

	Nama	Sales	Series	Release	Genre	Developer	Publishe
0	PlayerUnknown's Battlegrounds	42.0	Nan	12/1/2017	Battle royale	PUBG Studios	Krafto
1	Minecraft	33.0	Minecraft	11/1/2011	Sandbox, survival	Mojang Studios	Mojang Studio
2	Diablo III	20.0	Diablo	5/1/2012	Action role-playing	Blizzard Entertainment	Blizzard Entertainme
3	Garry's Mod	20.0	NaN	11/1/2006	Sandbox	Facepunch Studios	Val
4	Terraria	17.2	NaN	5/1/2011	Action-adventure	Re-Logic	Re-Log
172	Who Wants to Be a Millionaire?	1.0	NaN	11/1/1999	Trivia game	Jellyvision	Disney Interactive Studio
173	Wing Commander 3: Heart of the Tiger	1.0	Wing Commander	12/1/1994	Space combat simulation	Origin Systems	Electronic Ar
174	Zoo Tycoon	1.0	Zoo Tycoon	10/1/2001	Business simulation	Microsoft	Blue Fang Gam
175	StarCraft II: Heart of the Swarm	1.0	StarCraft	3/1/2013	Real-time strategy	Blizzard Entertainment	Blizzard Entertainme
176	StarCraft II: Legacy of the Void	1.0	StarCraft	11/1/2015	Real-time strategy	Blizzard Entertainment	Blizzard Entertainme



Questions to be answered

- Which game is the oldest and the newest games in that dataset?
- Which publisher published most of the games?
- Which developer developed most of the games?
- Which series is the most sales?
- Which series have the most games?





Data Gleaning

Drop Duplicates

```
df = df.drop_duplicates()
df.info()
```

Check Empty Values

df.isna().sum()

Change Datatype

df['Release'] = pd.to_datetime(df['Release'], format='%m/%d/%Y')

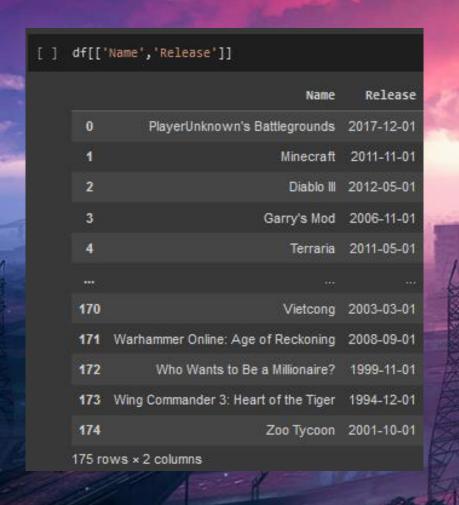
df.info()



For more details, you can view Jupiter Notebook here https://colab.research.google.com/drive/10gBDuwZ8Fhl6KwzcLBwRt UCM2GU42evV#scrollTo=POwsD2kOoyRn

Which game is the oldest and the newest games in that dataset?

The oldest games is Hydlide and the newest game is Valheim.



Which publisher published most of the games P

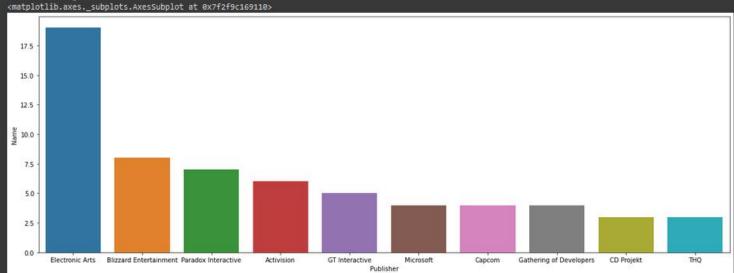
Electronic Arts with 19 published games.

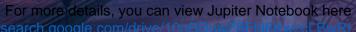
agg_publisher = df.groupby('Publisher', as_index=False)['Name'].nunique() agg_publisher.sort_values('Name', ascending=False)

C•		Publisher	Name	
	28	Electronic Arts	19	
	8	Blizzard Entertainment	8	
	62	Paradox Interactive	7	
	2	Activision	6	
	37	GT Interactive	5	
	36	Frontier Developments		
	35	Facepunch Studios		
	34	FX Interactive		
	33	Ерух	1	
	95	id Software	1	
	QE ro	uve v 2 columns		

plt.rcParams["figure.figsize"] = (20,7)
sns.barplot('Publisher','Name', data = agg_publisher.sort_values('Name', ascending=False).head(10))

/usr/local/lib/python3.7/dist-packages/seaborn/_decorators.py:43: FutureWarning: Pass the following variables as keyword args: x, y. From version 0.12, the of FutureWarning





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Which developer developed most of the games P

Blizzard Ent.

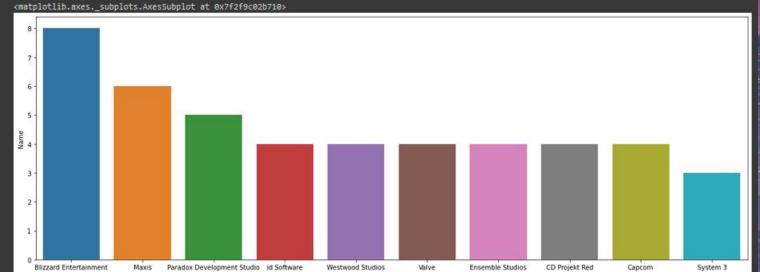
[] agg_dev = df.groupby('Developer', as_index=False)['Name'].nunique()
 agg_dev.sort_values('Name', ascending=False)

	Developer	Name
6	Blizzard Entertainment	8
60	Maxis	6
70	Paradox Development Studio	5
108	id Software	4
106	Westwood Studios	4
48	Introversion Software	1
47	Infocom	1
44	Heuristic Park	1
42	Gray Matter Interactive	1
54	Kojima Productions	1

109 rows x 2 columns

sns.barplot('Developer','Name', data = agg_dev.sort_values('Name', ascending=False).head(10))

/usr/local/lib/python3.7/dist-packages/seaborn/_decorators.py:43: FutureWarning: Pass the following variables as keyword args: x, y. From version 0.12, the FutureWarning





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Which series is the most sales P Which series have the most games P

Series with most sales is **Minecraft**

The Sims

Half-Life

StarCraft



RollerCoaster Tycoon

Civilization

more details, you can view Jupiter Notebook here UCM2GU42evV#scrollTo=POwsD2kOovRn

sns.barplot('Series','Name', data = agg_series.sort_values('Name', ascending=False).head(10))

- 1. The oldest games is Hydlide and the newest game is Valheim.
- 2. The publisher published most of the games is **Electronic Arts** with 19 published games.
- 3. The developer developed most of the games is Blizzard Ent.
- 4. Series with most sales is Minecraft and series with most games is Command & Conquer.



Recommendations

- Promotion: give attractive promotions to get more gamers.
- Championship: organize championships to increase the spirit of gamers.
- Sustainable: make many game variants for the best-selling series.
- Collaboration: enhance collaboration among developers, publishers and influencers.
- Innovation: make many games in metaverse.

