Ask

The questions being asked in this analysis are:

- How have the most prominent companies grown in sales over time?
- Which Genre Generates most of the Global Sales
- What is the Sales distribution of Consoles?

Prepare

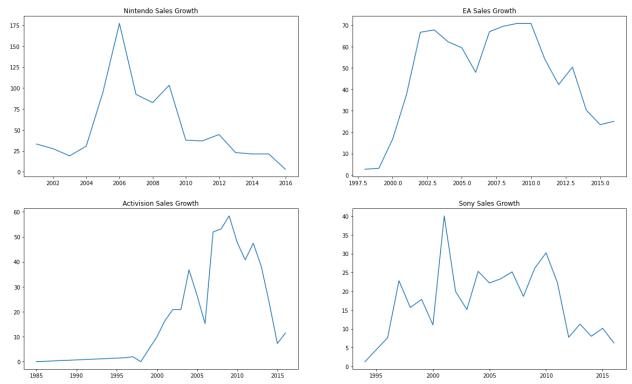
The dataset I used is from <u>Kaggle</u>. This dataset contains information on the top-selling video games from 1980 to 2020. For this project, I strictly used Google Collaboratory

Process

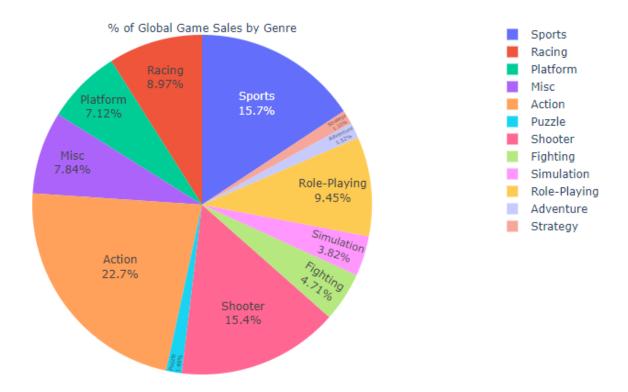
The first steps are to import it to google sheets and check for duplicates and spelling mistakes. Thankfully there were neither. Next, I imported it into the notebook and checked all the information. This time there were a lot of null values. The dataset was extensive, so I deleted the rows with null values because there would still be more than enough data to work with.

<u>Analyze</u>

So the first question asked me to analyze the most prominent companies' sales growth. I chose Nintendo, EA, Activision, and Sony since they are widely known. We can see that in recent years they have all actually seen a decline in average sales growth. EA and Activision have seen a slight increase but all of them are generally low.



The next question asked me to find the genre that has the most global sales. I found that Action games were the highest selling, not surprisingly. Next was sports, followed by shooters.



Lastly, I was asked to find the sales distribution of all consoles. I have heard that the Playstation 2 was the highest-selling console of all time so that would mean that it should have the most games sold. I was right, The PS2 has the highest global sales by a big margin.

