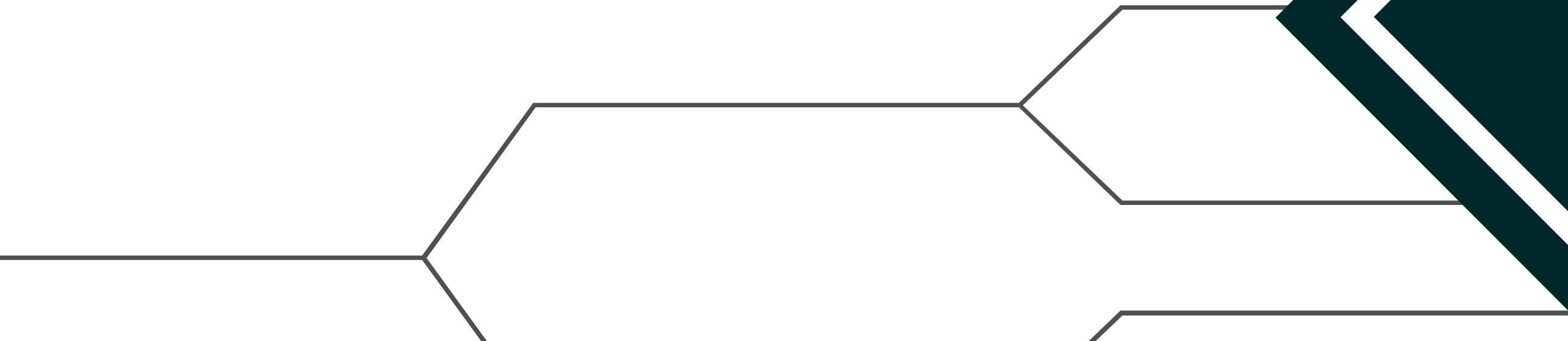
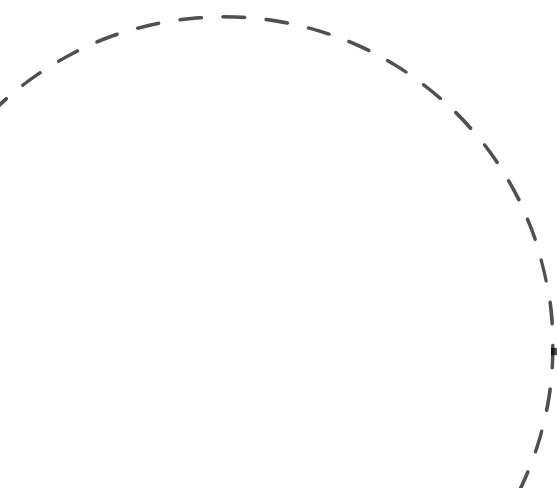




# VIDEO GAMES

# ANALYSIS

Video Games Sales



# Why this Analysis

## Overview

Video Games industry widely spreading and Developing over the years, video Games are defined based on their platform.

## Problem

From the point of view of an investor or a gaming company. We want to know the popular genres and platform which have more sales over the years so that we can invest or publish more game on the genre and platform

