

# Section 1 Project

AI\_16\_한승희

# 목 차

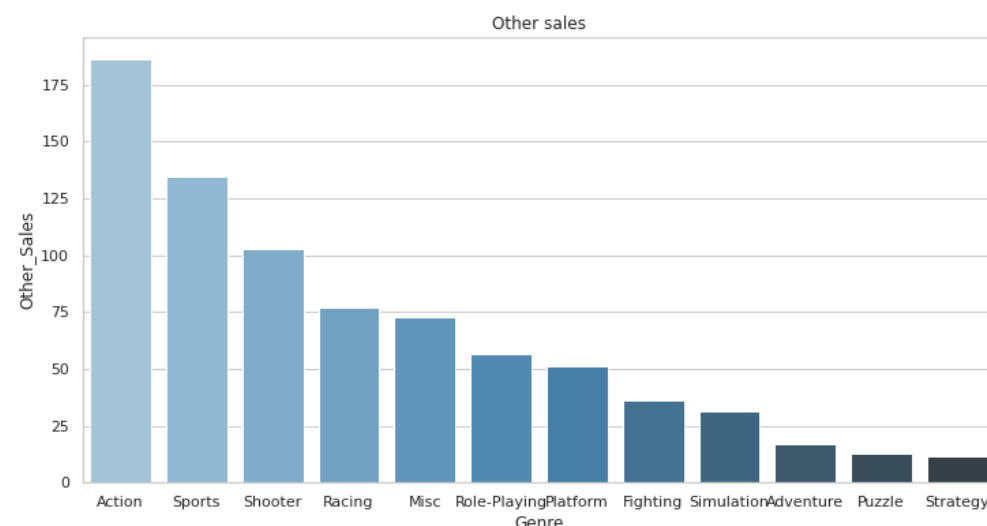
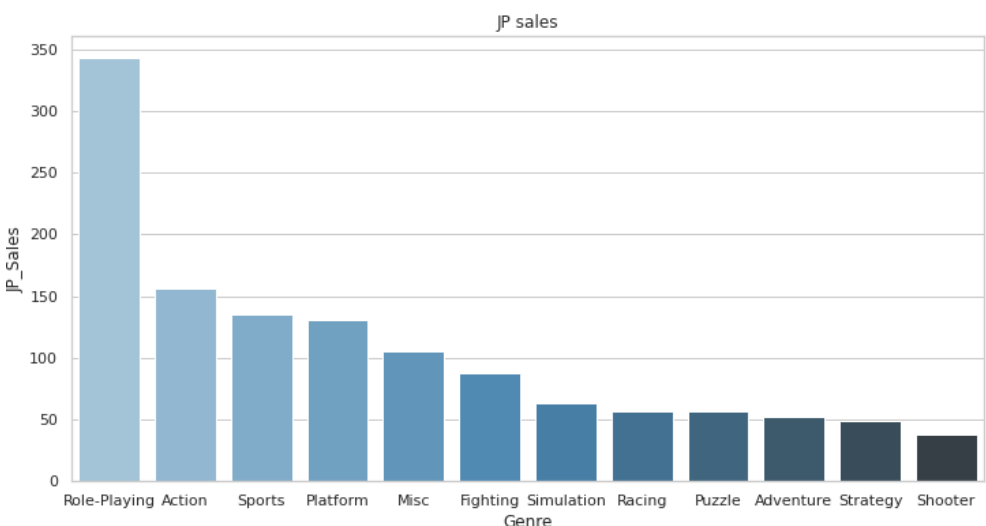
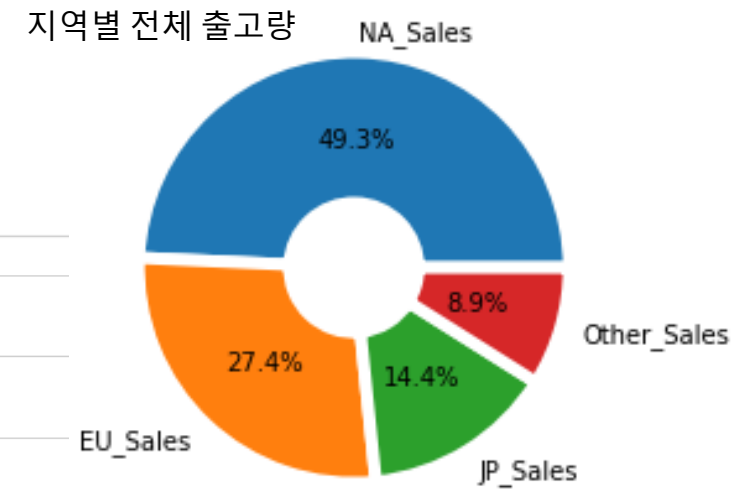
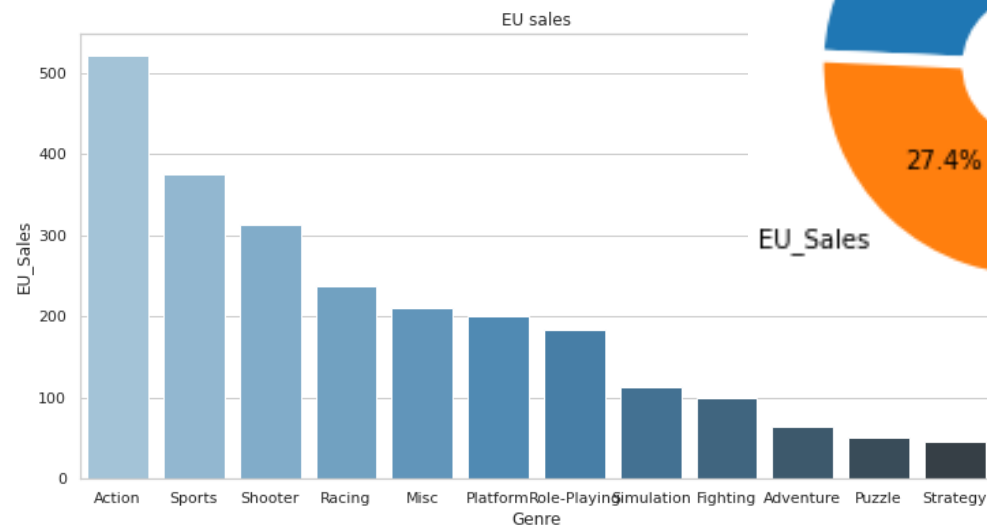
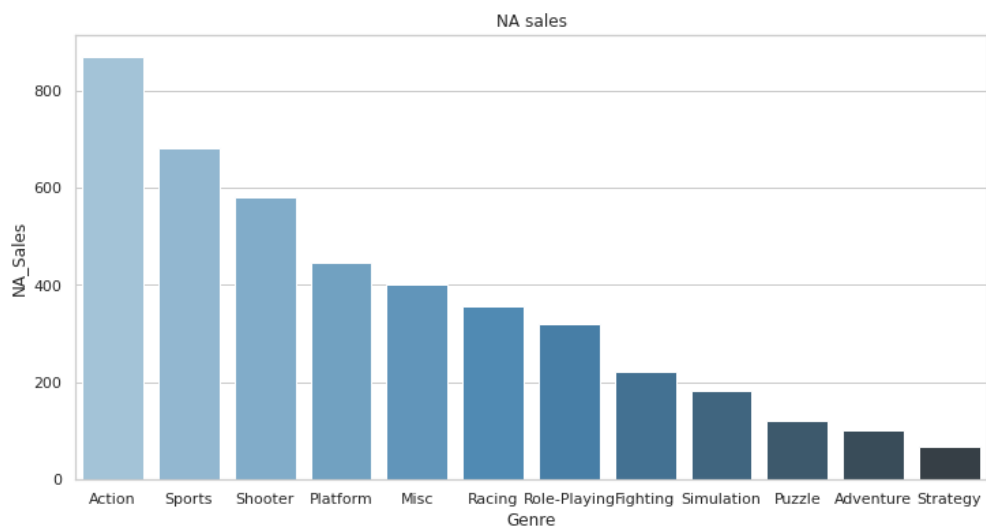
- Data Description
- 지역별 선호 장르 분석
- 연도별 게임 트렌드 분석
- 출고량이 높은 게임에 대한 분석

