

Video Game Sales Analysis

INFSCI 2415 Final Project
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Dataset

Key Data:

The dataset contains over 64,000 records of video games, including details such as:

- **Title:** Names of the games.
- **Platform:** Gaming consoles or systems (e.g., PS4, Xbox).
- **Genre:** Categories like Action, Shooter, and Role-Playing.
- **Sales Data:** Total and regional sales figures (NA, JP, PAL, etc.).
- **Critic Scores:** Ratings assigned to games by critics.
- **Release Dates:** Years when games were launched.

Highlighted Visualization

A comprehensive figure with multiple subplots:

- Total Sales by Genre
- Game Releases by Platform
- Critic Score vs Total Sales
- Regional Sales Distribution
- Sales Trends Over Time



Summary

Key Findings

1. **Genre Insights:** Action games lead in total sales.
2. **Platform Trends:** PlayStation and Xbox dominate in game count and sales.
3. **Critic Score Correlation:** High scores generally predict better sales.
4. **Regional Distribution:** North America is the largest gaming market.
5. **Time Trends:** Peak sales occurred around 2008-2010, followed by a decline.

Significance

- Provides actionable insights for game developers and marketers.
- Highlights the impact of critic scores and regional preferences.
- Reflects shifts in consumer behavior over time.

Github: