

Videogames

October 10, 2018

This dataset contains a list of video games with sales greater than 100,000 copies. It was generated by a scrape of vgchartz.com.

Fields include

- 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.

```
In [46]: import pandas as pd
import numpy as np
import matplotlib.pyplot as plt
```

```
In [47]: path = '/Users/manuelgijonagudo/Documents/Programación/GIT/Data/vgsales.csv'
data = pd.read_csv(path)
```

0.0.1 Exploring the data set:

```
In [48]: data.head()
```

```
Out[48]:
```

	Rank	Name	Platform	Year	Genre	Publisher	\
0	1	Wii Sports	Wii	2006.0	Sports	Nintendo	
1	2	Super Mario Bros.	NES	1985.0	Platform	Nintendo	
2	3	Mario Kart Wii	Wii	2008.0	Racing	Nintendo	
3	4	Wii Sports Resort	Wii	2009.0	Sports	Nintendo	
4	5	Pokemon Red/Pokemon Blue	GB	1996.0	Role-Playing	Nintendo	

	NA_Sales	EU_Sales	JP_Sales	Other_Sales	Global_Sales
0	41.49	29.02	3.77	8.46	82.74
1	29.08	3.58	6.81	0.77	40.24
2	15.85	12.88	3.79	3.31	35.82
3	15.75	11.01	3.28	2.96	33.00
4	11.27	8.89	10.22	1.00	31.37

```
In [49]: data.tail()
```

```
Out[49]:
```

	Rank	Name	Platform	\
16593	16596	Woody Woodpecker in Crazy Castle 5	GBA	
16594	16597	Men in Black II: Alien Escape	GC	
16595	16598	SCORE International Baja 1000: The Official Game	PS2	
16596	16599	Know How 2	DS	
16597	16600	Spirits & Spells	GBA	

	Year	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	\
16593	2002.0	Platform	Kemco	0.01	0.00	0.0	
16594	2003.0	Shooter	Infogrames	0.01	0.00	0.0	
16595	2008.0	Racing	Activision	0.00	0.00	0.0	
16596	2010.0	Puzzle	7G//AMES	0.00	0.01	0.0	
16597	2003.0	Platform	Wanadoo	0.01	0.00	0.0	

	Other_Sales	Global_Sales
16593	0.0	0.01
16594	0.0	0.01
16595	0.0	0.01
16596	0.0	0.01
16597	0.0	0.01

```
In [50]: data.dtypes
```

```
Out[50]: Rank          int64
Name          object
Platform      object
Year          float64
Genre         object
Publisher     object
NA_Sales      float64
EU_Sales      float64
JP_Sales      float64
Other_Sales   float64
```

```
Global_Sales    float64
dtype: object
```

```
In [51]: data.index
```

```
Out[51]: RangeIndex(start=0, stop=16598, step=1)
```

```
In [52]: data.columns
```

```
Out[52]: Index(['Rank', 'Name', 'Platform', 'Year', 'Genre', 'Publisher', 'NA_Sales',
               'EU_Sales', 'JP_Sales', 'Other_Sales', 'Global_Sales'],
              dtype='object')
```

```
In [53]: data.values
```

```
Out[53]: array([[1, 'Wii Sports', 'Wii', ..., 3.77, 8.46, 82.74],
               [2, 'Super Mario Bros.', 'NES', ..., 6.81, 0.77, 40.24],
               [3, 'Mario Kart Wii', 'Wii', ..., 3.79, 3.31, 35.82],
               ...,
               [16598, 'SCORE International Baja 1000: The Official Game', 'PS2',
                ..., 0.0, 0.0, 0.01],
               [16599, 'Know How 2', 'DS', ..., 0.0, 0.0, 0.01],
               [16600, 'Spirits & Spells', 'GBA', ..., 0.0, 0.0, 0.01]], dtype=object)
```

```
In [54]: data.describe()
```

```
Out[54]:
```

	Rank	Year	NA_Sales	EU_Sales	JP_Sales \
count	16598.000000	16327.000000	16598.000000	16598.000000	16598.000000
mean	8300.605254	2006.406443	0.264667	0.146652	0.077782
std	4791.853933	5.828981	0.816683	0.505351	0.309291
min	1.000000	1980.000000	0.000000	0.000000	0.000000
25%	4151.250000	2003.000000	0.000000	0.000000	0.000000
50%	8300.500000	2007.000000	0.080000	0.020000	0.000000
75%	12449.750000	2010.000000	0.240000	0.110000	0.040000
max	16600.000000	2020.000000	41.490000	29.020000	10.220000

	Other_Sales	Global_Sales
count	16598.000000	16598.000000
mean	0.048063	0.537441
std	0.188588	1.555028
min	0.000000	0.010000
25%	0.000000	0.060000
50%	0.010000	0.170000
75%	0.040000	0.470000
max	10.570000	82.740000

```
In [55]: data.T # transpose the data
```

Out[55]:

	0	1	2	\
Rank	1	2	3	
Name	Wii Sports	Super Mario Bros.	Mario Kart Wii	
Platform	Wii	NES	Wii	
Year	2006	1985	2008	
Genre	Sports	Platform	Racing	
Publisher	Nintendo	Nintendo	Nintendo	
NA_Sales	41.49	29.08	15.85	
EU_Sales	29.02	3.58	12.88	
JP_Sales	3.77	6.81	3.79	
Other_Sales	8.46	0.77	3.31	
Global_Sales	82.74	40.24	35.82	

	3	4	5	\
Rank	4	5	6	
Name	Wii Sports Resort	Pokemon Red/Pokemon Blue	Tetris	
Platform	Wii	GB	GB	
Year	2009	1996	1989	
Genre	Sports	Role-Playing	Puzzle	
Publisher	Nintendo	Nintendo	Nintendo	
NA_Sales	15.75	11.27	23.2	
EU_Sales	11.01	8.89	2.26	
JP_Sales	3.28	10.22	4.22	
Other_Sales	2.96	1	0.58	
Global_Sales	33	31.37	30.26	

	6	7	8	\
Rank	7	8	9	
Name	New Super Mario Bros.	Wii Play	New Super Mario Bros. Wii	
Platform	DS	Wii	Wii	
Year	2006	2006	2009	
Genre	Platform	Misc	Platform	
Publisher	Nintendo	Nintendo	Nintendo	
NA_Sales	11.38	14.03	14.59	
EU_Sales	9.23	9.2	7.06	
JP_Sales	6.5	2.93	4.7	
Other_Sales	2.9	2.85	2.26	
Global_Sales	30.01	29.02	28.62	

	9	...	16588	\
Rank	10	...	16591	
Name	Duck Hunt	...	Mega Brain Boost	
Platform	NES	...	DS	
Year	1984	...	2008	
Genre	Shooter	...	Puzzle	
Publisher	Nintendo	...	Majesco Entertainment	
NA_Sales	26.93	...	0.01	
EU_Sales	0.63	...	0	

