# The state of the industry:

A deep dive in to video game sales trends

## **Abstract**

This study delves into the world of video game sales by utilizing a dataset comprising games that have sold more than 100,000 copies, sourced from vgchartz.com. The research's primary objective is to

create a user-friendly Tableau dashboard for visualizing and analyzingkey trends in video game sales. This interactive dashboard aims to provide insights into the gaming industry, allowing users to explore sales patterns and performance metrics across different titles.

## **Introduction:**

Video games since its inception has touched many souls by their augmented reality and graphics apart from being a good to boredom it is also show us the way technology has been developed from single Ninendo to PS5, from road rash to God of war.

This project is a complete analysis of video games sold since 1980. It consist of video games with their publisher and platform with the genre of games on which year they were published with the sales they made in North America, Japan, Europe and other regions.

## Explain the prerequisites and setup required to run the project:

## Pre requisites

Before getting started with this project, ensure you have the following prerequisites:

List the software and tools that need to be installed before running the project, such as:

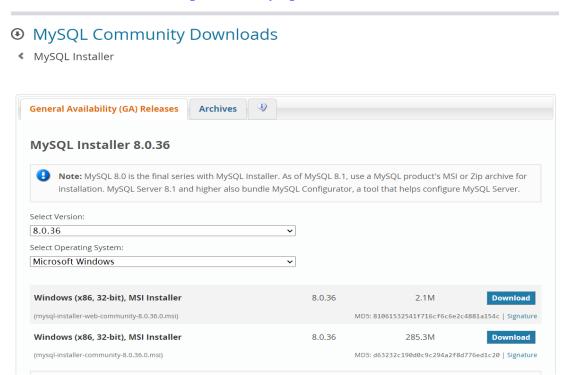
- ✓ MySQL
- ✓ Create a Tableau Desktop Account with a student's ID
- ✓ Create a Tableau Public account with a personal ID

#### Installation

To install the necessary dependencies for this project, follow these steps:

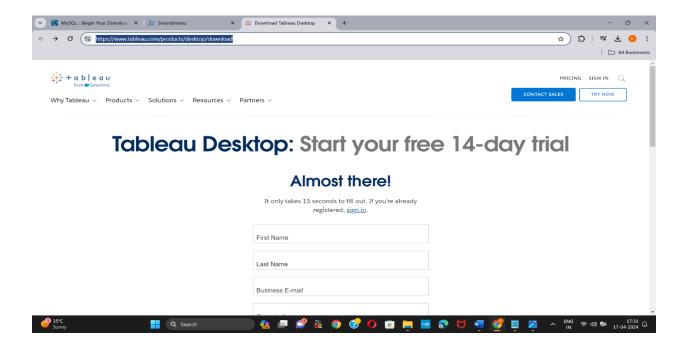
**Install MYSQL:**Visit the MYSQL website and download the latest version of MYSQL

(https://dev.mysql.com/downloads/workbench/)



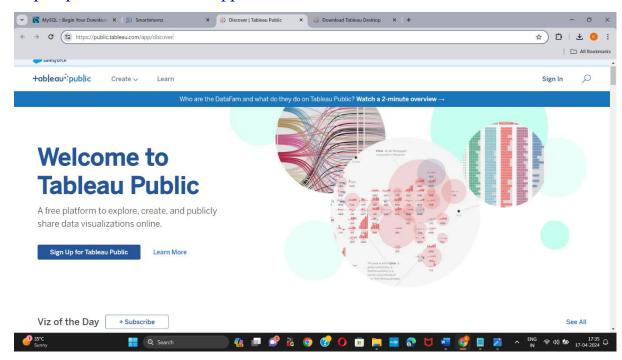
Create Tableau account with student id: By using the below link we can sign up the tableau account and download the tableau

https://www.tableau.com/products/desktop/download



Create a Tableau Public account with a personal ID: Creating the public account. with a personal id by using the following link

https://public.tableau.com/app/discover

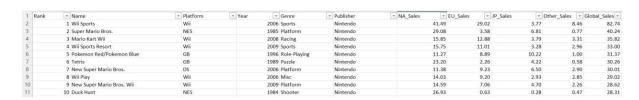


#### <u>Dataset</u>

This dataset includes information on video games that have achieved sales surpassing 100,000 copies. The data was collected through webscraping from vgchartz.com.

