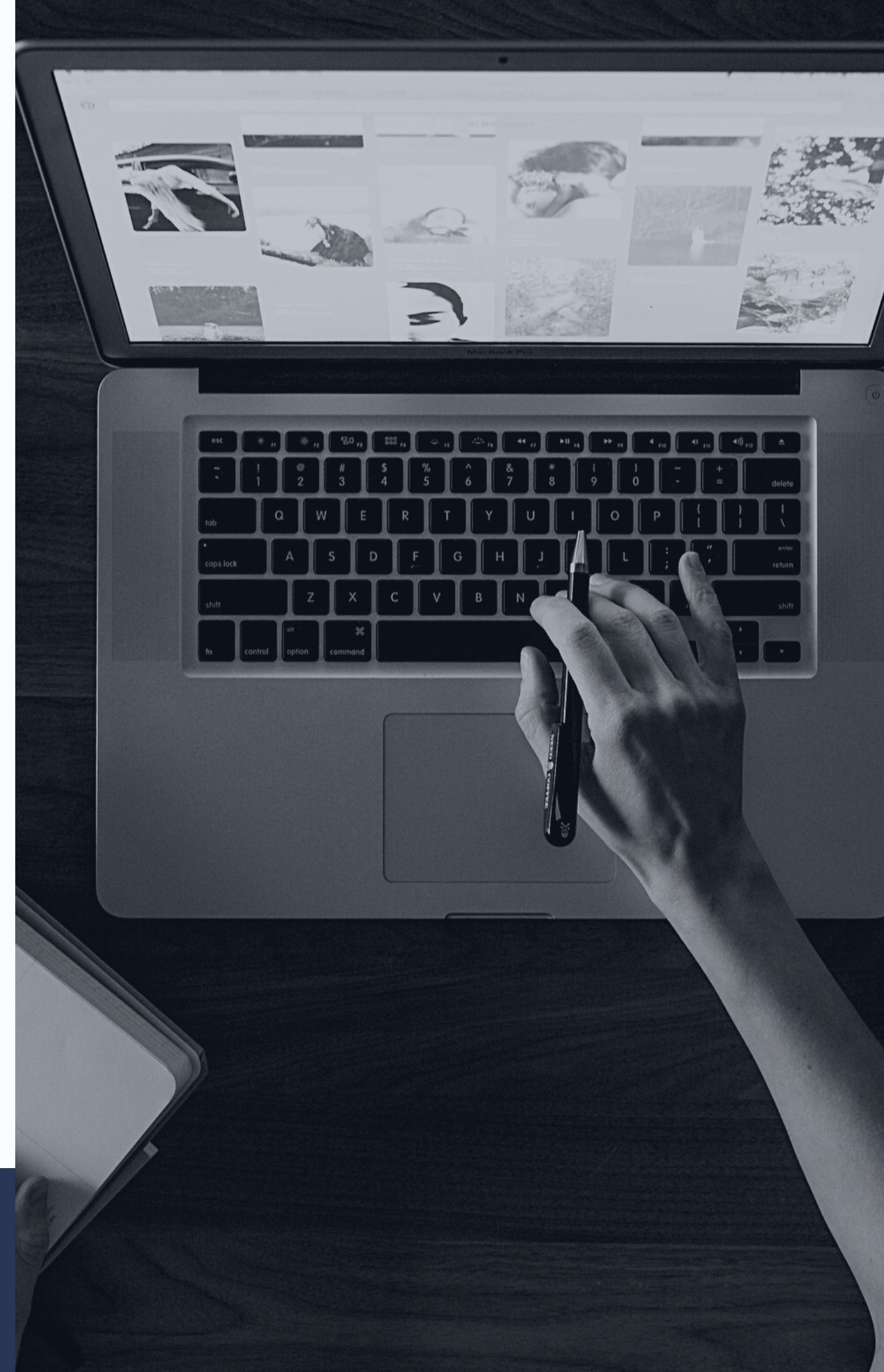


DATA ANALYSIS WITH PYTHON

# VIDEO GAMES SALES ANALYSIS

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# ABOUT THE PROJECT :

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This is an analysis of a data set about video games sales. The data set contains more than 16K games from 1980 to 2018 and concerns more than 20 platforms.

I used a .csv file from Kaggle ([here](#)). As there are many platforms in the data set and as the period of time is huge for the video game industry, I first tried to detail the data set. I then made some comparisons between platforms and regions.