JP_Sales	0.28	...	0
Other_Sales	0.47	...	0
Global_Sales	28.31	...	0.01

		16589 \
Rank		16592
Name	Chou Ezaru wa Akai Hana: Koi wa Tsuki ni Shiru...	
Platform		PSV
Year		2016
Genre		Action
Publisher	dramatic create	
NA_Sales		0
EU_Sales		0
JP_Sales		0.01
Other_Sales		0
Global_Sales		0.01

		16590 \
Rank		16593
Name	Eiyuu Densetsu: Sora no Kiseki Material Collec...	
Platform		PSP
Year		2007
Genre		Role-Playing
Publisher	Falcom Corporation	
NA_Sales		0
EU_Sales		0
JP_Sales		0.01
Other_Sales		0
Global_Sales		0.01

	16591	16592 \
Rank	16594	16595
Name	Myst IV: Revelation	Plushees
Platform	PC	DS
Year	2004	2008
Genre	Adventure	Simulation
Publisher	Ubisoft	Destineer
NA_Sales	0.01	0.01
EU_Sales	0	0
JP_Sales	0	0
Other_Sales	0	0
Global_Sales	0.01	0.01

		16593 \
Rank		16596
Name	Woody Woodpecker in Crazy Castle 5	
Platform		GBA
Year		2002

Genre	Platform
Publisher	Kemco
NA_Sales	0.01
EU_Sales	0
JP_Sales	0
Other_Sales	0
Global_Sales	0.01

	16594 \
Rank	16597
Name	Men in Black II: Alien Escape
Platform	GC
Year	2003
Genre	Shooter
Publisher	Infogrames
NA_Sales	0.01
EU_Sales	0
JP_Sales	0
Other_Sales	0
Global_Sales	0.01

	16595	16596 \
Rank	16598	16599
Name	SCORE International Baja 1000: The Official Game	Know How 2
Platform	PS2	DS
Year	2008	2010
Genre	Racing	Puzzle
Publisher	Activision	7G//AMES
NA_Sales	0	0
EU_Sales	0	0.01
JP_Sales	0	0
Other_Sales	0	0
Global_Sales	0.01	0.01

	16597
Rank	16600
Name	Spirits & Spells
Platform	GBA
Year	2003
Genre	Platform
Publisher	Wanadoo
NA_Sales	0.01
EU_Sales	0
JP_Sales	0
Other_Sales	0
Global_Sales	0.01

[11 rows x 16598 columns]

```
In [56]: data.sort_index(axis = 1, ascending = False) # sorting by axis
```

```
Out[56]:
```

	Year	Rank	Publisher	Platform	Other_Sales	\
0	2006.0	1	Nintendo	Wii	8.46	
1	1985.0	2	Nintendo	NES	0.77	
2	2008.0	3	Nintendo	Wii	3.31	
3	2009.0	4	Nintendo	Wii	2.96	
4	1996.0	5	Nintendo	GB	1.00	
5	1989.0	6	Nintendo	GB	0.58	
6	2006.0	7	Nintendo	DS	2.90	
7	2006.0	8	Nintendo	Wii	2.85	
8	2009.0	9	Nintendo	Wii	2.26	
9	1984.0	10	Nintendo	NES	0.47	
10	2005.0	11	Nintendo	DS	2.75	
11	2005.0	12	Nintendo	DS	1.92	
12	1999.0	13	Nintendo	GB	0.71	
13	2007.0	14	Nintendo	Wii	2.15	
14	2009.0	15	Nintendo	Wii	1.79	
15	2010.0	16	Microsoft Game Studios	X360	1.67	
16	2013.0	17	Take-Two Interactive	PS3	4.14	
17	2004.0	18	Take-Two Interactive	PS2	10.57	
18	1990.0	19	Nintendo	SNES	0.55	
19	2005.0	20	Nintendo	DS	2.05	
20	2006.0	21	Nintendo	DS	1.37	
21	1989.0	22	Nintendo	GB	0.42	
22	1988.0	23	Nintendo	NES	0.46	
23	2013.0	24	Take-Two Interactive	X360	1.38	
24	2002.0	25	Take-Two Interactive	PS2	1.78	
25	2002.0	26	Nintendo	GBA	0.50	
26	2010.0	27	Nintendo	DS	0.82	
27	2005.0	28	Nintendo	DS	1.18	
28	2001.0	29	Sony Computer Entertainment	PS2	1.16	
29	2011.0	30	Activision	X360	1.32	
...	
16568	2006.0	16571	Sony Computer Entertainment	PSP	0.00	
16569	2016.0	16572	Capcom	XOne	0.00	
16570	2016.0	16573	UIG Entertainment	PS4	0.00	
16571	2013.0	16574	Prototype	PSP	0.00	
16572	2008.0	16575	Kadokawa Shoten	PS2	0.00	
16573	2007.0	16576	Popcorn Arcade	Wii	0.00	
16574	2008.0	16577	Takara Tomy	Wii	0.00	
16575	2008.0	16578	Tecmo Koei	PSP	0.00	
16576	2016.0	16579	Alternative Software	XOne	0.00	
16577	2009.0	16580	Codemasters	PC	0.00	
16578	2011.0	16581	Mastiff	3DS	0.00	
16579	2000.0	16582	Infogrames	N64	0.00	
16580	2008.0	16583	Kadokawa Shoten	PS2	0.00	
16581	2011.0	16584	Unknown	Wii	0.00	

16582	2001.0	16585	Titus	GBA	0.00
16583	1999.0	16586	Virgin Interactive	N64	0.00
16584	2003.0	16587	Ubisoft	GC	0.00
16585	2011.0	16588	Destineer	PC	0.00
16586	2009.0	16589	Deep Silver	DS	0.00
16587	2009.0	16590	Hudson Soft	DS	0.00
16588	2008.0	16591	Majesco Entertainment	DS	0.00
16589	2016.0	16592	dramatic create	PSV	0.00
16590	2007.0	16593	Falcom Corporation	PSP	0.00
16591	2004.0	16594	Ubisoft	PC	0.00
16592	2008.0	16595	Destineer	DS	0.00
16593	2002.0	16596	Kemco	GBA	0.00
16594	2003.0	16597	Infogrames	GC	0.00
16595	2008.0	16598	Activision	PS2	0.00
16596	2010.0	16599	7G//AMES	DS	0.00
16597	2003.0	16600	Wanadoo	GBA	0.00