# Data Description

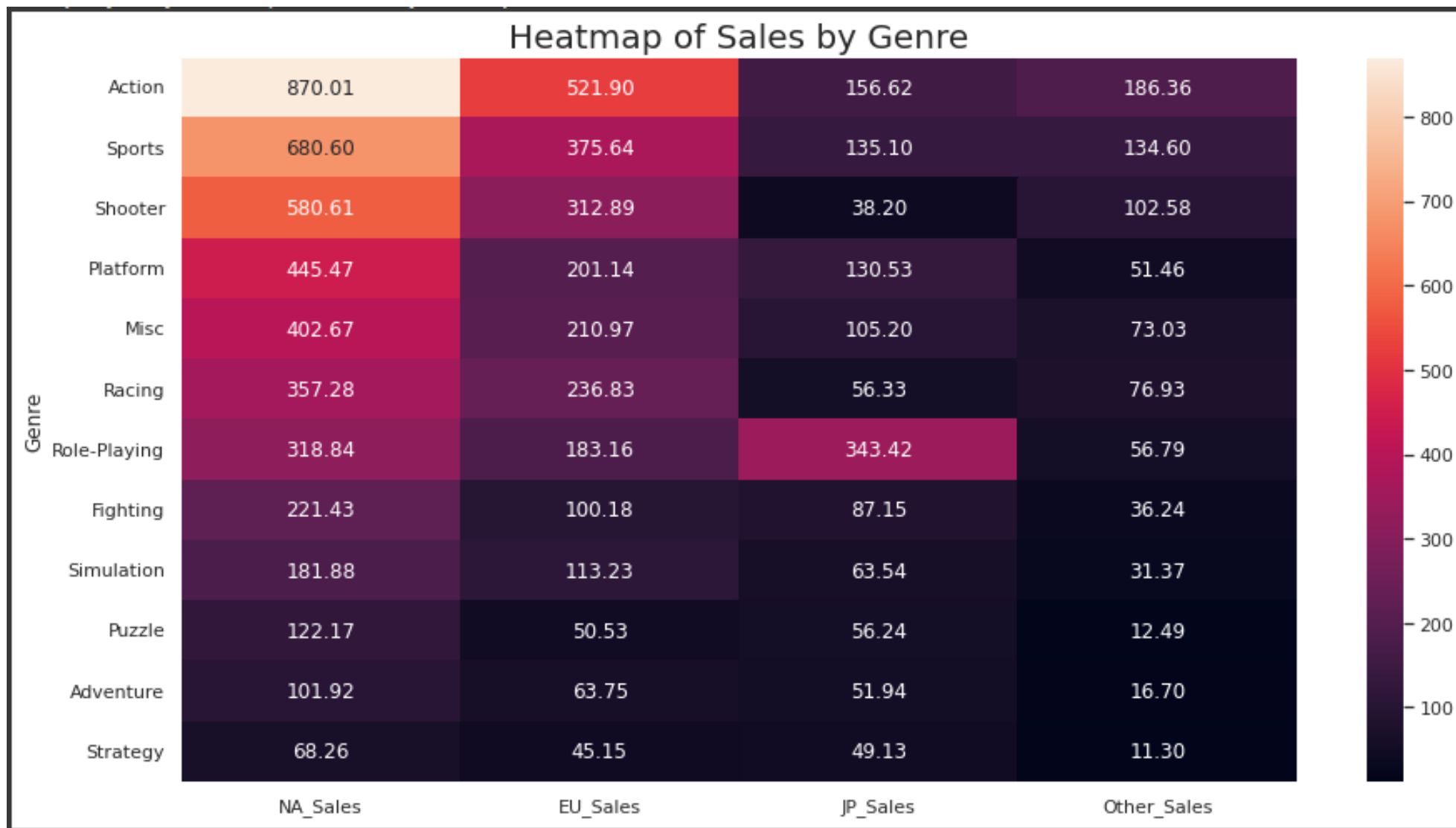
- Name : 게임의 이름입니다.
- Platform : 게임이 지원되는 플랫폼의 이름입니다.
- Year : 게임이 출시된 연도입니다.
- Genre : 게임의 장르입니다.
- Publisher : 게임을 배급한 회사입니다.
- NA\_Sales : 북미지역에서의 출고량입니다.
- EU\_Sales : 유럽지역에서의 출고량입니다.
- JP\_Sales : 일본지역에서의 출고량입니다.
- Other\_Sales : 기타지역에서의 출고량입니다.
- Total\_Sales : 해당 게임에 대한 총 출고량입니다.

