

# VIDEO GAMES SALES ANALYSE

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## A Tableau Presentation

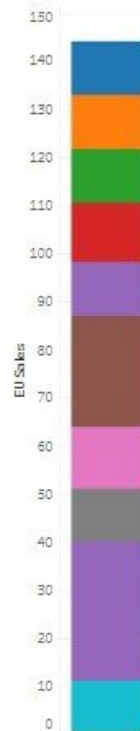
We are team to Analyse The Video Game Sales

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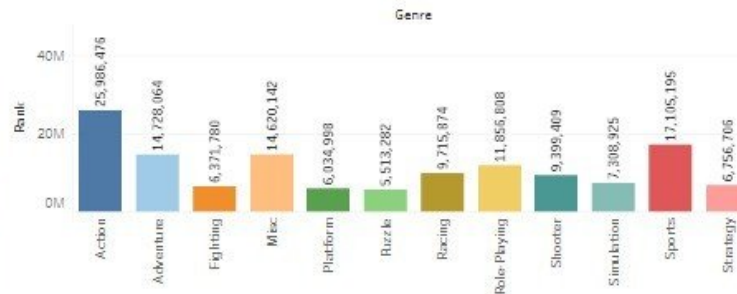
# Dashboard

## VIDEO GAME SALES DASHBOARD

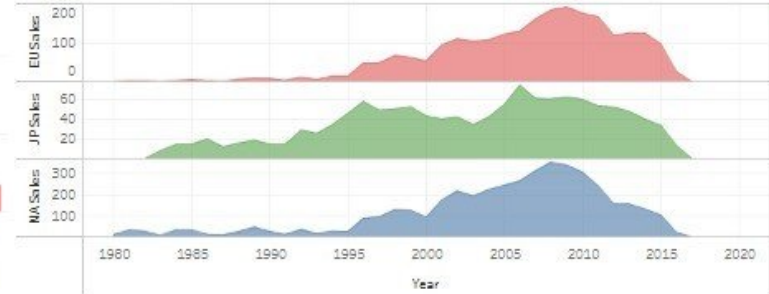
Top 10 EU's Selling VG



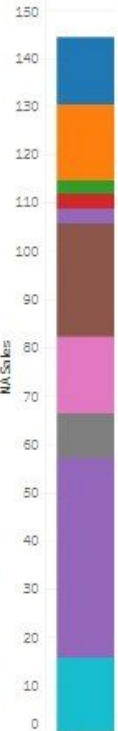
Genre with Rank



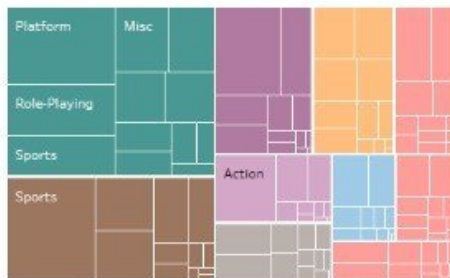
Sales in EU-NA-JP Regions



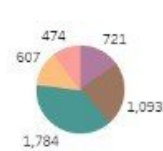
Top 10 NA's Sell VG



Best 10 selling Games on Platforms



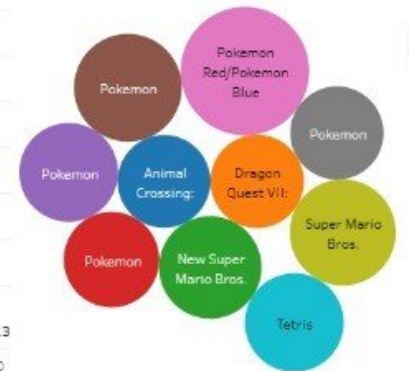
Top 5 Publisher



Total Sale



Top 10 JN Selling VG



STORY

VA's Sell

STORY ABOUT THE VIDEO GAMES SALES

Large publishers may also attempt to boost efficiency across all development teams by providing services such as sound design and legally needed functionality.

COMPANIES AND THE TYPES OF GAMES: The gaming industry, a current \$200 billion behemoth, is arguably one of the most important and innovative sectors in tech today. Its importance to culture, social networking and entertainment cannot be understated.