		Name	NA_Sales	JP_Sales	\
0		Wii Sports	41.49	3.77	
1		Super Mario Bros.	29.08	6.81	
2		Mario Kart Wii	15.85	3.79	
3		Wii Sports Resort	15.75	3.28	
4		Pokemon Red/Pokemon Blue	11.27	10.22	
5		Tetris	23.20	4.22	
6		New Super Mario Bros.	11.38	6.50	
7		Wii Play	14.03	2.93	
8		New Super Mario Bros. Wii	14.59	4.70	
9		Duck Hunt	26.93	0.28	
10		Nintendogs	9.07	1.93	
11		Mario Kart DS	9.81	4.13	
12		Pokemon Gold/Pokemon Silver	9.00	7.20	
13		Wii Fit	8.94	3.60	
14		Wii Fit Plus	9.09	2.53	
15		Kinect Adventures!	14.97	0.24	
16		Grand Theft Auto V	7.01	0.97	
17		Grand Theft Auto: San Andreas	9.43	0.41	
18		Super Mario World	12.78	3.54	
19	Brain Age: Train Your Brain in Minutes a Day		4.75	4.16	
20		Pokemon Diamond/Pokemon Pearl	6.42	6.04	
21		Super Mario Land	10.83	4.18	
22		Super Mario Bros. 3	9.54	3.84	
23		Grand Theft Auto V	9.63	0.06	
24		Grand Theft Auto: Vice City	8.41	0.47	
25		Pokemon Ruby/Pokemon Sapphire	6.06	5.38	
26		Pokemon Black/Pokemon White	5.57	5.65	
27	Brain Age 2: More Training in Minutes a Day		3.44	5.32	
28		Gran Turismo 3: A-Spec	6.85	1.87	
29		Call of Duty: Modern Warfare 3	9.03	0.13	

...
16568	XI Coliseum	0.00	0.01
16569	Resident Evil 4 HD	0.01	0.00
16570	Farming 2017 - The Simulation	0.00	0.00
16571	Grisaia no Kajitsu: La Fruit de la Grisaia	0.00	0.01
16572	Scarlett: Nichijou no Kyoukaisen	0.00	0.01
16573	Mini Desktop Racing	0.01	0.00
16574	Yattaman Wii: BikkuriDokkiri Machine de Mou Ra...	0.00	0.01
16575	Neo Angelique Special	0.00	0.01
16576	Rugby Challenge 3	0.00	0.00
16577	Damnation	0.00	0.00
16578	Outdoors Unleashed: Africa 3D	0.01	0.00
16579	PGA European Tour	0.01	0.00
16580	Real Rode	0.00	0.01
16581	Fit & Fun	0.00	0.00
16582	Planet Monsters	0.01	0.00
16583	Carmageddon 64	0.01	0.00
16584	Bust-A-Move 3000	0.01	0.00
16585	Breach	0.01	0.00
16586	Secret Files 2: Puritas Cordis	0.00	0.00
16587	Mezase!! Tsuru Master DS	0.00	0.01
16588	Mega Brain Boost	0.01	0.00
16589	Chou Ezaru wa Akai Hana: Koi wa Tsuki ni Shiru...	0.00	0.01
16590	Eiyuu Densetsu: Sora no Kiseki Material Collec...	0.00	0.01
16591	Myst IV: Revelation	0.01	0.00
16592	Plushees	0.01	0.00
16593	Woody Woodpecker in Crazy Castle 5	0.01	0.00
16594	Men in Black II: Alien Escape	0.01	0.00
16595	SCORE International Baja 1000: The Official Game	0.00	0.00
16596	Know How 2	0.00	0.00
16597	Spirits & Spells	0.01	0.00

	Global_Sales	Genre	EU_Sales
0	82.74	Sports	29.02
1	40.24	Platform	3.58
2	35.82	Racing	12.88
3	33.00	Sports	11.01
4	31.37	Role-Playing	8.89
5	30.26	Puzzle	2.26
6	30.01	Platform	9.23
7	29.02	Misc	9.20
8	28.62	Platform	7.06
9	28.31	Shooter	0.63
10	24.76	Simulation	11.00
11	23.42	Racing	7.57
12	23.10	Role-Playing	6.18
13	22.72	Sports	8.03
14	22.00	Sports	8.59

15	21.82	Misc	4.94
16	21.40	Action	9.27
17	20.81	Action	0.40
18	20.61	Platform	3.75
19	20.22	Misc	9.26
20	18.36	Role-Playing	4.52
21	18.14	Platform	2.71
22	17.28	Platform	3.44
23	16.38	Action	5.31
24	16.15	Action	5.49
25	15.85	Role-Playing	3.90
26	15.32	Role-Playing	3.28
27	15.30	Puzzle	5.36
28	14.98	Racing	5.09
29	14.76	Shooter	4.28
...
16568	0.01	Puzzle	0.00
16569	0.01	Shooter	0.00
16570	0.01	Simulation	0.01
16571	0.01	Adventure	0.00
16572	0.01	Adventure	0.00
16573	0.01	Racing	0.00
16574	0.01	Racing	0.00
16575	0.01	Adventure	0.00
16576	0.01	Sports	0.01
16577	0.01	Shooter	0.01
16578	0.01	Sports	0.00
16579	0.01	Sports	0.00
16580	0.01	Adventure	0.00
16581	0.01	Sports	0.01
16582	0.01	Action	0.00
16583	0.01	Action	0.00
16584	0.01	Puzzle	0.00
16585	0.01	Shooter	0.00
16586	0.01	Adventure	0.01
16587	0.01	Sports	0.00
16588	0.01	Puzzle	0.00
16589	0.01	Action	0.00
16590	0.01	Role-Playing	0.00
16591	0.01	Adventure	0.00
16592	0.01	Simulation	0.00
16593	0.01	Platform	0.00
16594	0.01	Shooter	0.00
16595	0.01	Racing	0.00
16596	0.01	Puzzle	0.01
16597	0.01	Platform	0.00