	Name	Platform	Year	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	Other_Sales	Total_Sales
0	'98 Koshien	PS	1998	Sports	Magical Company	0.15	0.10	0.12	0.03	0.40
1	.hack//G.U. Vol.1//Rebirth	PS2	2006	Role-Playing	Namco Bandai Games	0.00	0.00	0.17	0.00	0.17
2	.hack//G.U. Vol.2//Reminisce	PS2	2006	Role-Playing	Namco Bandai Games	0.11	0.09	0.00	0.03	0.23
3	.hack//G.U. Vol.2//Reminisce (jp sales)	PS2	2006	Role-Playing	Namco Bandai Games	0.00	0.00	0.16	0.00	0.16
4	.hack//G.U. Vol.3//Redemption	PS2	2007	Role-Playing	Namco Bandai Games	0.00	0.00	0.17	0.00	0.17
5	.hack//Infection Part 1	PS2	2002	Role-Playing	Atari	0.49	0.38	0.26	0.13	1.26
6	.hack//Link	PSP	2010	Role-Playing	Namco Bandai Games	0.00	0.00	0.14	0.00	0.14
7	.hack//Mutation Part 2	PS2	2002	Role-Playing	Atari	0.23	0.18	0.20	0.06	0.67
8	.hack//Outbreak Part 3	PS2	2002	Role-Playing	Atari	0.14	0.11	0.17	0.04	0.46
9	.hack//Quarantine Part 4: The Final Chapter	PS2	2003	Role-Playing	Atari	0.09	0.07	0.00	0.02	0.18