TOTAL units v release



## CHARTS

All

Chart

Genre

Publishers

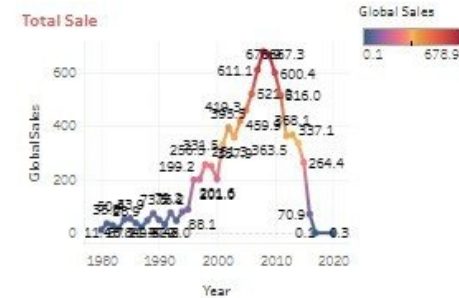
Top 10 JN Selling VG



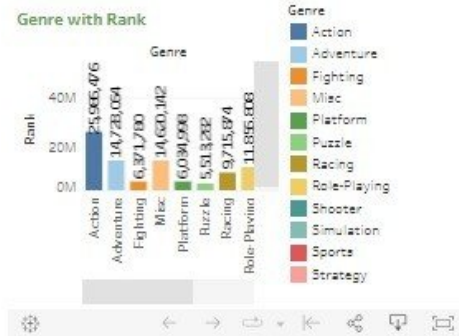
Best 10 selling Games on Platforms



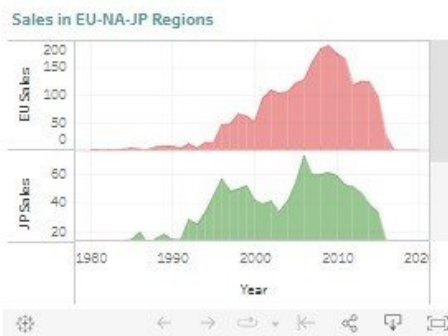
Total Sale



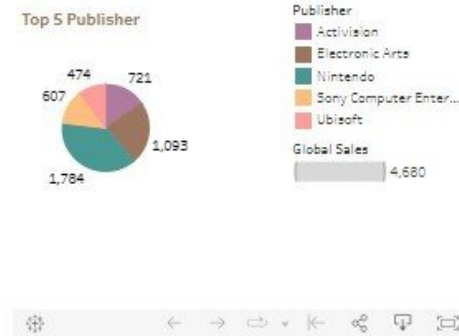
Genre with Rank



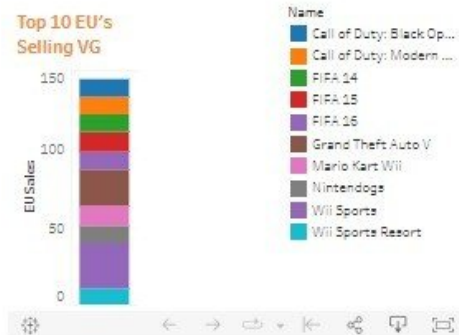
Sales in EU-NA-JP Regions



Top 5 Publisher



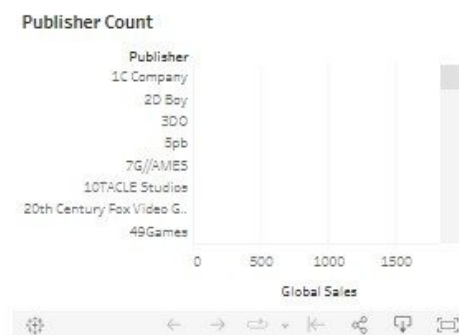
Top 10 EU's Selling VG



Global Sale



Publisher Count





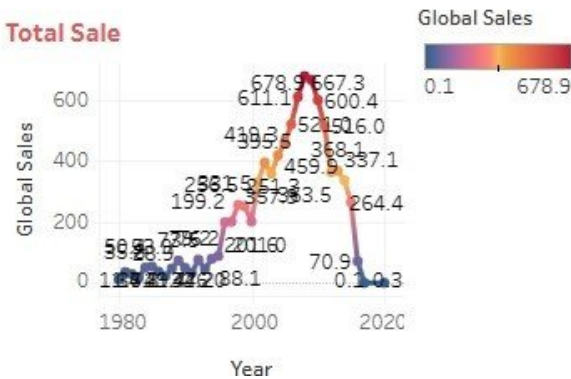
## CHARTS

All **Chart** Genre Publishers

Top 10 JN Selling VG



Total Sale



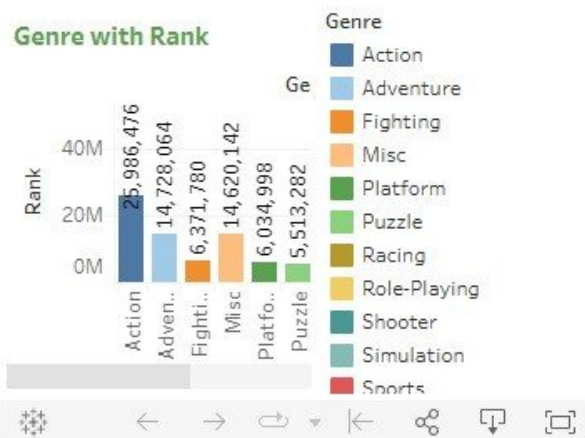
Top 5 Publisher



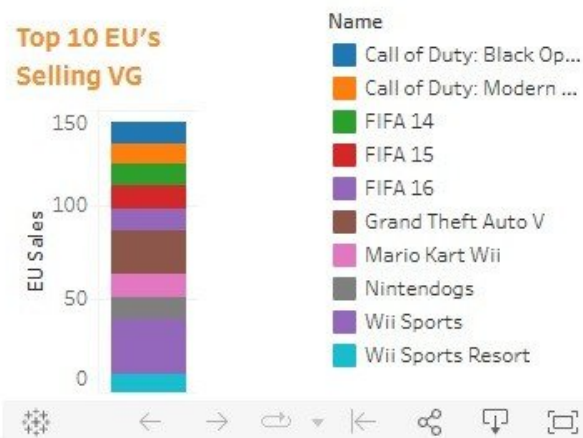
## CHARTS

All Chart **Genre** Publishers

Genre with Rank



Top 10 EU's Selling VG



Global Sale



## CHARTS

[All](#) [Chart](#) [Genre](#) [Publishers](#)

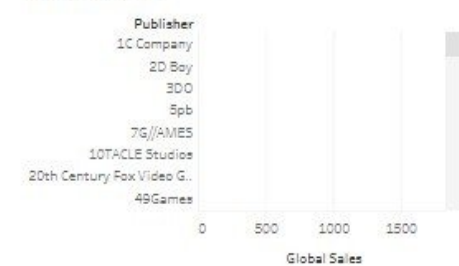
Best 10 selling Games on Platforms



Sales in EU-NA-JP Regions



Publisher Count



## CONCLUSION

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Video games are a form of media that is often associated with negative health consequences. However, when games are played in moderation and with mindfulness, they are a viable source of stress relief as well as a catalyst for mental health improvement and development of social skills. Video games themselves are a relatively modern form of entertainment. They are engaging and immersive on a level different from that of traditional board games and other forms of entertainment. The player actively contributes to the level of satisfaction he/she attains from this medium and thus is more invested and willing to engage in the elements of the video game. The amount of play time is also an important factor in the effects of gaming.

Although excessive playtime can have negative consequence, gaming in moderation can be healthy, fun, and educational.