[16598 rows x 11 columns]

```

In [57]: data.info()

<class 'pandas.core.frame.DataFrame'>
RangeIndex: 16598 entries, 0 to 16597
Data columns (total 11 columns):
Rank                16598 non-null int64
Name                16598 non-null object
Platform            16598 non-null object
Year                16327 non-null float64
Genre               16598 non-null object
Publisher            16540 non-null object
NA_Sales            16598 non-null float64
EU_Sales            16598 non-null float64
JP_Sales            16598 non-null float64
Other_Sales         16598 non-null float64
Global_Sales        16598 non-null float64
dtypes: float64(6), int64(1), object(4)
memory usage: 1.4+ MB

In [58]: ventas_totales = data['Global_Sales']
        ventas_EEUU = data['NA_Sales']
        ventas_Japon = data['JP_Sales']
        ventas_otros = data['Other_Sales']

In [59]: import matplotlib.pyplot as plt

        plt.figure(1)

        plt.subplot(221)
        plt.title('Total sales')
        plt.plot(ventas_totales, color = 'blue')

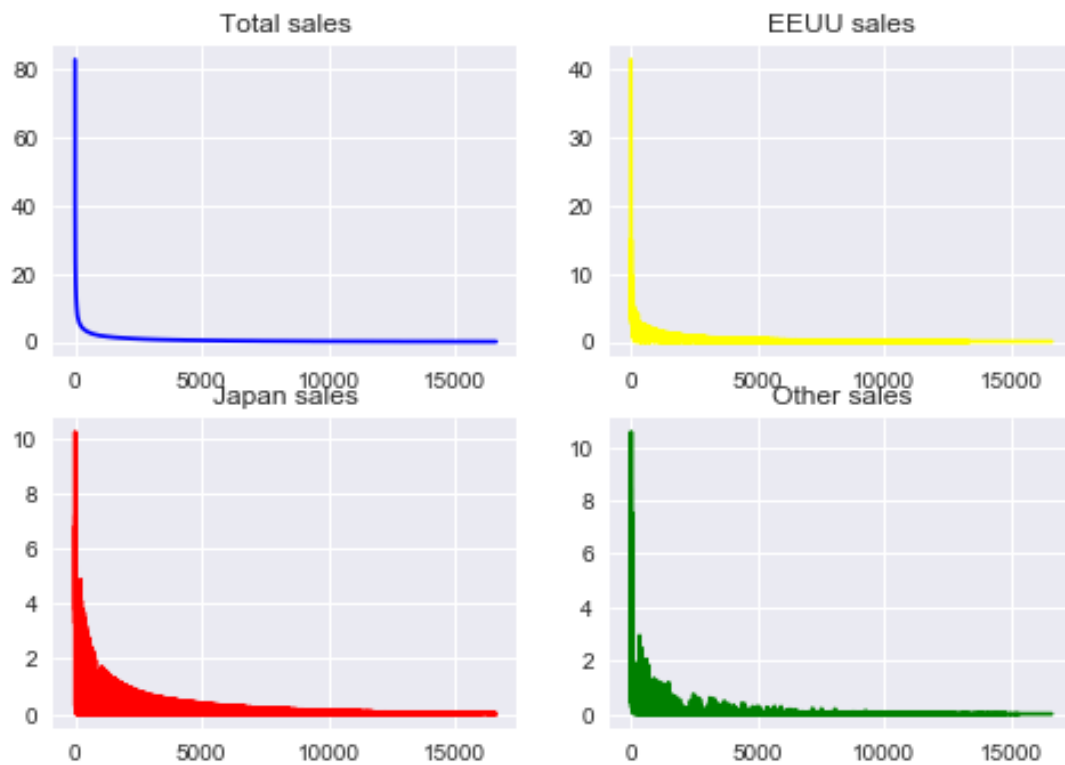
        plt.subplot(222)
        plt.title('EEUU sales')
        plt.plot(ventas_EEUU, color = 'yellow')

        plt.subplot(223)
        plt.title('Japan sales')
        plt.plot(ventas_Japon, color = 'red')

        plt.subplot(224)
        plt.title('Other sales')
        plt.plot(ventas_otros, color = 'green')

        plt.show()

```



```
In [60]: print(ventas_totales.describe())
print('\n')
print(ventas_EEUU.describe())
print('\n')
print(ventas_Japon.describe())
print('\n')
print(ventas_otros.describe())
print('\n')
```

```
count    16598.000000
mean      0.537441
std       1.555028
min       0.010000
25%      0.060000
50%      0.170000
75%      0.470000
max       82.740000
Name: Global_Sales, dtype: float64
```

```
count    16598.000000
mean      0.264667
```

```

std          0.816683
min          0.000000
25%          0.000000
50%          0.080000
75%          0.240000
max          41.490000
Name: NA_Sales, dtype: float64

```

```

count      16598.000000
mean        0.077782
std         0.309291
min         0.000000
25%         0.000000
50%         0.000000
75%         0.040000
max         10.220000
Name: JP_Sales, dtype: float64

```

```

count      16598.000000
mean        0.048063
std         0.188588
min         0.000000
25%         0.000000
50%         0.010000
75%         0.040000
max         10.570000
Name: Other_Sales, dtype: float64

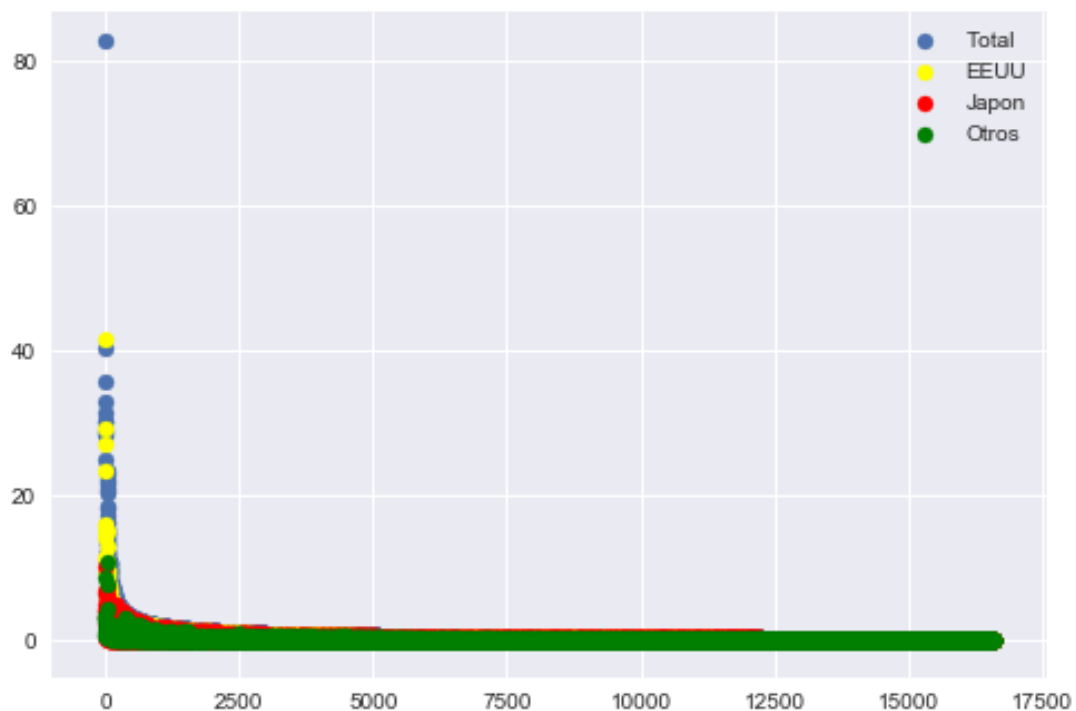
```

```

In [61]: plt.scatter([x for x in range(0, len(ventas_totales))], ventas_totales, label = 'Total', color = 'black')
plt.scatter([x for x in range(0, len(ventas_EEUU))], ventas_EEUU, label = 'EEUU', color = 'red')
plt.scatter([x for x in range(0, len(ventas_Japon))], ventas_Japon, label = 'Japon', color = 'green')
plt.scatter([x for x in range(0, len(ventas_otros))], ventas_otros, label = 'Otros', color = 'blue')

plt.legend()
plt.show()

```



```
In [62]: years = data['Year']
```

```
In [63]: years.describe()
```

```
Out[63]: count      16327.000000
         mean        2006.406443
         std         5.828981
         min         1980.000000
         25%         2003.000000
         50%         2007.000000
         75%         2010.000000
         max         2020.000000
         Name: Year, dtype: float64
```

```
In [64]: years.max() # ?????!!!!
```

```
Out[64]: 2020.0
```

```
In [65]: data[data['Year'] >= 2017]
```

```
Out[65]:
```