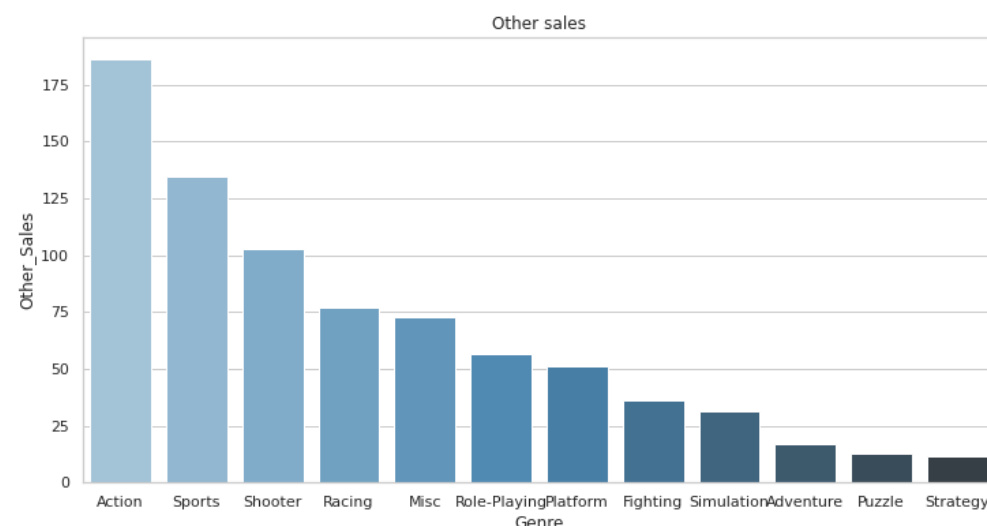
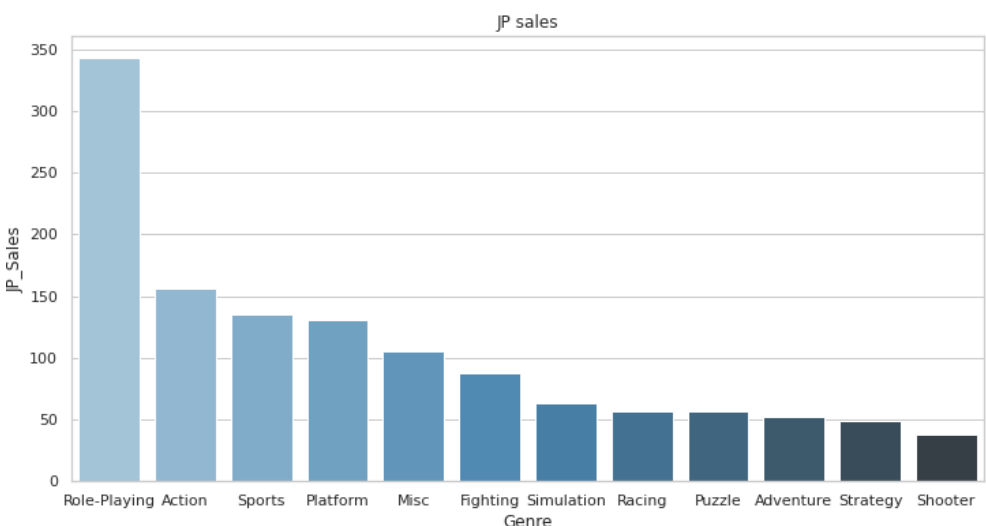
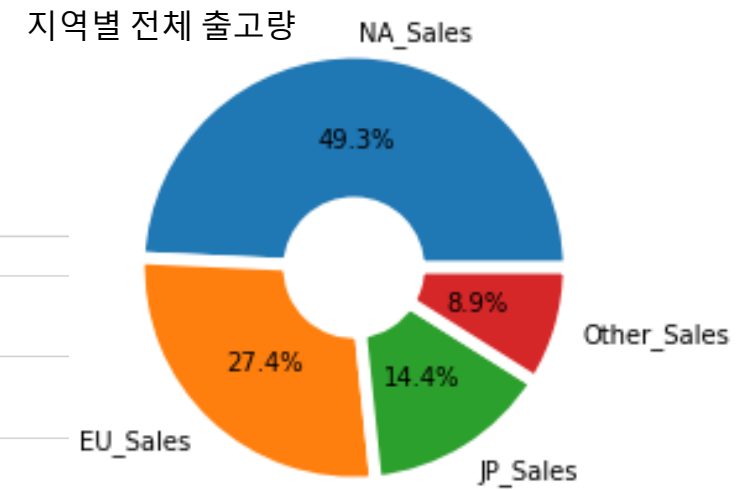
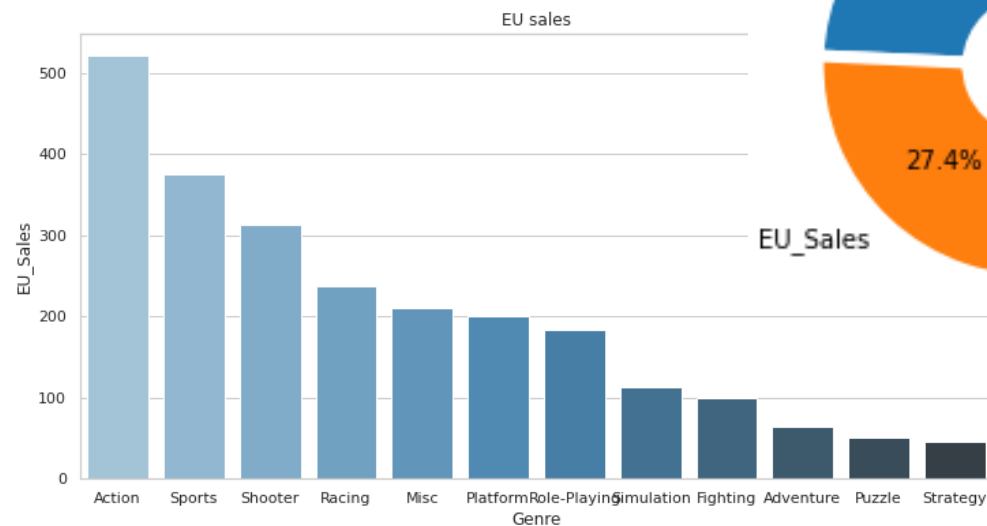
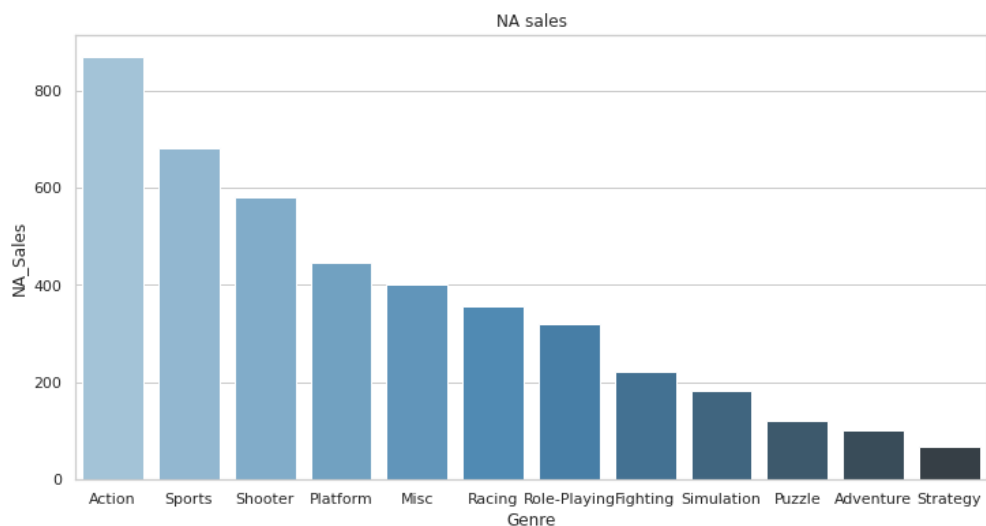
# 지역별 선호 장르 분석