The dataset was taken from Kaggle;

https://www.kaggle.com/datasets/gregorut/videogamesales



# **Methodology**

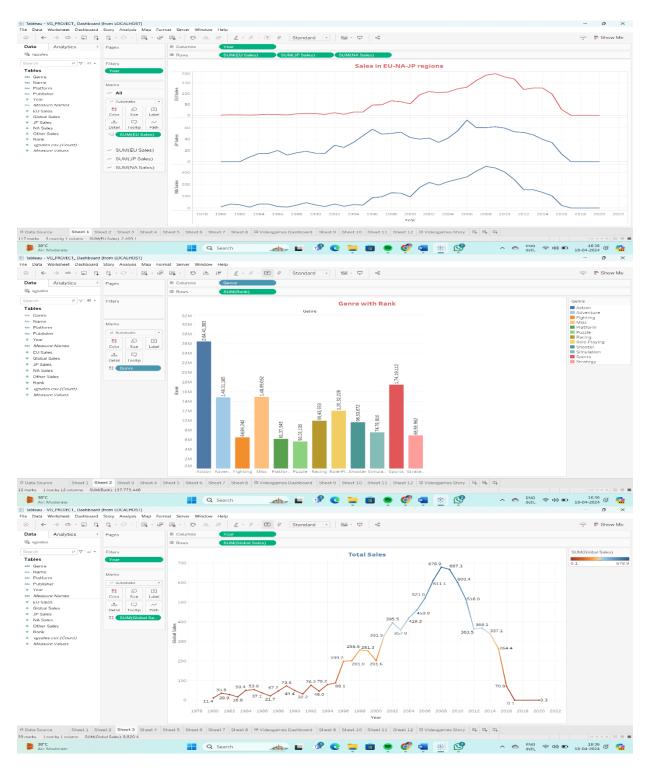
After cleaning the dataset in Excel, it was imported into Tableau. In Tableau, a variety of visualizations were generated to uncover key

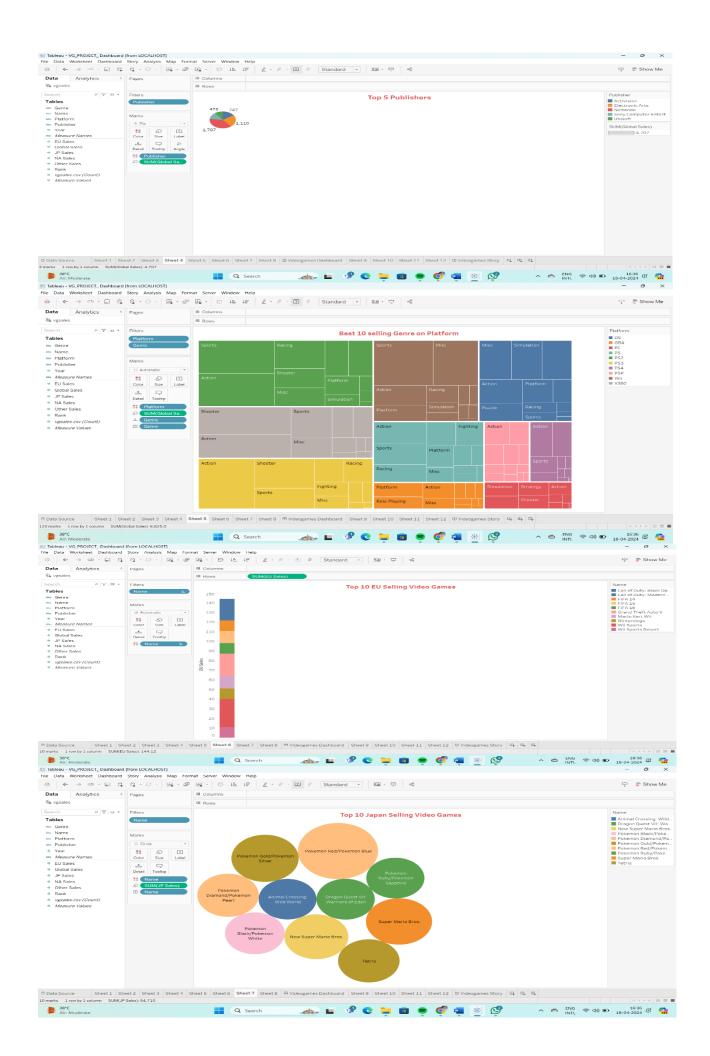
patterns and insights. Charts were employed to analyze top platforms, total sales by year, leading games, prevalent genres, and top

publishers by sales, offering a comprehensive exploration of thedataset.

