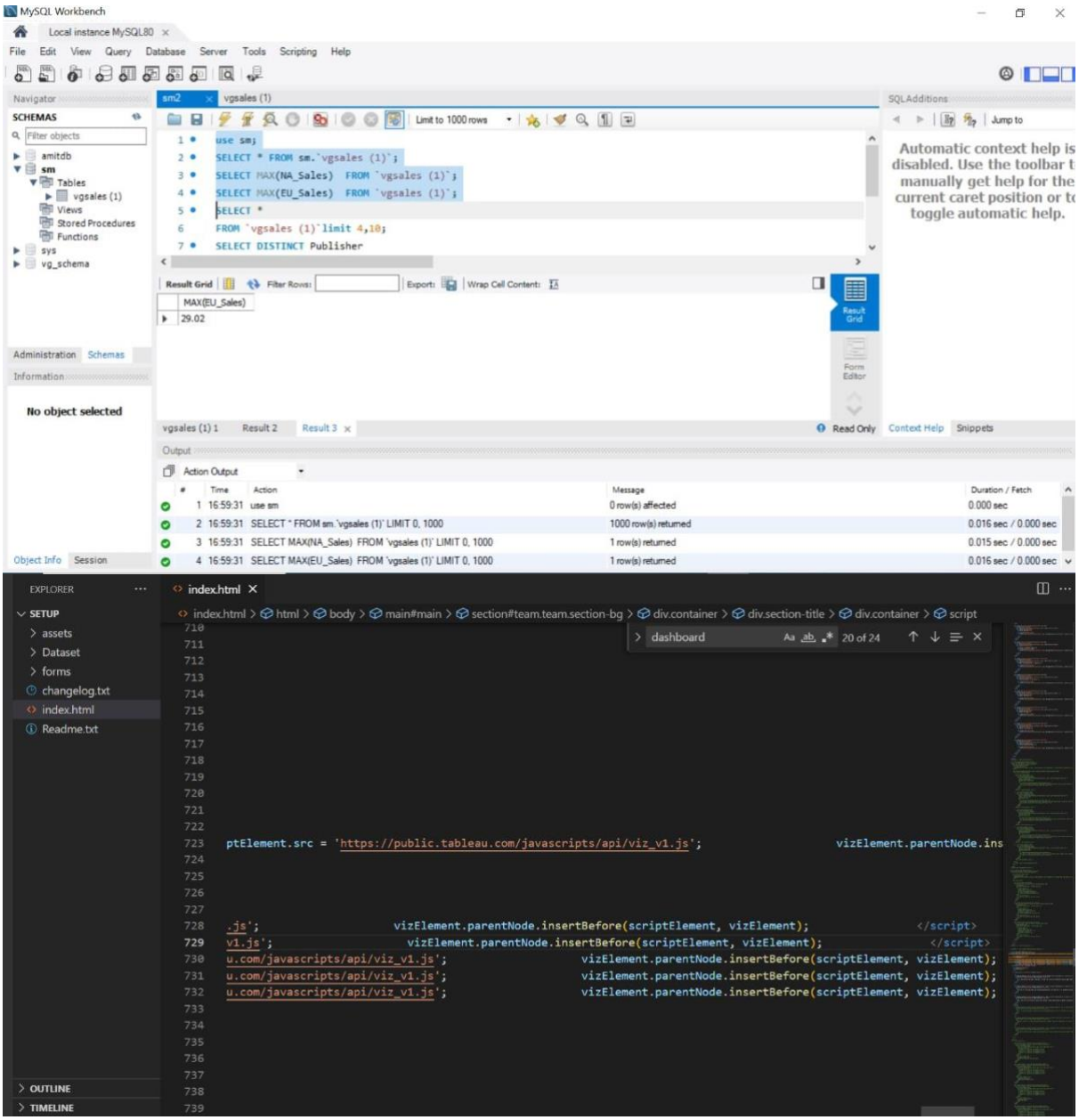
“In some sense that will feed on its as a good cycle- the richer the information you can get ,the more easily you can understand what the players want and build great things for that . it will all feed into better games that people will enjoy more.

8 APPENDIX

A.SOURCE CODE

Attach the code for the solution built




MySQL Workbench
Local instance MySQL80
File Edit View Query Database Server Tools Scripting Help
Navigator
SCHEMAS
Filter objects
amitdb
sm
Tables
vgsales (1)
Views
Stored Procedures
Functions
sys
vg_schema
Administration Schemas
Information
No object selected
Object Info Session
sm2
vgsales (1)
Limit to 1000 rows
use sm;
SELECT * FROM sm.`vgsales (1)`;
SELECT MAX(NA_Sales) FROM `vgsales (1)`;
SELECT MAX(EU_Sales) FROM `vgsales (1)`;
SELECT *
FROM `vgsales (1)`limit 4,10;
SELECT DISTINCT Publisher
Result Grid
Filter Rows:
Export:
Wrap Cell Content:
MAX(EU_Sales)
29.02
Form Editor
vgsales (1) 1
Result 2
Result 3
Read Only
SQLAdditions
Jump to
Automatic context help is disabled. Use the toolbar t manually get help for the current caret position or t toggle automatic help.
Context Help
Snippets
Output
Action Output
Time Action Message Duration / Fetch
1 16:59:31 use sm 0 row(s) affected 0.000 sec
2 16:59:31 SELECT * FROM sm.`vgsales (1)` LIMIT 0, 1000 1000 row(s) returned 0.016 sec / 0.000 sec
3 16:59:31 SELECT MAX(NA_Sales) FROM `vgsales (1)` LIMIT 0, 1000 1 row(s) returned 0.015 sec / 0.000 sec
4 16:59:31 SELECT MAX(EU_Sales) FROM `vgsales (1)` LIMIT 0, 1000 1 row(s) returned 0.016 sec / 0.000 sec
EXPLORER
SETUP
assets
Dataset
forms
changelog.txt
index.html
Readme.txt
OUTLINE
TIMELINE
index.html
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dashboard
Aa ab .* 20 of 24
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