# 지역별 선호 장르 분석

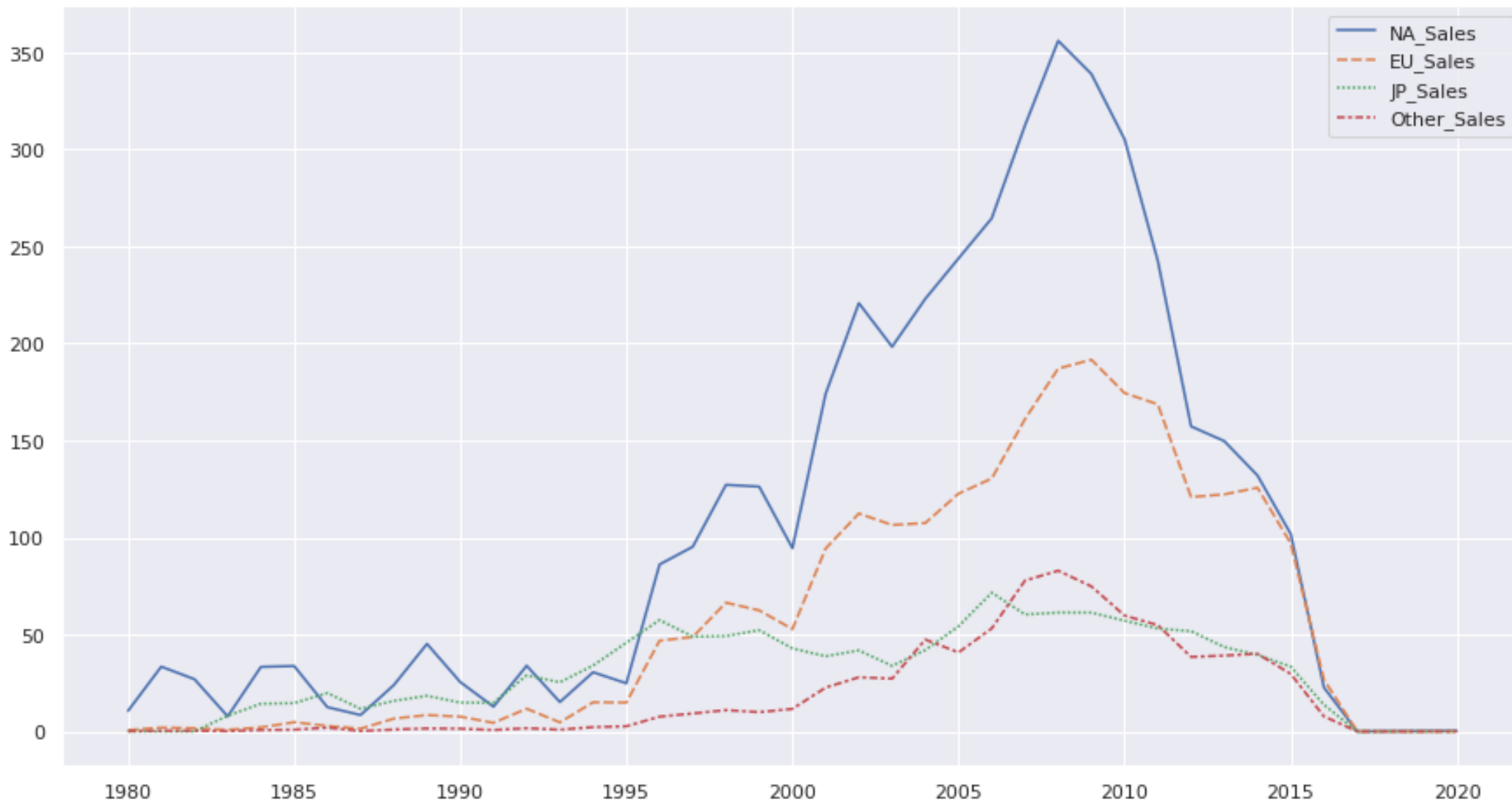


# 지역별 선호 장르 분석



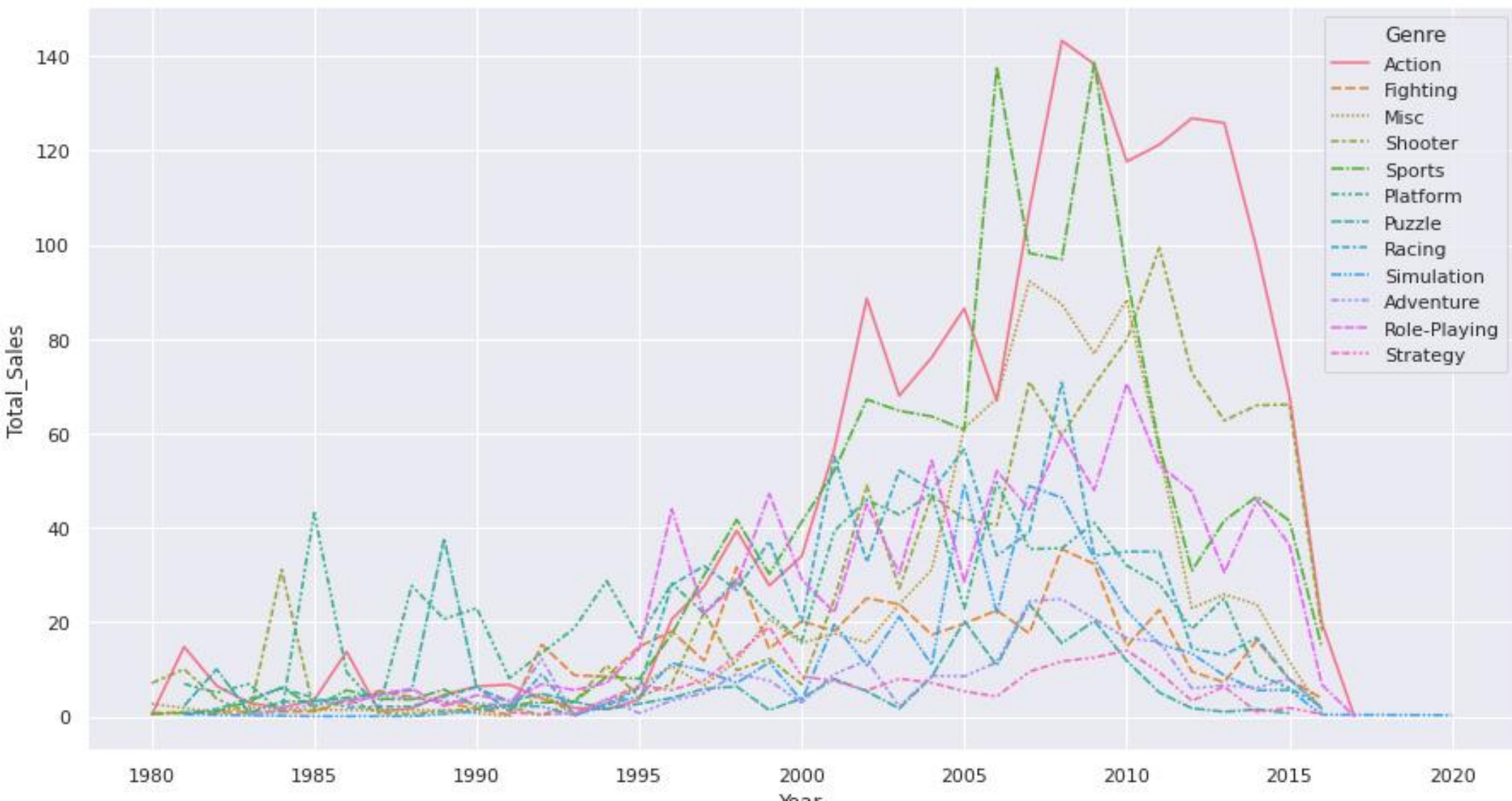
# 연도별 게임 트렌드 분석

- 연도별 지역별 출고량 추이



# 연도별 게임 트렌드 분석

- 연도별 장르 선호 추이