Video Games Sales ☆ 📁 ☁

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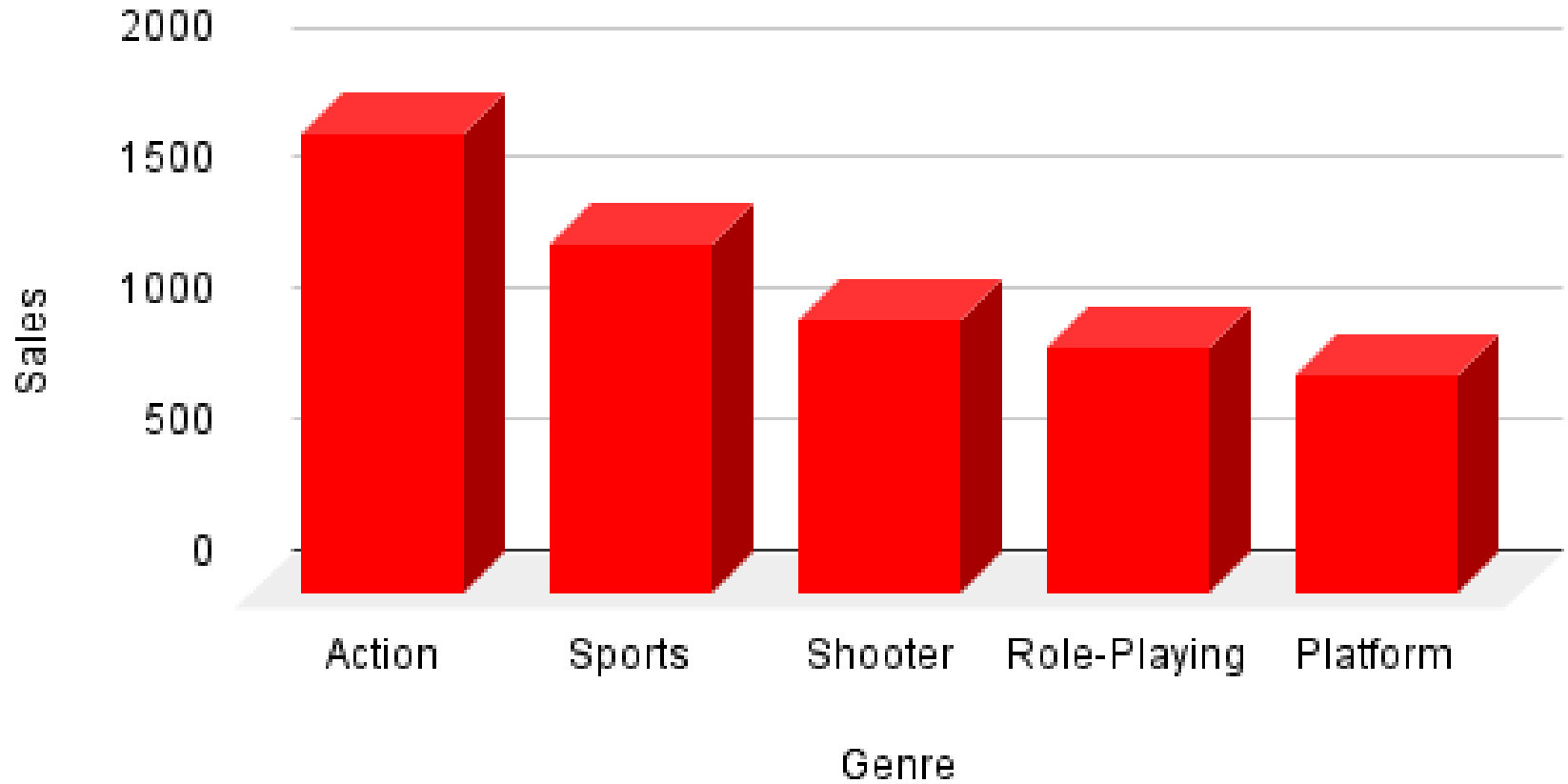
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	A	B	C	D	E	F	G	H	I	J	K
1	Rank	Platform	Name	Year	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	Other_Sales	Global_Sale
2	1	Wii	Wii Sports	2006	Sports	Nintendo	41.49	29.02	3.77	8.46	82.74
3	2	NES	Super Mario Bros.	1985	Platform	Nintendo	29.08	3.58	6.81	0.77	40.24
4	3	Wii	Mario Kart Wii	2008	Racing	Nintendo	15.85	12.88	3.79	3.31	35.82
5	4	Wii	Wii Sports Resort	2009	Sports	Nintendo	15.75	11.01	3.28	2.96	33
6	5	GB	Pokemon Red/Pokemon Blue	1996	Role-Playing	Nintendo	11.27	8.89	10.22	1	31.37
7	6	GB	Tetris	1989	Puzzle	Nintendo	23.2	2.26	4.22	0.58	30.26
8	7	DS	New Super Mario Bros.	2006	Platform	Nintendo	11.38	9.23	6.5	2.9	30.01
9	8	Wii	Wii Play	2006	Misc	Nintendo	14.03	9.2	2.93	2.85	29.02
10	9	Wii	New Super Mario Bros. Wii	2009	Platform	Nintendo	14.59	7.06	4.7	2.26	28.62
11	10	NES	Duck Hunt	1984	Shooter	Nintendo	26.93	0.63	0.28	0.47	28.31
12	11	DS	Nintendogs	2005	Simulation	Nintendo	9.07	11	1.93	2.75	24.76
13	12	DS	Mario Kart DS	2005	Racing	Nintendo	9.81	7.57	4.13	1.92	23.42
14	13	GB	Pokemon Gold/Pokemon Silver	1999	Role-Playing	Nintendo	9	6.18	7.2	0.71	23.1
15	14	Wii	Wii Fit	2007	Sports	Nintendo	8.94	8.03	3.6	2.15	22.72
16	15	Wii	Wii Fit Plus	2009	Sports	Nintendo	9.09	8.59	2.53	1.79	22
17	16	X360	Kinect Adventures!	2010	Misc	Microsoft Game	14.97	4.94	0.24	1.67	21.82
18	17	PS3	Grand Theft Auto V	2013	Action	Take-Two Interac	7.01	9.27	0.97	4.14	21.4
19	18	PS2	Grand Theft Auto: San Andreas	2004	Action	Take-Two Interac	9.43	0.4	0.41	10.57	20.81
20	19	SNES	Super Mario World	1990	Platform	Nintendo	12.78	3.75	3.54	0.55	20.61
21	20	DS	Brain Age: Train Your Brain in Minutes a Day	2005	Misc	Nintendo	1.75	9.26	1.16	2.05	20.22