	Rank	Name	Platform
5957	5959	Imagine: Makeup Artist	DS
14390	14393	Phantasy Star Online 2 Episode 4: Deluxe Package	PS4
16241	16244	Phantasy Star Online 2 Episode 4: Deluxe Package	PSV

16438	16441	Brothers Conflict: Precious Baby				PSV
	Year	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales \
5957	2020.0	Simulation	Ubisoft	0.27	0.0	0.00
14390	2017.0	Role-Playing	Sega	0.00	0.0	0.03
16241	2017.0	Role-Playing	Sega	0.00	0.0	0.01
16438	2017.0	Action	Idea Factory	0.00	0.0	0.01
	Other_Sales	Global_Sales				
5957	0.02	0.29				
14390	0.00	0.03				
16241	0.00	0.01				
16438	0.00	0.01				

In [66]: *# limpio los datos antes de continuar*

```
data = data[data['Year'] < 2017]
```

In [67]: years = data['Year']
years.describe()

```
Out[67]: count    16323.000000
mean      2006.403664
std        5.826954
min       1980.000000
25%       2003.000000
50%       2007.000000
75%       2010.000000
max       2016.000000
Name: Year, dtype: float64
```

```
In [68]: plt.title('Distribution by year')
plt.hist(years, bins = 30, color = 'red')
plt.xlabel('Year')
plt.ylabel('Number of games in the ranking')

plt.show()
```

TypeError Traceback (most recent call last)

```
<ipython-input-68-614a393422b7> in <module>()
    1 plt.title('Distribution by year')
    2 plt.hist(years, bins = 30, color = 'red')
----> 3 plt.xlabel('Year')
    4 plt.ylabel('Number of games in the ranking')
    5
```

TypeError: 'str' object is not callable

0.1 Action Videogames

```
In [ ]: action = data[data['Genre'] == 'Action']
        action.head()

In [ ]: action = action.reset_index(level = 0, drop = True)
        action.head()

In [ ]: # no tenemos ya necesidad de la variable género, la eliminaremos del data_frame:
        # axis = 0 para filas
        # axis = 1 para columnas
        # inplace = True para sobrescribir el data frame, no tenemos que reasignarlo
        action.drop('Genre', axis = 1, inplace = True)

In [ ]: action.head()

In [ ]: plataformas = list( set( action['Platform'] ) )
        desarrollador = list( set( action['Publisher'] ))

In [ ]: action['Year'].describe()

In [ ]: plt.title('Distribution by year')
        plt.hist(action['Year'], bins = 30, color = 'yellow')
        plt.xlabel('Year')
        plt.ylabel('Number of games in the ranking')

        plt.show()

In [ ]: # comparamos con el total

        plt.figure(1)

        plt.subplot(121)
        plt.title('Distribution by year')
        plt.hist(years, bins = 30, color = 'red')
        plt.xlabel('Year')
        plt.ylabel('Number of games in the ranking')

        plt.subplot(122)
        plt.title('Action Videogames')
        plt.hist(action['Year'], bins = 30, color = 'yellow')

        plt.show()
```

0.2 By Platform

```
In [ ]: # https://www.kaggle.com/garfieldliang/video-games-analysis
```

```
plataforma_genero = pd.crosstab(data.Platform, data.Genre) # (index, values)
plataforma_genero_total = plataforma_genero.sum(axis = 1).sort_values(ascending = False)
plataforma_genero.head()
```

```
In [ ]: import seaborn as sns
```

```
plt.figure(figsize = (8, 6))
sns.barplot(y = plataforma_genero_total.index, x = plataforma_genero_total.values, orient = 'h')
plt.ylabel = 'Plataforma'
plt.xlabel = 'Cantidad de juegos'
plt.show()
```

```
In [ ]: plataforma_genero.head()
```

```
In [ ]: # así podremos hacernos una idea del periodo de servicio de cada plataforma
plataforma_year = pd.crosstab(data.Year, data.Platform)
```

```
In [69]: plataforma_year.head()
```

```
Out[69]: Platform  2600  3DO  3DS  DC  DS  GB  GBA  GC  GEN  GG  ...  SAT  SCD  SNES  \
Year
1980.0           9    0    0    0    0    0    0    0    0    0  ...    0    0    0
1981.0          46    0    0    0    0    0    0    0    0    0  ...    0    0    0
1982.0          36    0    0    0    0    0    0    0    0    0  ...    0    0    0
1983.0          11    0    0    0    0    0    0    0    0    0  ...    0    0    0
1984.0           1    0    0    0    0    0    0    0    0    0  ...    0    0    0

Platform  TG16  WS  Wii  WiiU  X360  XB  XOne
Year
1980.0       0    0    0    0    0    0    0
1981.0       0    0    0    0    0    0    0
1982.0       0    0    0    0    0    0    0
1983.0       0    0    0    0    0    0    0
1984.0       0    0    0    0    0    0    0

[5 rows x 31 columns]
```

```
In [70]: sns.heatmap(plataforma_year)
```

```
plt.show()
```



In [71]: # (index, values)

```
plataforma_Global = pd.crosstab(data.Platform, data.Global_Sales)
plataforma_Global.head()
```

```
Out[71]: Global_Sales  0.01   0.02   0.03   0.04   0.05   0.06   0.07   0.08   0.09  \
Platform
2600                0      0      0      0      0      0      1      1      0
3D0                 0      2      0      0      0      1      0      0      0
3DS                23     25     39     24     16     23     28     20     14
DC                  0      1      0      3      3      4      2      3      2
DS                 88    158    128    110    121    110     96     84     67

Global_Sales  0.10   ...   28.31  28.62  29.02  30.01  30.26  31.37  33.00  \
Platform      ...
2600           0   ...      0      0      0      0      0      0      0
3D0            0   ...      0      0      0      0      0      0      0
3DS           12   ...      0      0      0      0      0      0      0
DC              4   ...      0      0      0      0      0      0      0
DS            79   ...      0      0      0      1      0      0      0
```

Global_Sales	35.82	40.24	82.74
Platform			
2600	0	0	0
3DO	0	0	0
3DS	0	0	0
DC	0	0	0
DS	0	0	0

[5 rows x 621 columns]

```
In [72]: plataforma_Global_total = plataforma_genero.sum(axis = 1).sort_values(ascending = False)
         plataforma_Global_total
```

