

Video Game Sales

Please limit yourself to 4 hours time!

Place your Jupyter Notebook and Demo slides in the GD folder Naming convention: Firstname__Lastname__Video__Games

Video Game Sales

Goal

You work for a data science consulting company. A major video game production company has retained your firm to conduct market research into the video game industry. They've furnished you with video game sales data for the last thirty years (described below) and, as a first project, would like to know:

1. What are some major differences between the North American, European, and Japanese video game markets?
2. What video game genres are trending in each market?
3. What features about a video game are most indicative of its success?

The Data

The dataset contains a list of video games with sales greater than 100,000 copies.

Rank - Ranking of overall sales

Name - The games name

Platform - Platform of the games release (i.e. PC,PS4, etc.)

Year - Year of the game's release

Genre - Genre of the game

Publisher - Publisher of the game

NA_Sales - Sales in North America (in millions)

EU_Sales - Sales in Europe (in millions)

JP_Sales - Sales in Japan (in millions)

Other_Sales - Sales in the rest of the world (in millions)

Global_Sales - Total worldwide sales.

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