I used Video Games dataset which was I got from kaggle

# Top 5 Genre which has Maximum Sales over the years

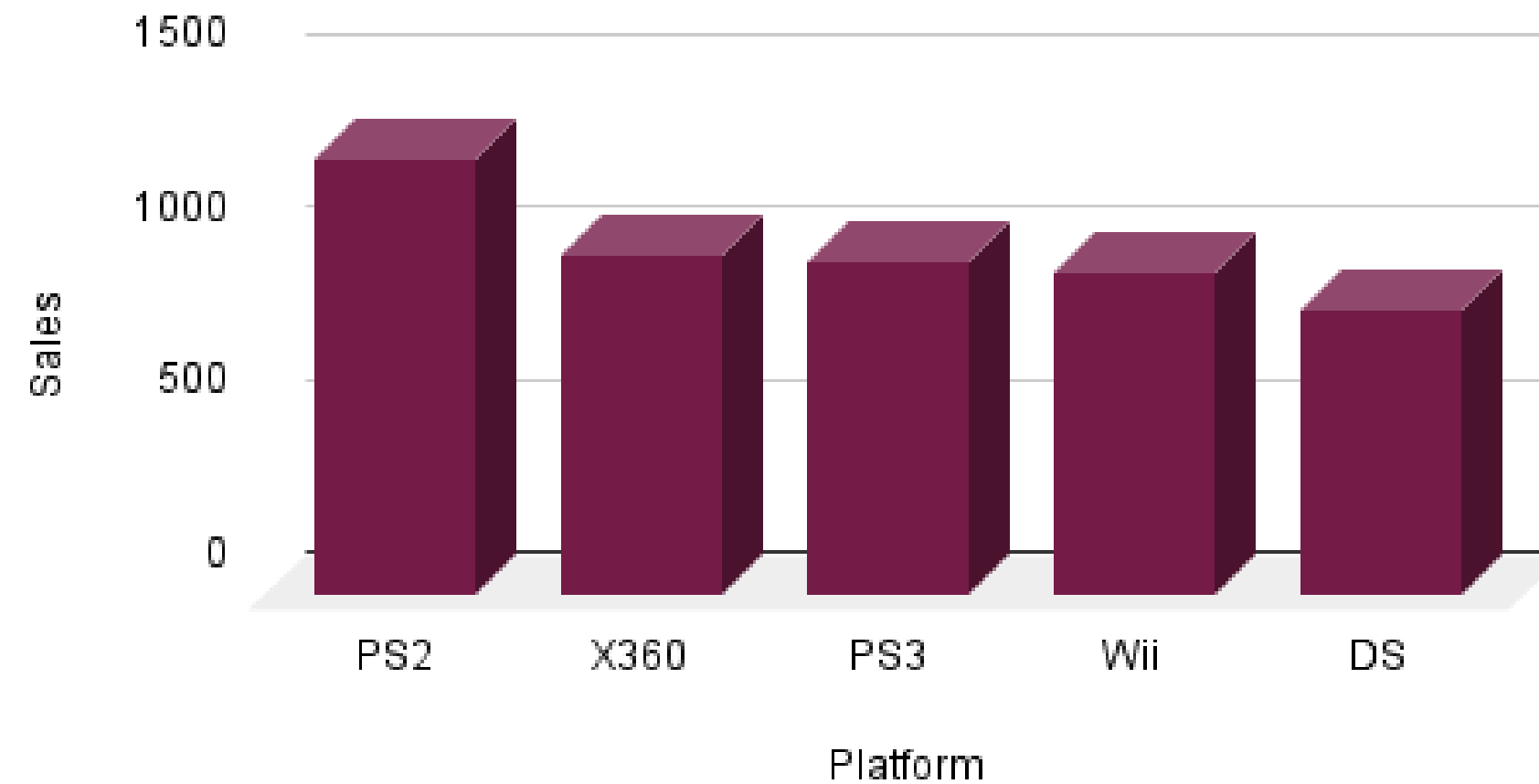
Top 5 Genre by Sales



Action, Sports, Shooter, Role-Playing, Platform  
are the top 5 Genre in the term of Sales