#### **Data Visualization Charts:**

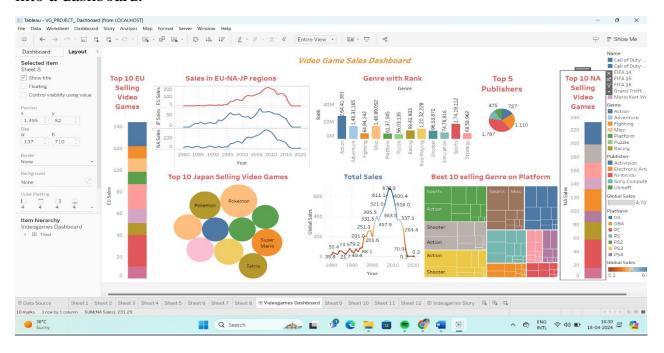
A dashboard was developed, Sales In Different Region Analysis, Genre With Rank Analysis, Total Sales Analysis, Top 5 publishers Analysis, Best 10 selling genres on platform Analysis, Top 10 EU selling video games Analysis, Top 10 Japan selling video games, Top 10 NA selling video games. This approach facilitates a comprehensive exploration of the dataset, providing valuable insights.



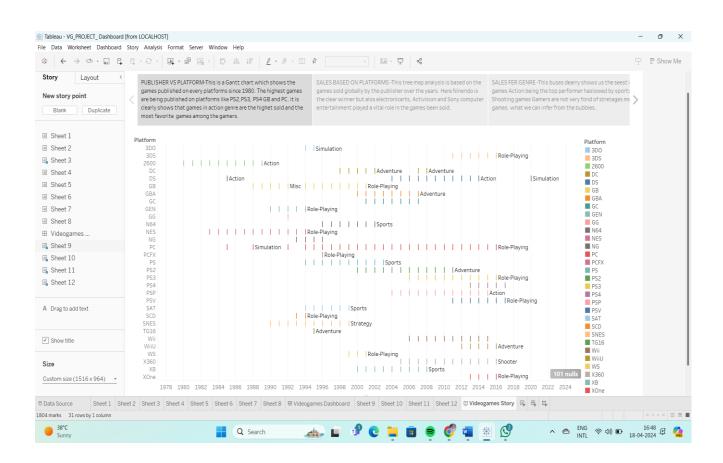


#### **Dashboard Creation**

Once you have created views on different sheets in Tableau, you can pull them into a dashboard.

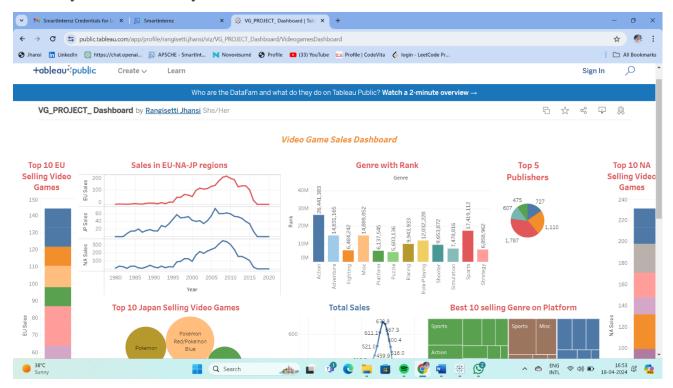


# **Story Creation**



#### **Publishing And Web Integration**

The best way to share a dashboard from Tableau Desktop with other Tableau users is to publish it to Tableau Public or Server or Tableau Cloud (Online). This will let your team view your dashboard online.



#### Tableau Public account link:

https://public.tableau.com/app/profile/rangisetti.jhansi/vizzes

VG\_Dashboard\_link:<u>https://public.tableau.com/app/profile/rangisetti.jhansi/viz/VG\_PROJECT\_Dashboard/VideogamesDashboard</u>

VG\_Story\_link: <a href="https://public.tableau.com/app/profile/rangisetti.jhansi/viz/VG\_P">https://public.tableau.com/app/profile/rangisetti.jhansi/viz/VG\_P</a> ROJECT\_Story/VideogamesStory

# **Conclusion**

Upon reviewing the dashboard, it becomes evident that action, sports, shooter, and racing are among the top genres of the games. Notably, Nintendo and Electronics emerge as the top publishers based on total sales.