# GameCo Project Daniel Nuñez

## Introduction

#### Global Sales Analysis

- GameCo's current understanding, believes, Goals
- Analysis, Global Market, Regional Markets
- Summary, Conclusion

## Overview

This study focused on learn how Game Industry evolved over time 1980-2016.

The Data set use for this analysis was provided by VGChartz.

Set of expectations

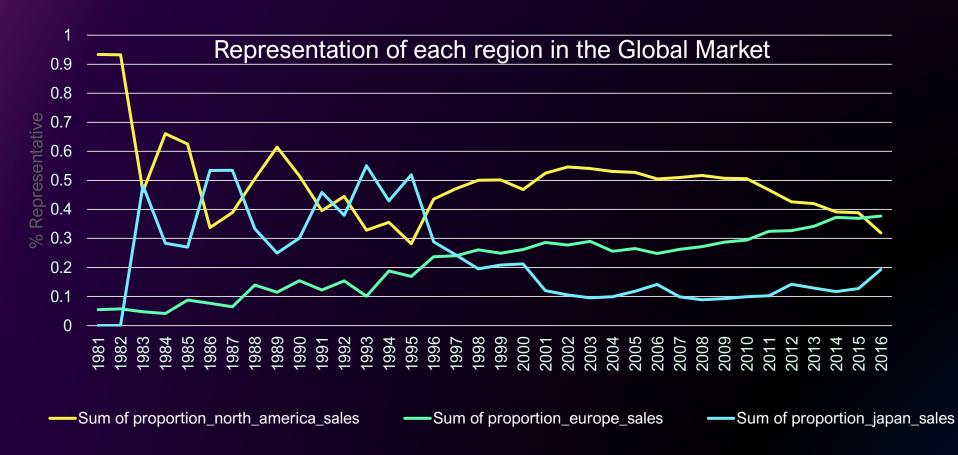
Analysis; Global and Regional markets

Findings

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- GameCo's general understanding is that North
  American, European and Japanese market stayed the
  same over the years.
- For this analysis the sales will be referred by millions of copys
- The information offered in this analysis is strictly informative for a general view of Video games history market.

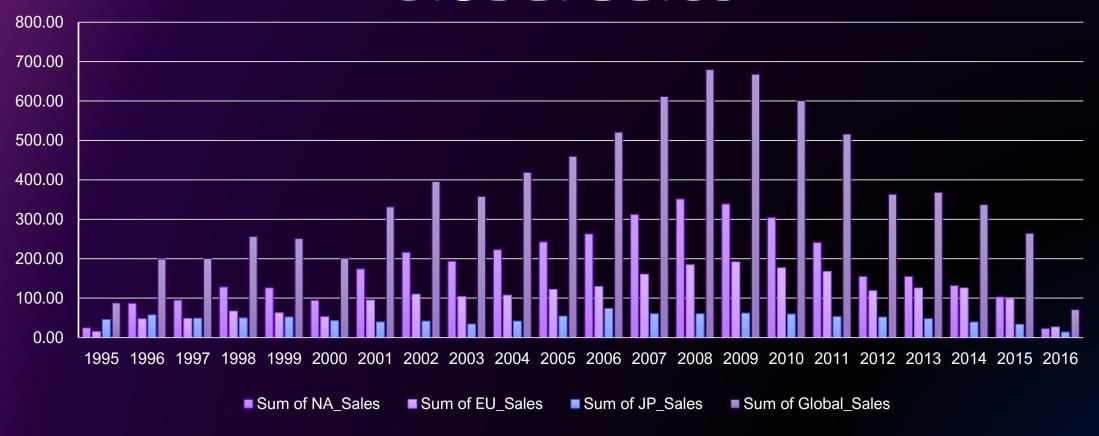


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It shows the trajectory of each region across the last 26 years in correlation to Global Market. Every line represents a region, and we can see how, until 1995, a significant fluctuation in Sales in Japan and North America existed while Europe (Red line) Slowly opened its way into the market.