## Top 5 Platform which has Maximum Sales over the years

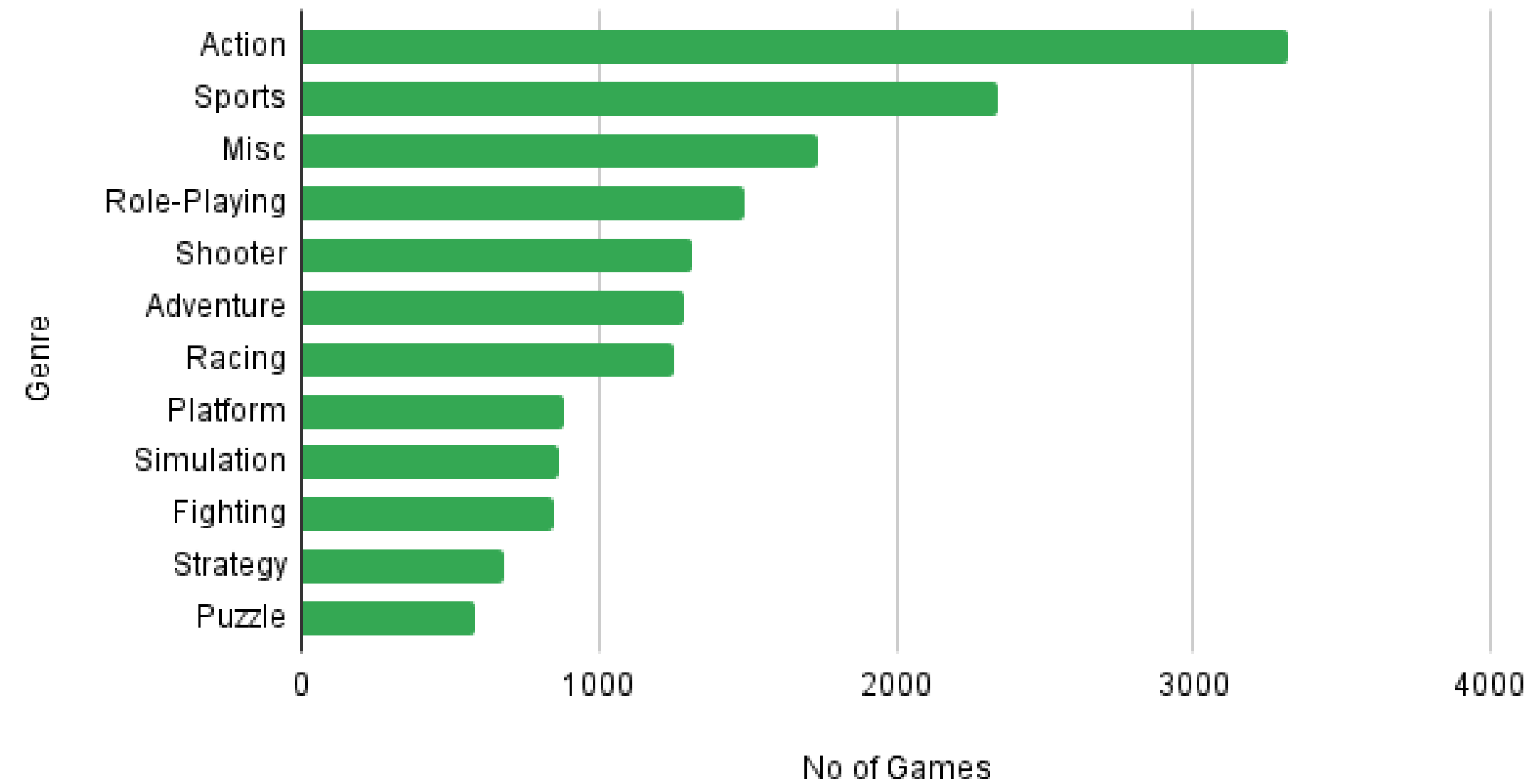
Top 5 Platforms by Sales



PS2, X360, PS3, Wii, DS  