I made this project in order to gain experience in Data Analysis.

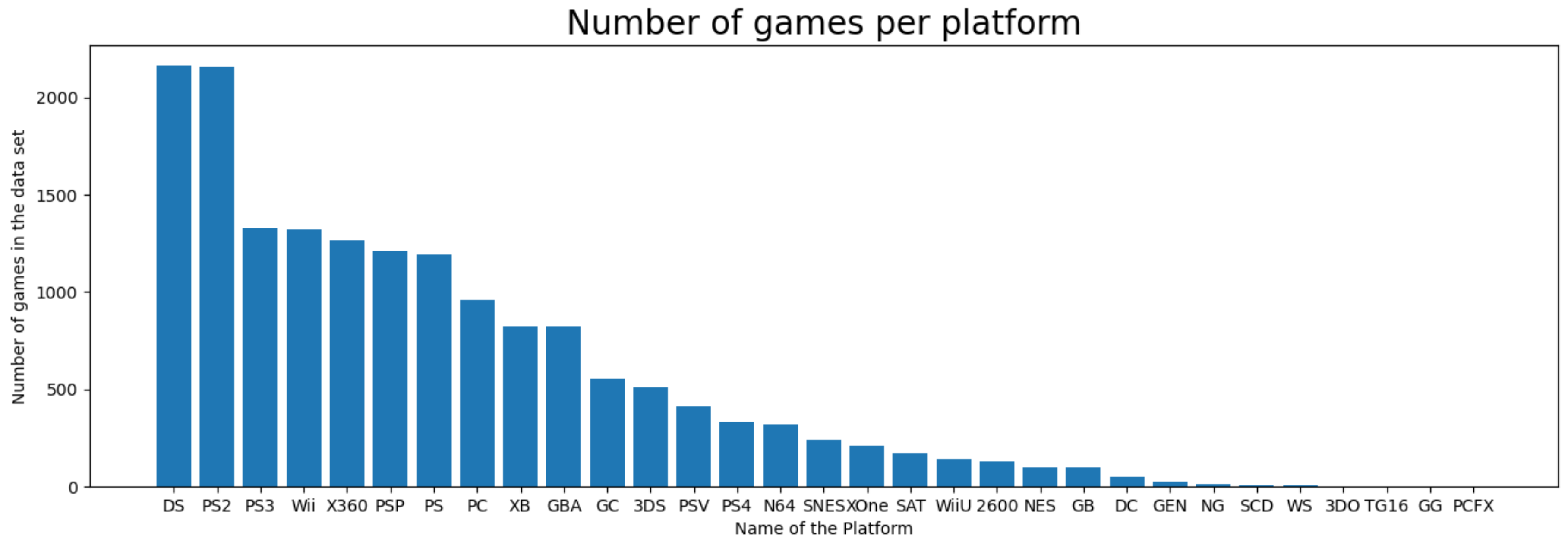
**Step 1 :**  
Transform the data

**Step 2 :**  
Get a clear  
understanding of  
the data set

**Step 3 :**  
Use the data to  
compare different  
platforms and  
regions

# THE PLATFORMS :

There are more than 20 platforms in the data set, and the distribution of the games is inequal.

