**VIDEO GAME SALES ANALYSIS USING PYTHON**

**DATASET : VIDEO GAMES SALES**

The Dataset used in this project is the Video Game Sales. The Dataset consists of 150 entries of games and their information.

**Fields Included :**

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.

The CSV file was downloaded from kaggle. com

**CONCLUSION :**

* In this project, we have plotted different graphs using the matplotlib, seaborn and

pandas.

* By plotting graphs, we learned that X360 gaming platform has largest number games

released.

* Since 2006 the number of games released is increasing and in the ea 2010 highest

a number of games were released.

* The Global Sales are highly dependent on North America and Europe sales .
* Mostly the shooter, action and role playing games are released.
* Wii sports games have the highest number of sales. Also Wii sports and Mario kart wii are the most sold games in Europe.
* Nintendo is the top Publisher followed by Activision.