are the top 5 Platform in the term of Sales

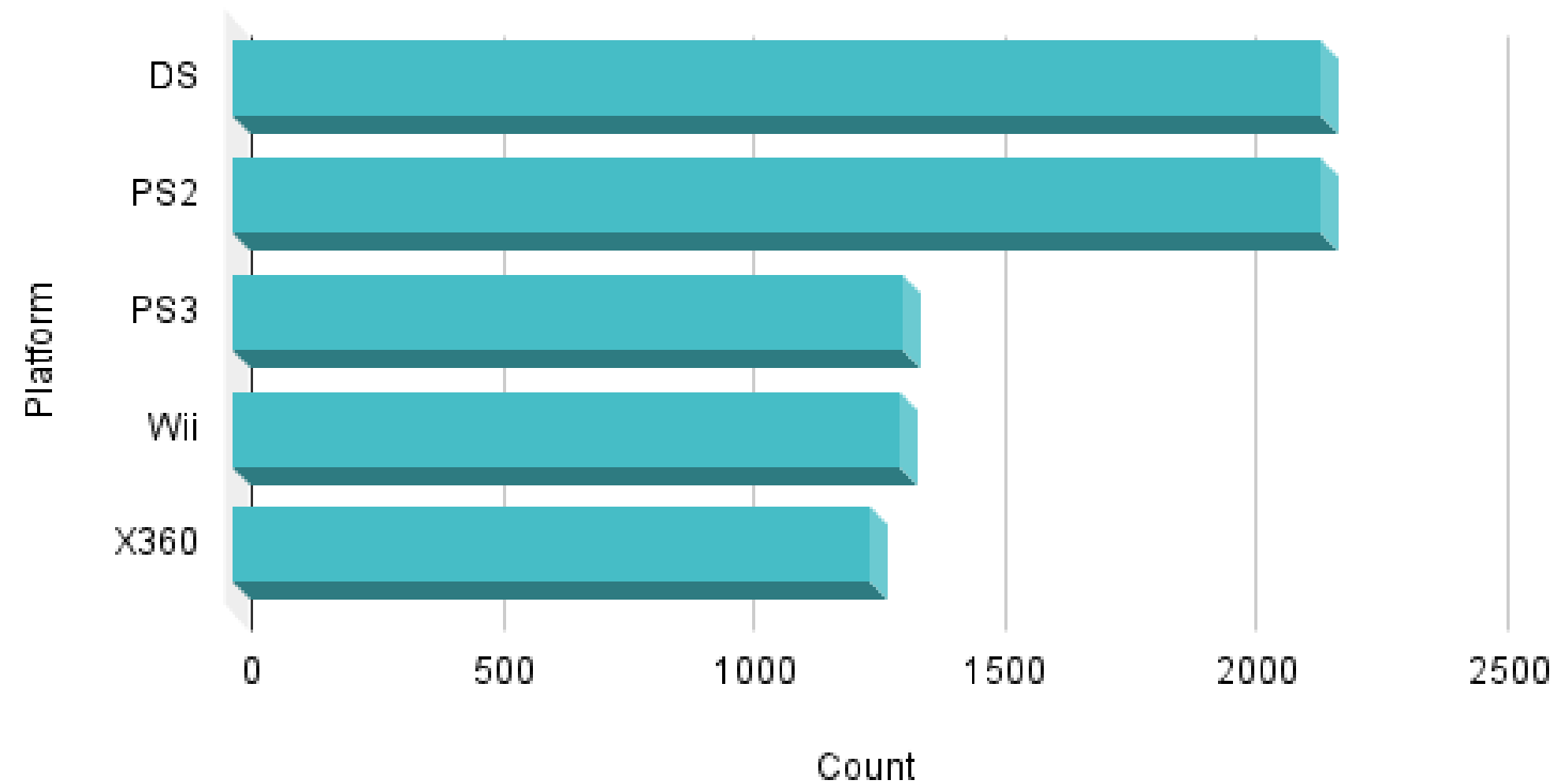
# No of Games released for given Genre

No. of Games by Genre



# Which Platform had Maximum