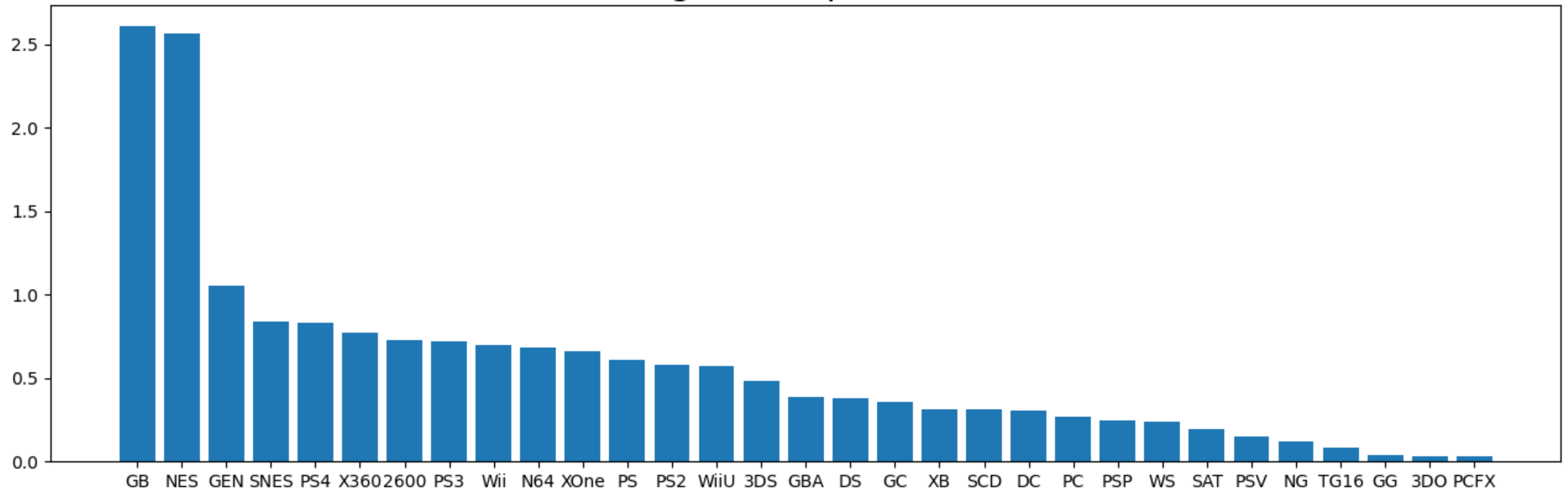




# PERFORMANCE OF THE PLATFORMS :

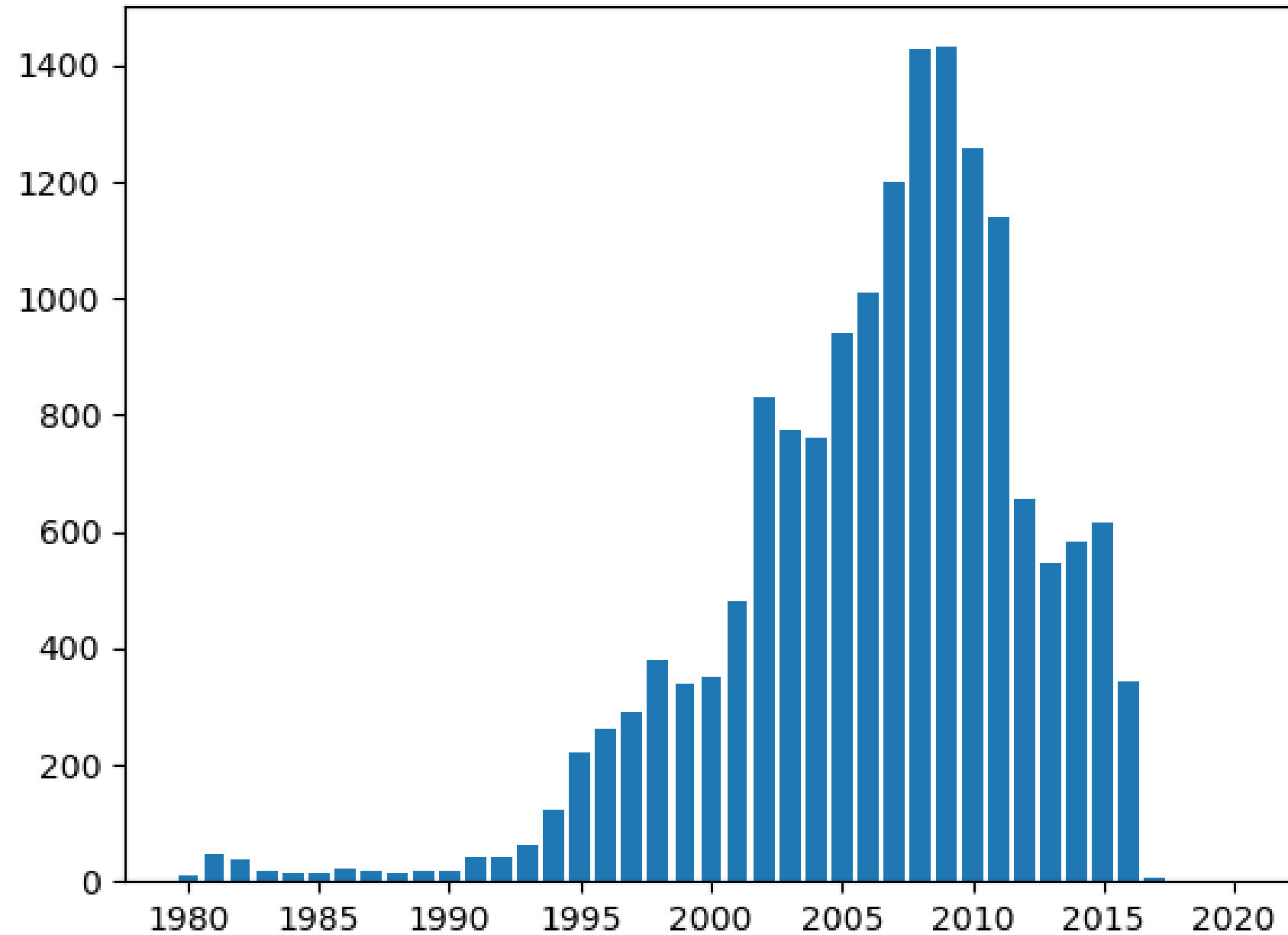
Two platforms (Game Boy and NES) clearly outperform the rest of the data set with an average of 2.5 millions sales per game.