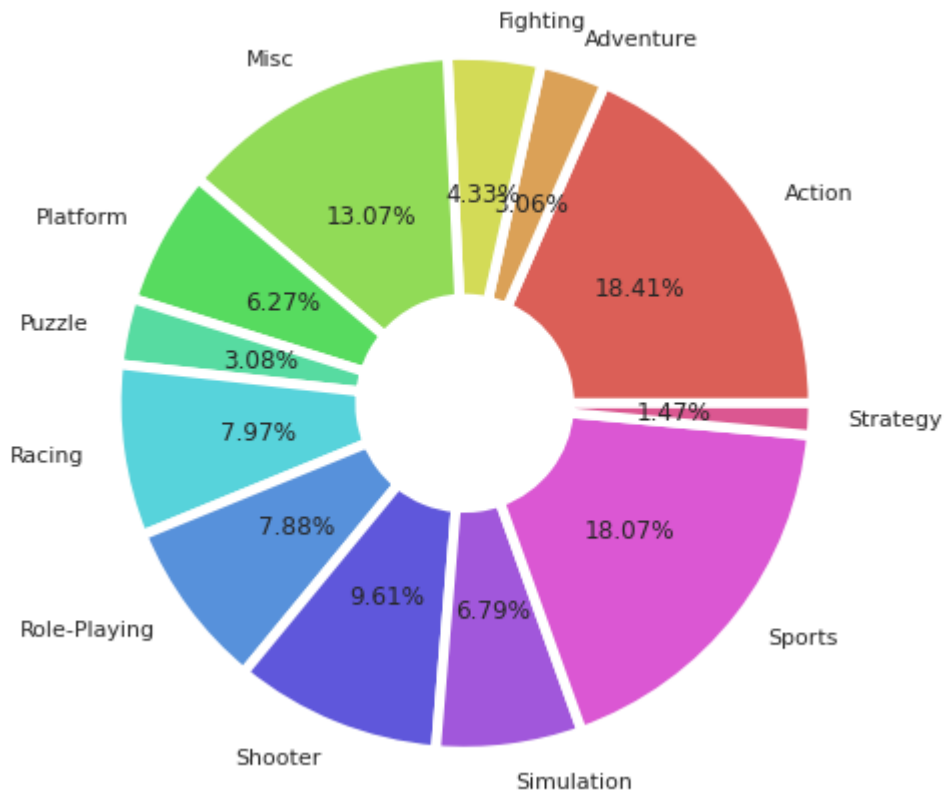




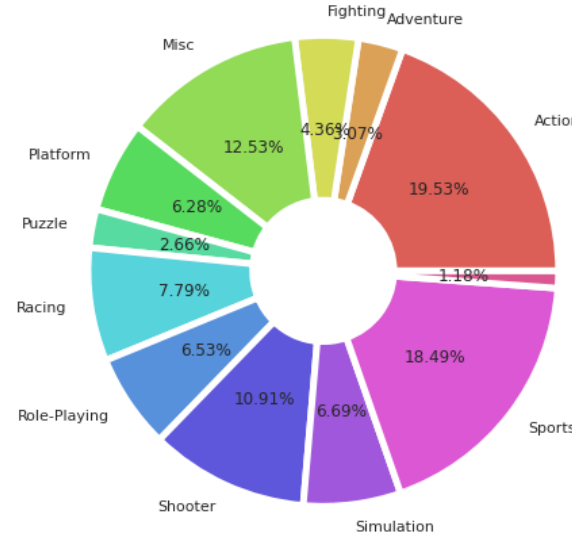
# 연도별 게임 트렌드 분석

## - 연도별 장르 선호 추이

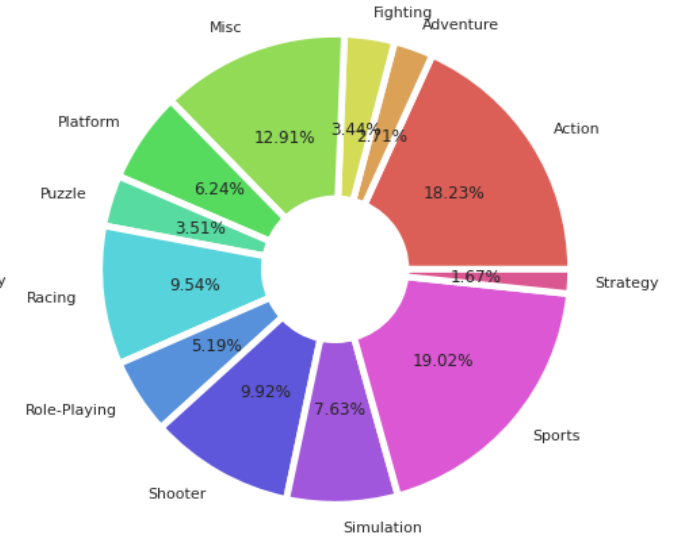
Total Sales by Genre(2005~2010)