games released

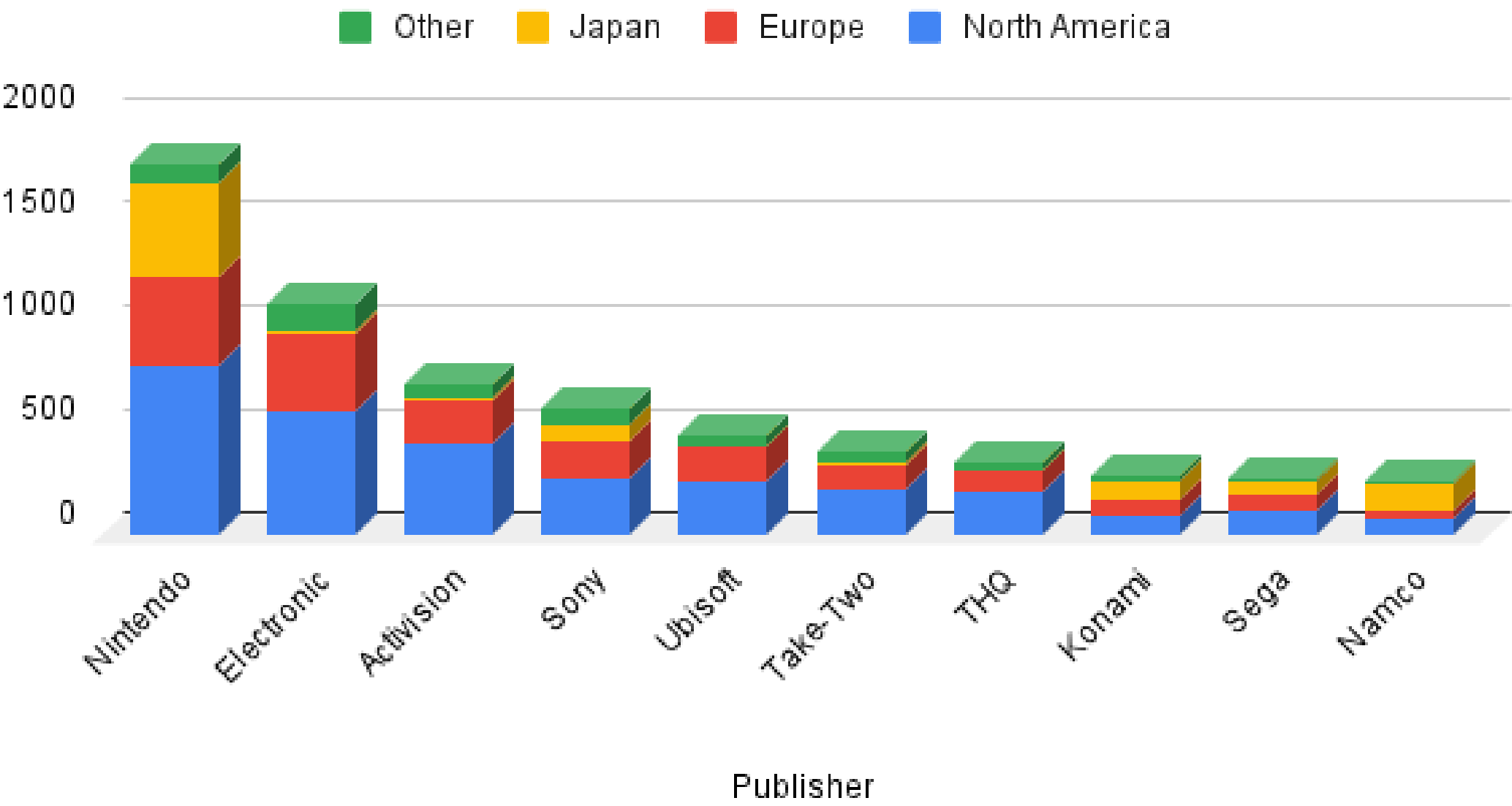
Top Platform by Games released



DS,PS2, PS3, Wii, X360 are the top 5 Platform in the term of Games released.