Average Sales per Platform



# THE GAMES :

Number of games in the data set per year



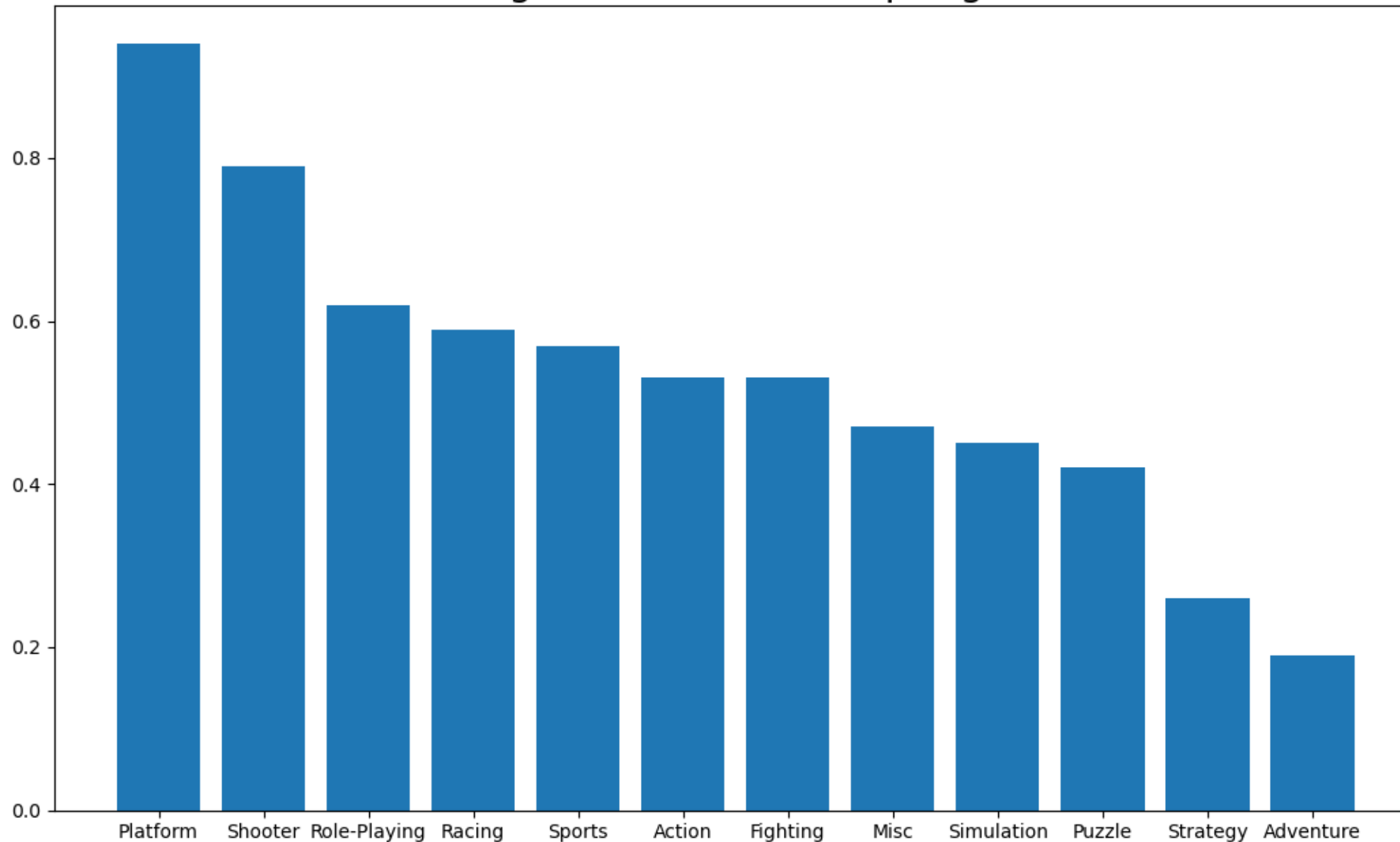
Most of the games in the data set were launched between 2003 and 2013. It is interesting in order to understand the figures.