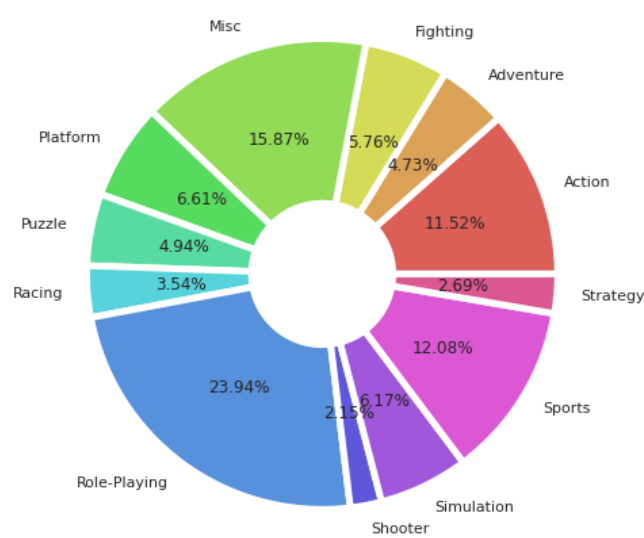
NA- Sales by Genre(2005~2010)



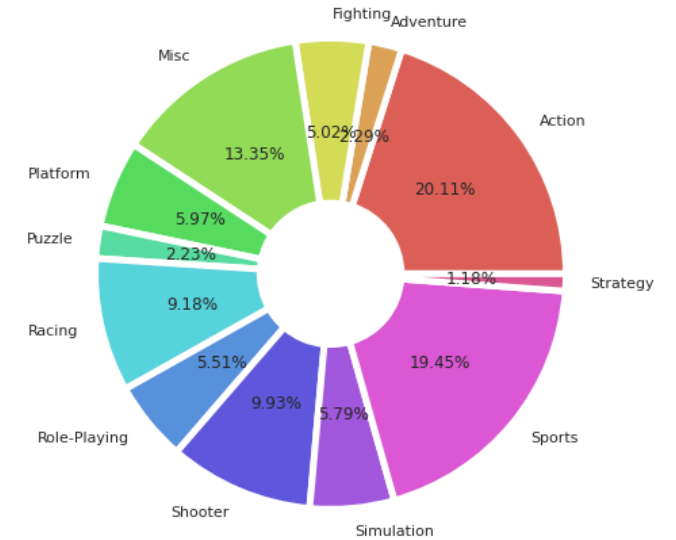
EU- Sales by Genre(2005~2010)



JP- Sales by Genre(2005~2010)