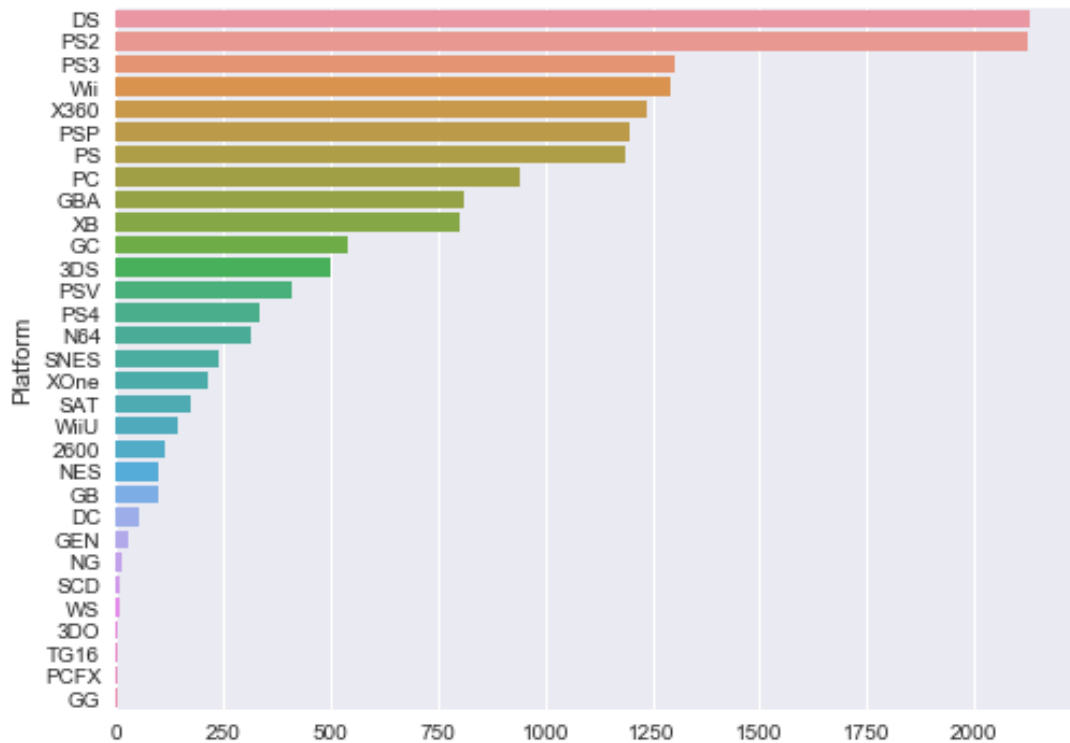
```
Out[72]: Platform
DS      2132
PS2     2127
PS3     1304
Wii     1290
X360    1235
PSP     1197
PS      1189
PC       943
GBA      811
XB       803
GC       542
3DS      500
PSV      410
PS4      335
N64      316
SNES     239
XOne     213
SAT      173
WiiU     143
2600     116
NES       98
GB        97
DC        52
GEN       27
NG        12
SCD        6
WS         6
3DO        3
TG16       2
PCFX        1
GG          1
dtype: int64
```

```
In [73]: plt.figure(figsize = (8, 6))
```

```

sns.barplot(y = plataforma_Global_total.index, x = plataforma_Global_total.values, or
plt.ylabel = 'Plataforma'
plt.xlabel = 'Ventas totales'
plt.show()
# coincide con el gráfico de cantidad de juegos por género y plataforma
'''
LAS VENTAS NO ESTÁN EN UNIDADES MONETARIAS, SINO EN UNIDADES VENDIDAS !!!!
'''

```



Out[73]: '\nLAS VENTAS NO ESTÁN EN UNIDADES MONETARIAS, SINO EN UNIDADES VENDIDAS !!!!\n'

0.3 By Publisher

```

In [74]: publisher_platform = pd.crosstab(data.Publisher, data.Platform)
publisher_platform.head()

```

```

Out[74]: Platform      2600  3DO  3DS  DC  DS  GB  GBA  GC  GEN  GG  \
Publisher
10TACLE Studios      0    0    0    0   2   0    0    0    0    0
1C Company            0    0    0    0   0   0    0    0    0    0
20th Century Fox Video Games  5    0    0    0   0   0    0    0    0    0
2D Boy                0    0    0    0   0   0    0    0    0    0
3DO                   0    0    0    0   0   0    0    1    0    0

```

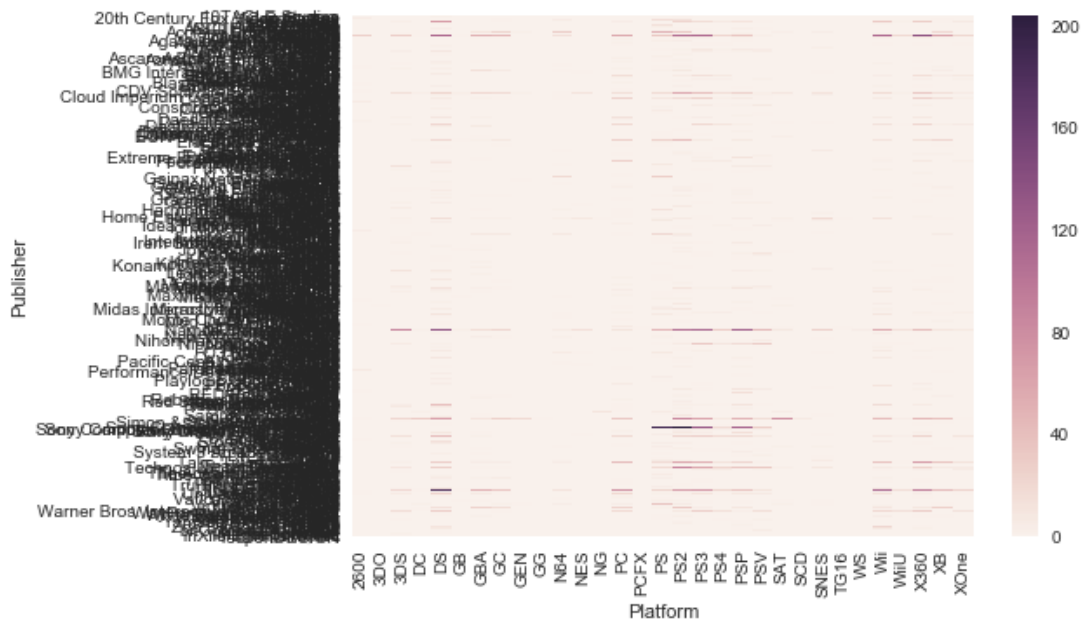
Platform	...	SAT	SCD	SNES	TG16	WS	Wii	WiiU	X360	\
Publisher	...									
10TACLE Studios	...	0	0	0	0	0	0	0	0	
1C Company	...	0	0	0	0	0	0	0	0	
20th Century Fox Video Games	...	0	0	0	0	0	0	0	0	
2D Boy	...	0	0	0	0	0	0	0	0	
3DO	...	0	0	0	0	0	0	0	0	