This period of time corresponds to the reign of the PS2 and PS3, the Wii and the X360.

271 games are not dated.

# THE GENRES :

Average number of sales per genre



There are 12 genres in the data set (Platform, shooter ...).

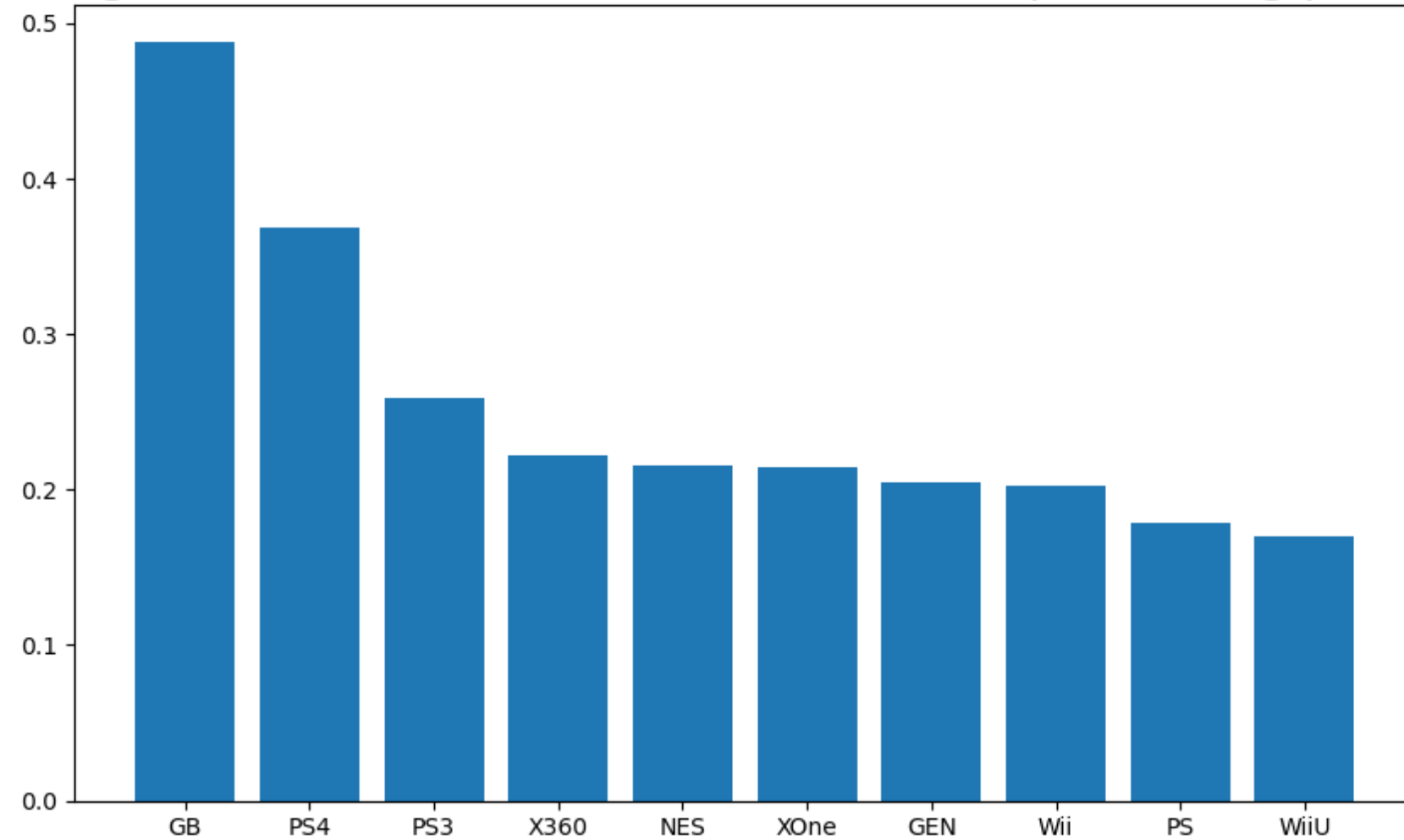
Two genres tend to be more successful : Platform and Shooter.