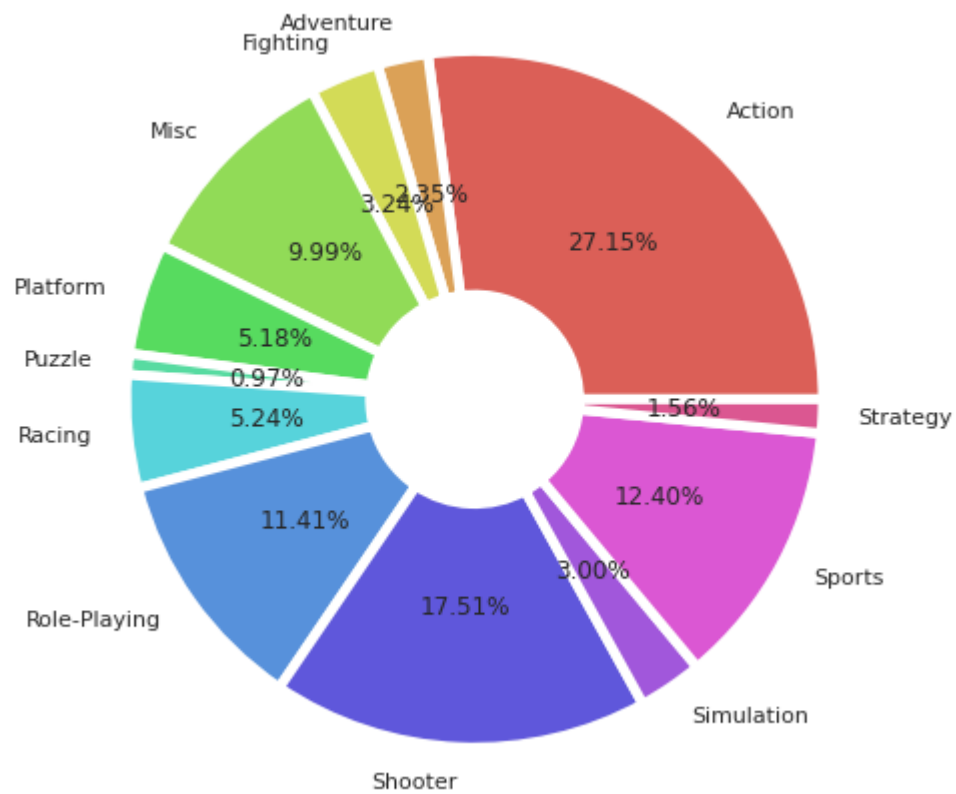
Other- Sales by Genre(2005~2010)



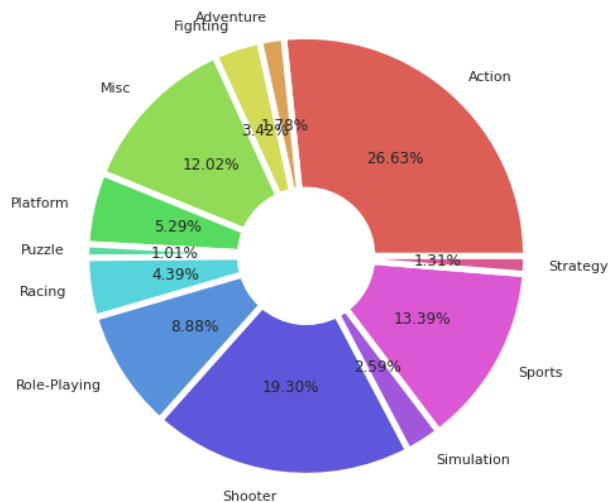
# 연도별 게임 트렌드 분석

## - 연도별 장르 선호 추이

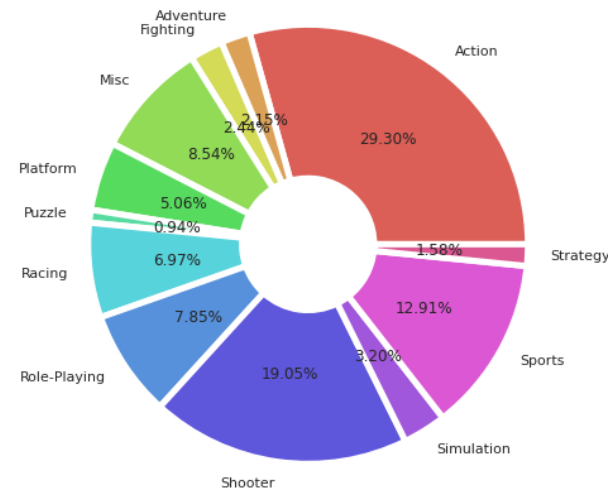
Total Sales by Genre(2010~2015)



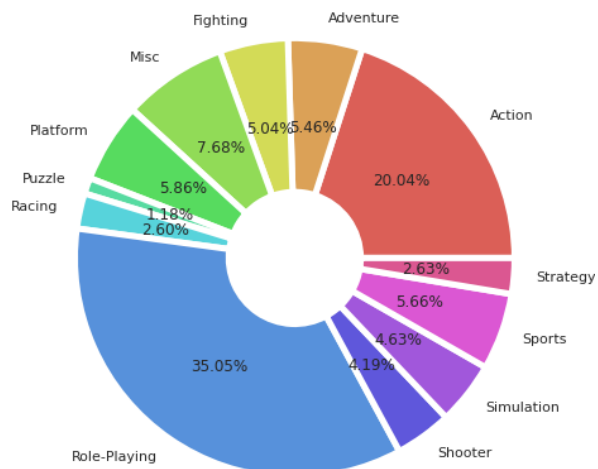
NA- Sales by Genre(2010~2015)



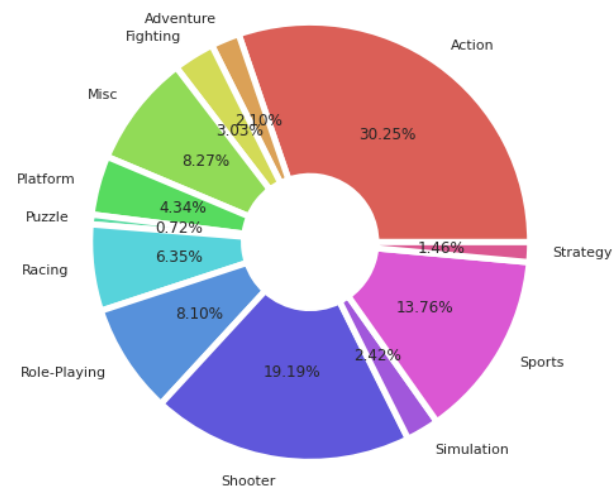
EU- Sales by Genre(2010~2015)



JP- Sales by Genre(2010~2015)



Other- Sales by Genre(2010~2015)



# 출고량이 높은 게임에 대한 분석