# Top 10 Pulishers whose sales are Highest as per region

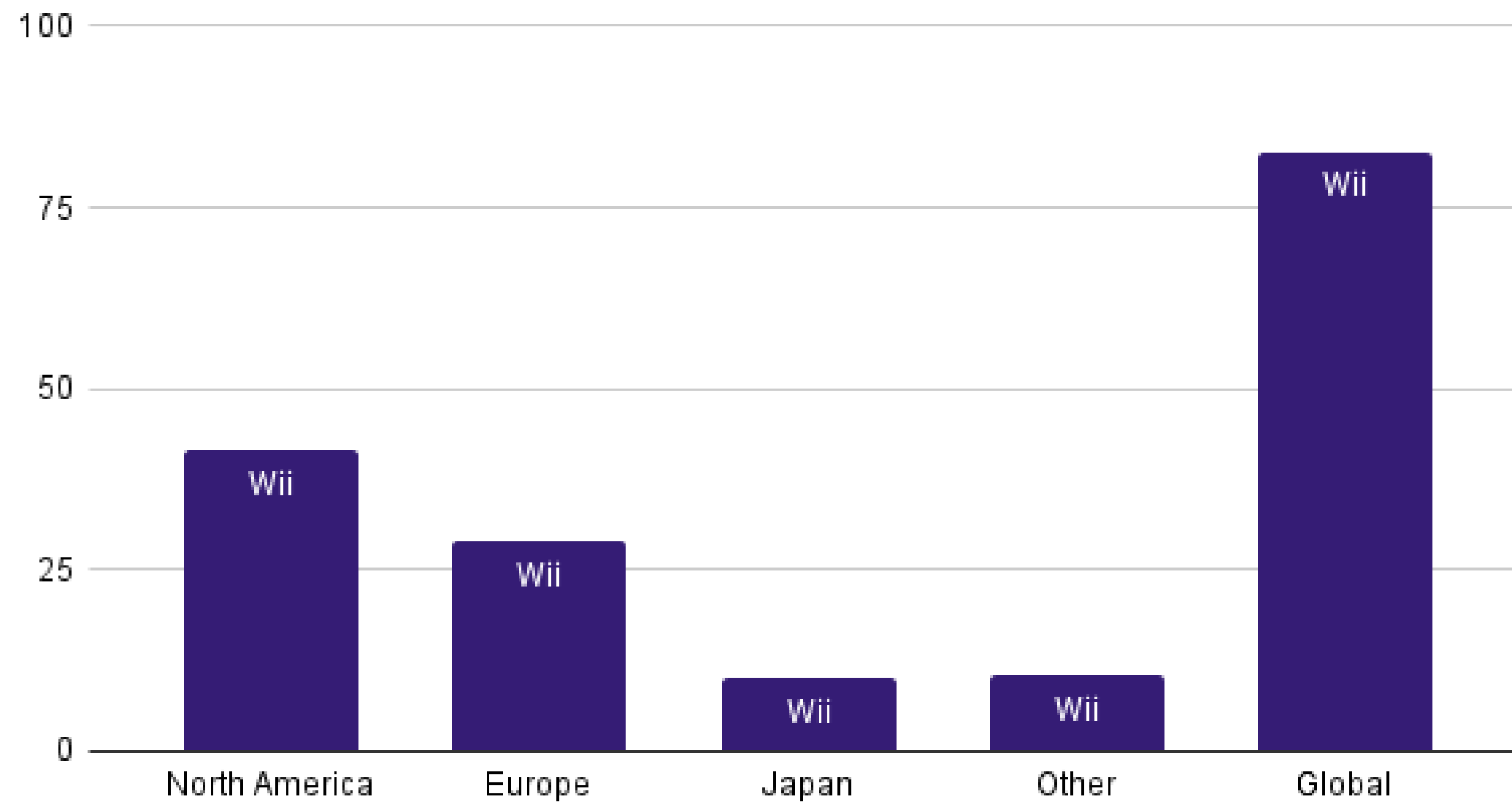
Sales by Region





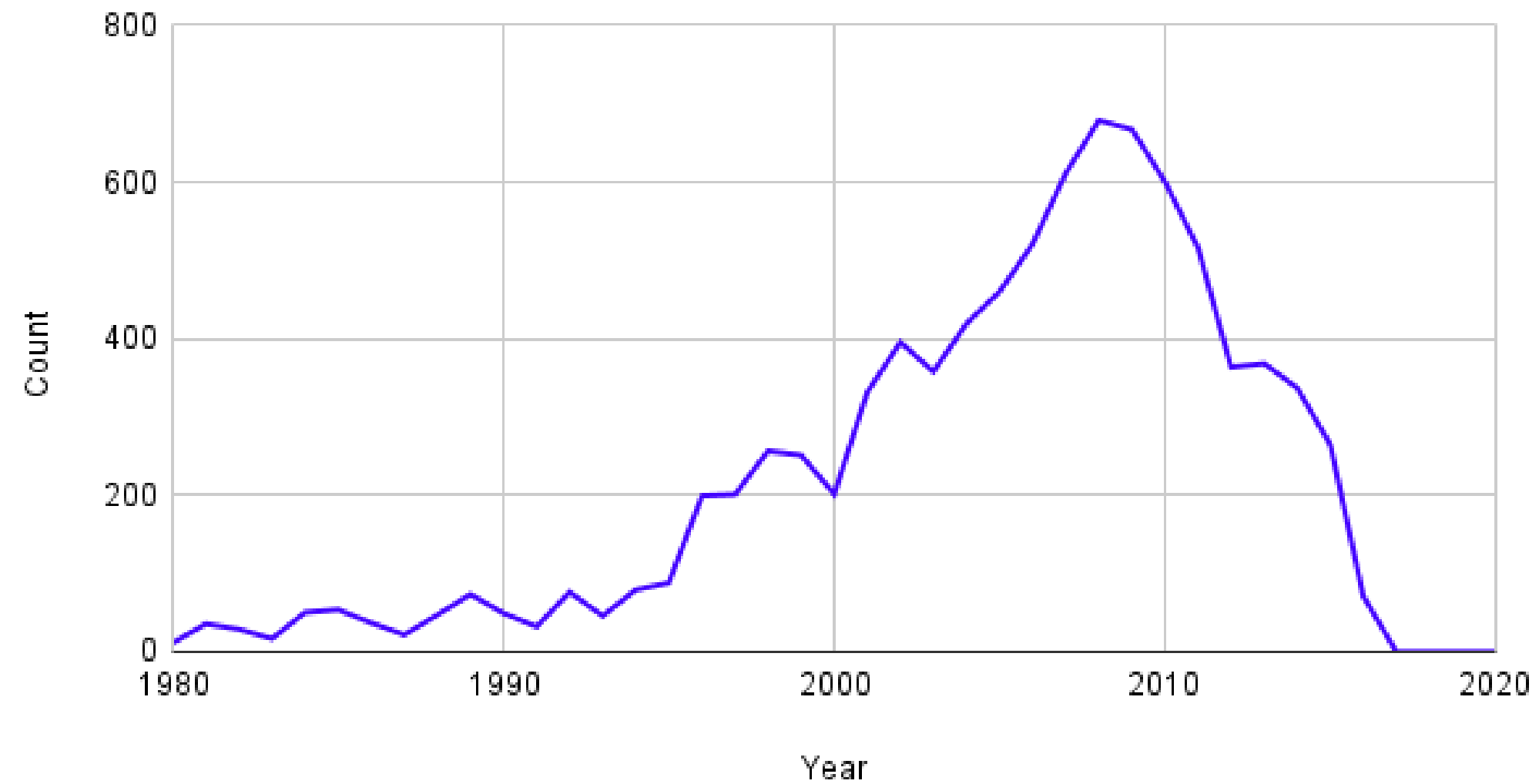
# Which Gaming platform had the Maximum Sales on each region

Platform with Maximum Sales



# Sales over the Years.

Sales by Year





# Conclusion

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- The Gaming Company should release more games on Action, Sports, Role-play, and Shooter games.
- It should focus on Platform like PS2,DS,PS3,WII,X 360
- A Company should Release its games on North America, Europe and then expands worldwide.



# Conclusion

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- An investor can invest in Companies like Nintendo, EA, Activision, Sony, Sega etc..
- A Gaming Company should have detail knowledge on the leading Publisher in industry before releasing a game
- more than 90% games released in the years between 2000 to 2020