Two others are clearly less successful : Strategy and Adventure.

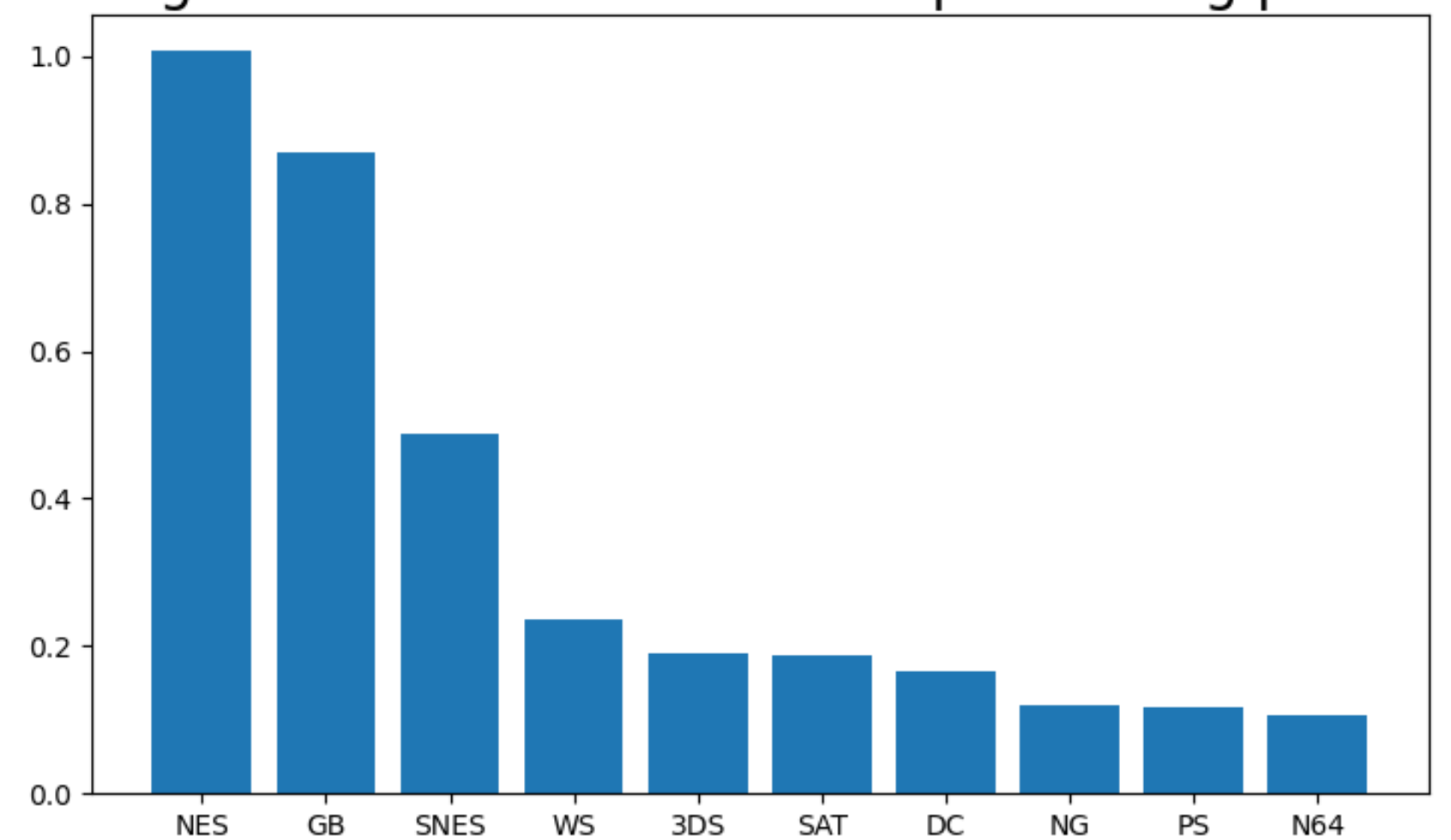
However, those figures concern all type of platform, and the success of a genre is likely to vary from a platform to another.