Platform	XB	XOne
Publisher		
10TACLE Studios	0	0
1C Company	0	0
20th Century Fox Video Games	0	0
2D Boy	0	0
3DO	1	0

```
[5 rows x 31 columns]
```

```
In [77]: sns.heatmap(publisher_platform)
```

```
plt.show()
```



```
In [75]: publisher_genre = pd.crosstab(data.Publisher, data.Genre)
         publisher_genre.head()
```

```

Out[75]: Genre
Publisher
10TACLE Studios      Action  Adventure  Fighting  Misc  Platform  \
1C Company           0         0         0         0         0
20th Century Fox Video Games  4         0         0         0         0
2D Boy               0         0         0         0         0
3DO                  17         3         1         0         1

Genre
Publisher
10TACLE Studios      Puzzle  Racing  Role-Playing  Shooter  \
1C Company           0         1         1         0
20th Century Fox Video Games  0         0         0         1
2D Boy               1         0         0         0
3DO                  1         0         1         5

Genre
Publisher
10TACLE Studios      Simulation  Sports  Strategy
1C Company           0         0         1
20th Century Fox Video Games  0         0         0
2D Boy               0         0         0
3DO                  0         6         1

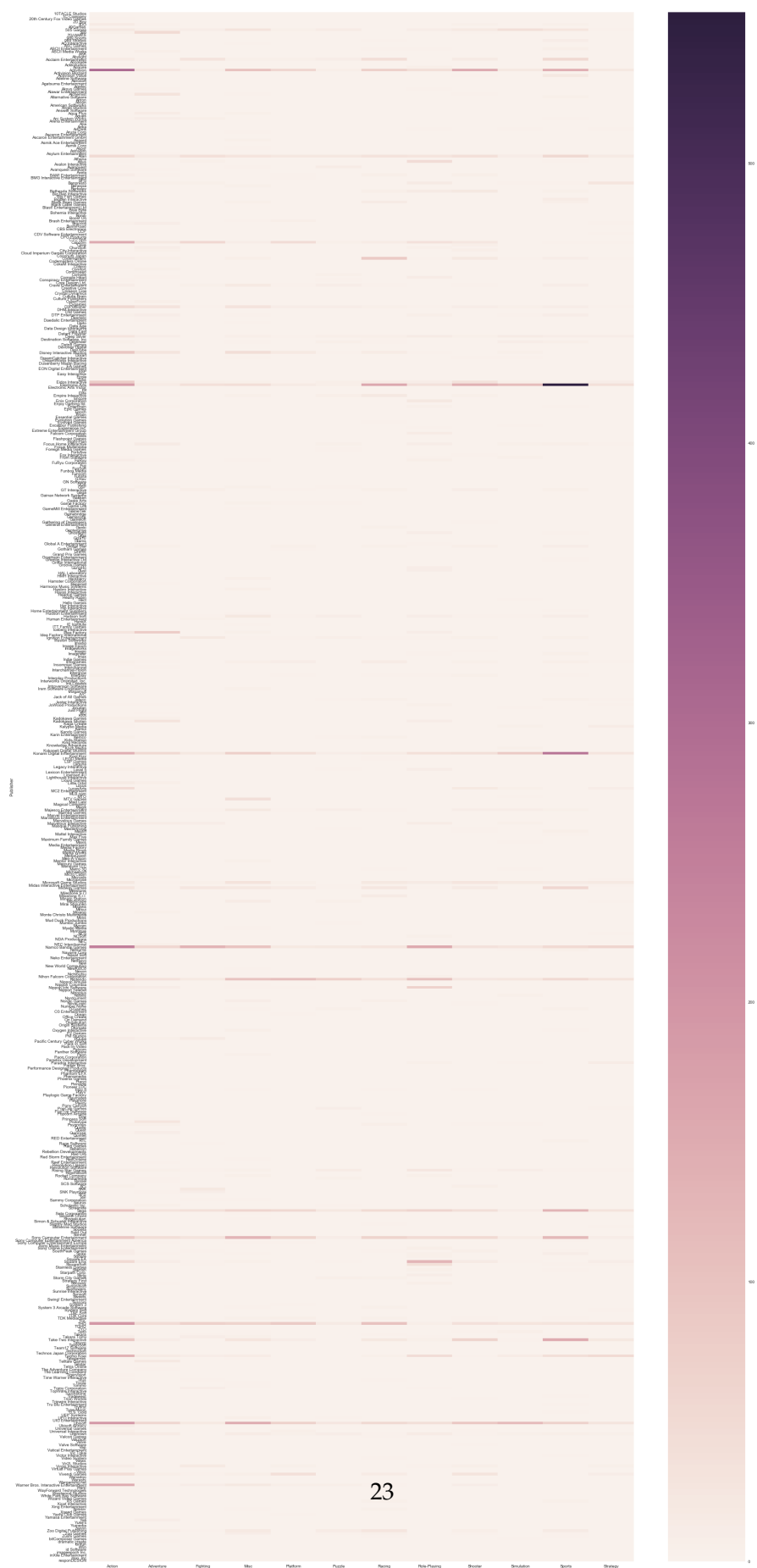
```

```

In [93]: plt.figure(figsize = (30, 70))
sns.heatmap(publisher_genre)

plt.show()

```



0.4 By Genre

```
In [76]: genre_publisher = pd.crosstab(data.Genre, data.Publisher)
genre_publisher.head()
```

```
Out[76]: Publisher 10TACLE Studios 1C Company 20th Century Fox Video Games 2D Boy \
Genre
Action              0              0              4              0
Adventure           1              0              0              0
Fighting            0              0              0              0
Misc                0              0              0              0
Platform            0              0              0              0
```

```
Publisher 3D0 49Games 505 Games 5pb 7G//AMES 989 Sports ... \
Genre
Action    17      0      21    5      0      0      ...
Adventure  3      0       7   49      0      0      ...
Fighting   1      0      11    1      0      0      ...
Misc       0      0      31    0      1      0      ...
Platform   1      0       6    0      0      0      ...
```

```
Publisher Zushi Games bitComposer Games dramatic create fonfun iWin \
Genre
Action              1              0              1      0      0
Adventure           1              0              4      0      0
Fighting            0              0              0      0      0
Misc                1              0              0      0      0
Platform            0              0              0      0      0
```

```
Publisher id Software imageepoch Inc. inXile Entertainment mixi, Inc \
Genre
Action              0              0              0      1
Adventure           0              1              0      0
Fighting            0              0              0      0
Misc                0              0              0      0
Platform            0              0              0      0
```

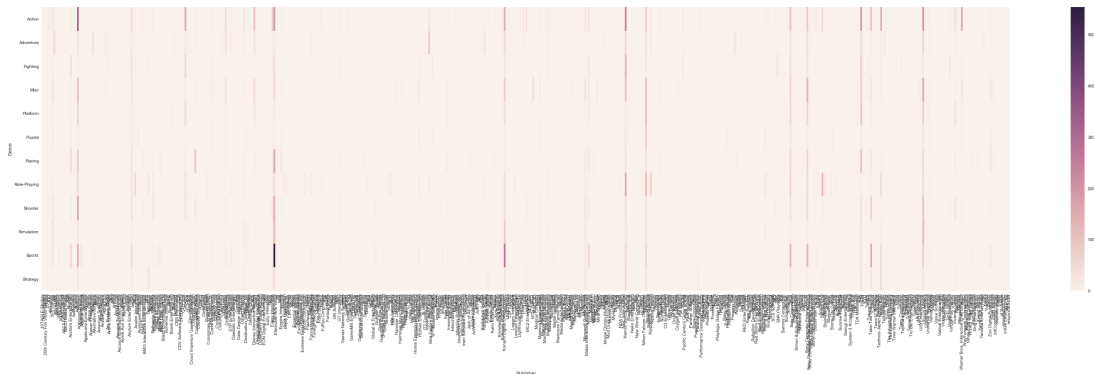
```
Publisher responDESIGN
Genre
Action              0
Adventure           0
Fighting            0
Misc                0
Platform            0
```



```
[5 rows x 576 columns]
```

```
In [94]: plt.figure(figsize = (50, 12))
sns.heatmap(genre_publisher)

plt.show()
```