#### Global Sales

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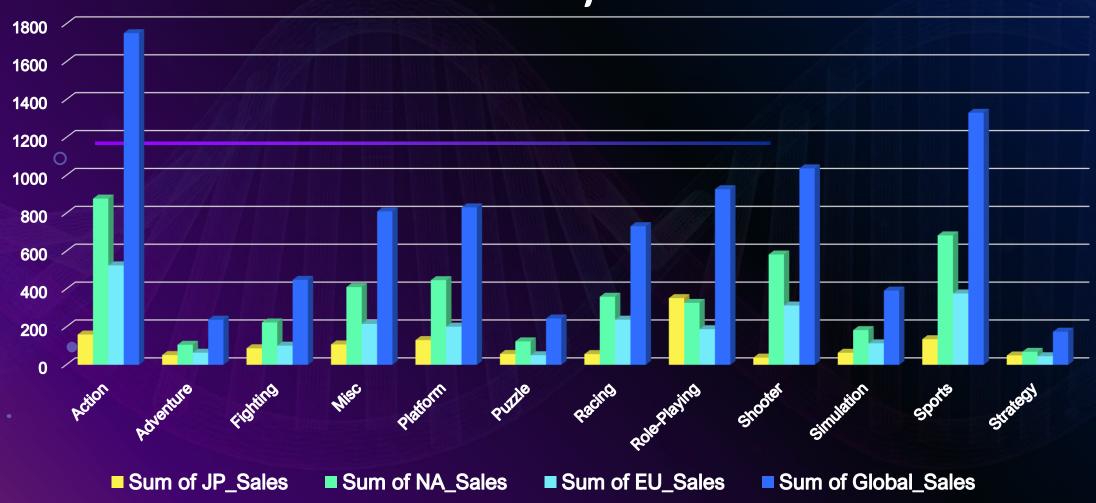


This histogram represent the Sales volume across the last 20 years. It shows a general growth until 2008, where the market started experiencing a strong recession.



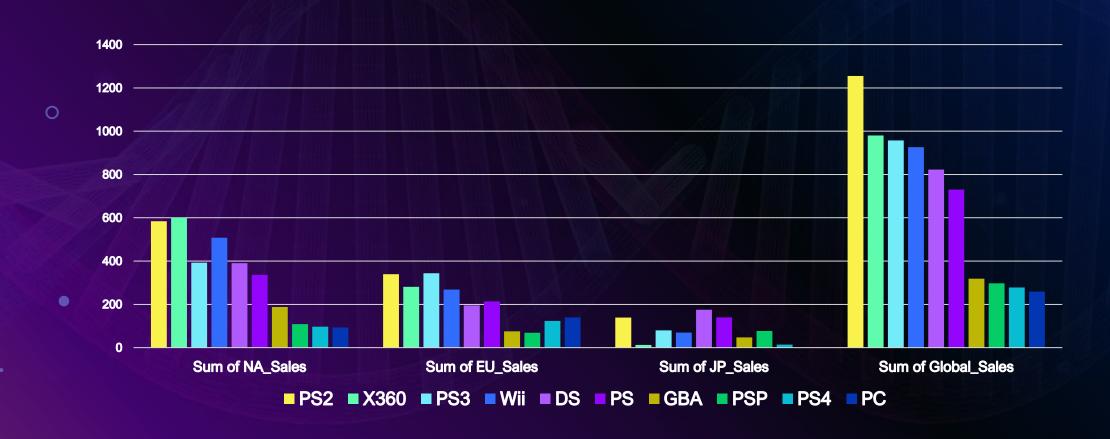
Global and regional Sales of Top 5 publishers

# Sales by Genre



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## Top 10 Sales by platform



Each colored bar represent the Sales by Platform

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### GameCo

#### **Conclusion**

- Even though the Analysis offer us a lot of interesting information, we don't have accurate enough Data to offer recommendation regarding Marketing budget.
- To go further with the Analysis I recommend to update the Data base,
   with geographic division by country an not by region.
- Ill also recommend to collect more Data from distributors to have a more accurate Data points

# Thank you

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