# THE REGIONS :

Average Sales in North America for the most performing platforms



Average Sales in EU for the most performing platforms

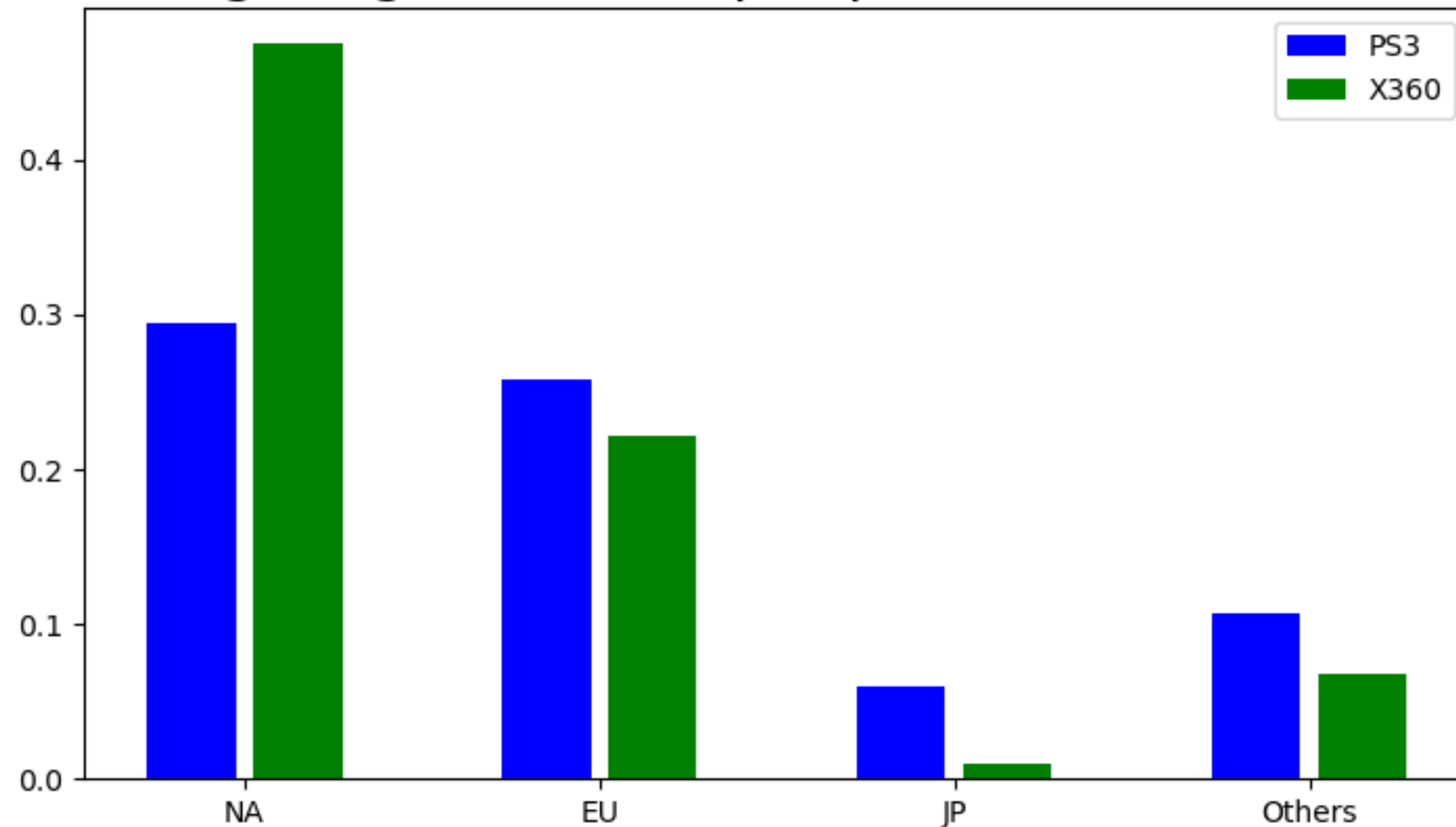


There are 4 regions in the data set : North America, Europe, Japan, Others.

The success of a platform differs greatly between regions : the average sales in Europe is 5 times higher for the NES than in North America.

# PS3 VS X360 :

Average regional sales per platform(PS3 vs X360)



The success of those two platforms is dependent of the region. There is a direct link between the average sales per platform and the number of people playing on the platform in a region.