0.5 By Year

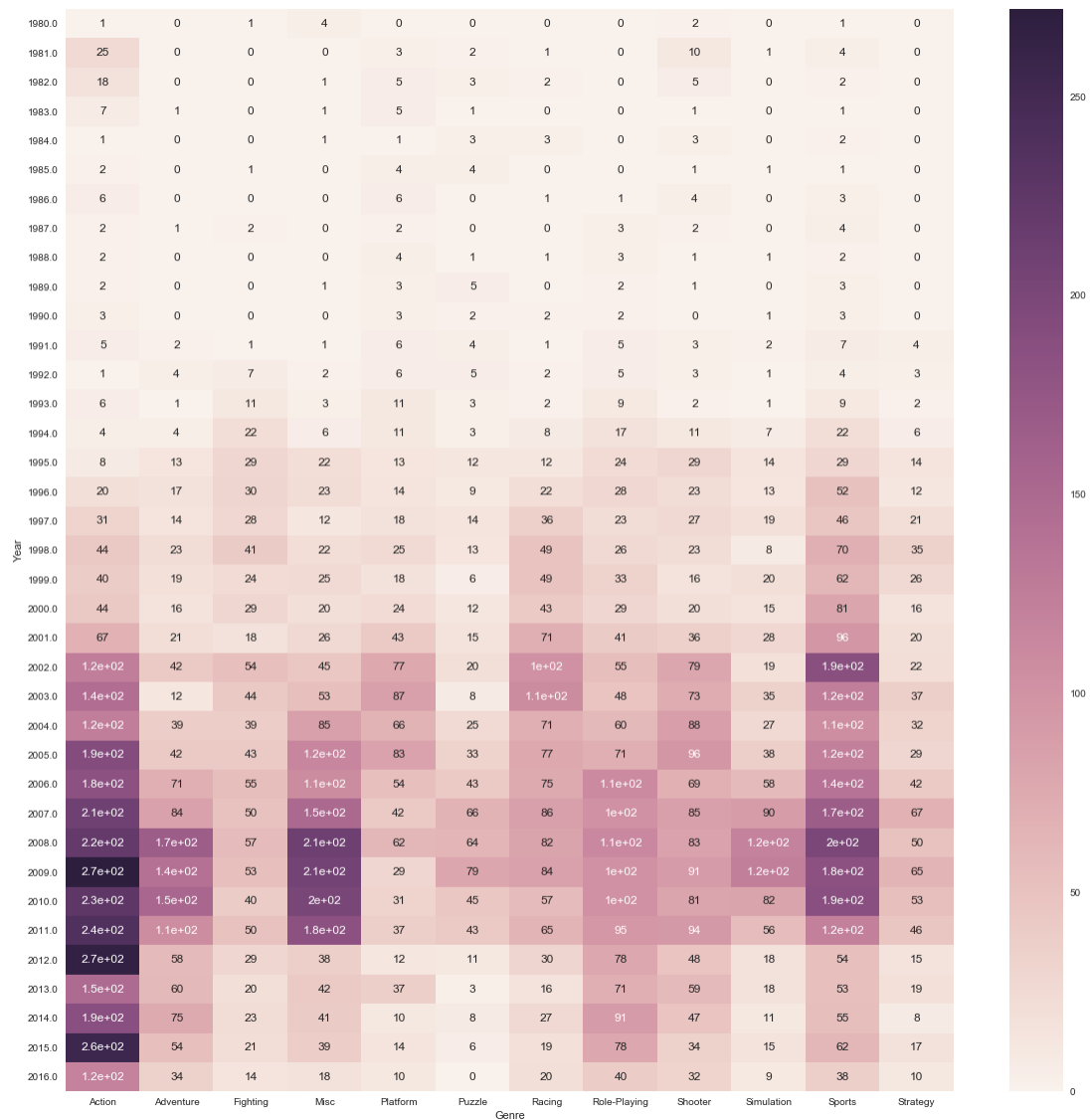
```
In [81]: year_genre = pd.crosstab(data.Year, data.Genre)
year_genre.head()
```

```
Out[81]: Genre  Action  Adventure  Fighting  Misc  Platform  Puzzle  Racing \
Year
1980.0         1          0          1      4          0          0          0
1981.0        25          0          0      0          3          2          1
1982.0        18          0          0      1          5          3          2
1983.0         7          1          0      1          5          1          0
1984.0         1          0          0      1          1          3          3

Genre  Role-Playing  Shooter  Simulation  Sports  Strategy
Year
1980.0           0         2           0        1          0
1981.0           0        10           1        4          0
1982.0           0         5           0        2          0
1983.0           0         1           0        1          0
1984.0           0         3           0        2          0
```

```
In [90]: plt.figure(figsize = (20, 20))
sns.heatmap(year_genre, annot = True)

plt.show()
```



```
In [84]: year_publisher = pd.crosstab(data.Year, data.Publisher)
year_publisher.head()
```

```
Out[84]: Publisher 10TACLE Studios 1C Company 20th Century Fox Video Games 2D Boy \
Year
1980.0                0                0                0                0
1981.0                0                0                3                0
1982.0                0                0                2                0
1983.0                0                0                0                0
1984.0                0                0                0                0

Publisher 3DO 49Games 505 Games 5pb 7G//AMES 989 Sports ... \
```

Year							...
1980.0	0	0	0	0	0	0	...
1981.0	0	0	0	0	0	0	...
1982.0	0	0	0	0	0	0	...
1983.0	0	0	0	0	0	0	...
1984.0	0	0	0	0	0	0	...

Publisher	Zushi Games	bitComposer Games	dramatic create	fonfun	iWin	\
Year						
1980.0	0	0	0	0	0	
1981.0	0	0	0	0	0	
1982.0	0	0	0	0	0	
1983.0	0	0	0	0	0	
1984.0	0	0	0	0	0	

Publisher	id Software	imageepoch Inc.	inXile Entertainment	mixi, Inc	\
Year					
1980.0	0	0	0	0	
1981.0	0	0	0	0	
1982.0	0	0	0	0	
1983.0	0	0	0	0	
1984.0	0	0	0	0	

Publisher	responDESIGN
Year	
1980.0	0
1981.0	0
1982.0	0
1983.0	0
1984.0	0

[5 rows x 576 columns]

```
In [89]: plt.figure(figsize = (30, 12))
sns.heatmap(year_publisher, cmap="YlGnBu")

plt.show()
```