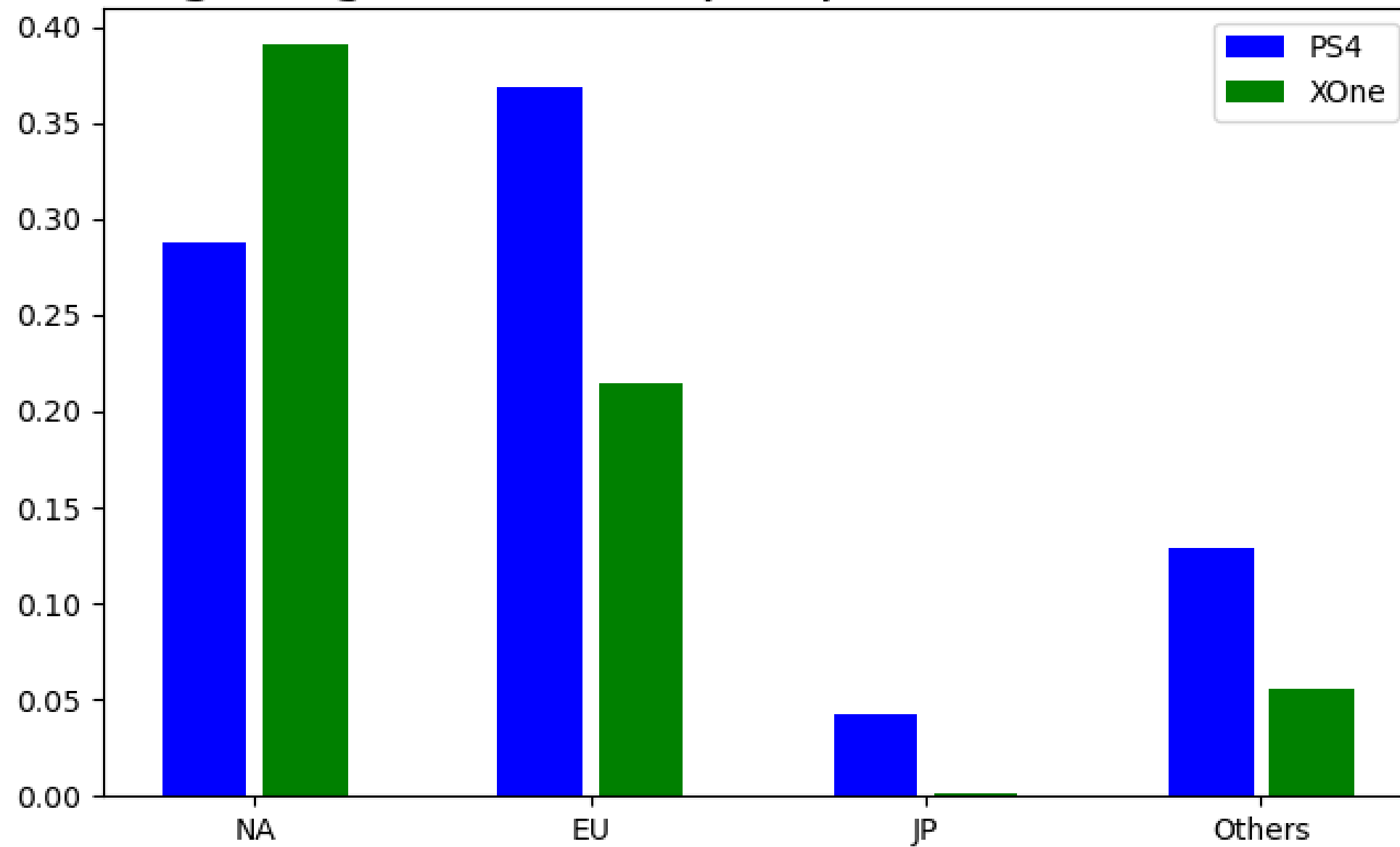
North American seem to have a preference for the Xbox 360 whereas the japanese would rather play on the PS3.

Note that the number of games on PS3 and on X360 in the data set are equivalent. Therefore the comparison between the two platforms is valid.



# PS4 VS XONE :

Average regional sales per platform (PS4 vs XOne)



Once again, the success of those two platforms dependent on the region.

Still, the PS4 has strengthen its position in Europe and Japan and has reduced the gap in North America.

Finally, the average sales in North America has decreased for both PS4 and XOne in comparison to the average sales of the PS3 and X360.