**DATA AGGREGATION: QUERIES.**

Table for average critic score for Sports games

CREATE TABLE IF NOT EXISTS sports\_avg\_critic\_score AS

SELECT AVG(critic\_score) AS sports\_critic\_score

FROM your\_table\_name

WHERE genre = 'Sports';

Table for average critic score for Shooter games

CREATE TABLE IF NOT EXISTS shooter\_avg\_critic\_score AS

SELECT AVG(critic\_score) AS shooter\_critic\_score

FROM your\_table\_name

WHERE genre = 'Shooter';

Table for average, min, and max global sales for all games

CREATE TABLE IF NOT EXISTS all\_games\_global\_sales\_stats AS

SELECT AVG(global\_sales) AS average\_global\_sales,

MIN(global\_sales) AS min\_global\_sales,

MAX(global\_sales) AS max\_global\_sales

FROM your\_table\_name;

Table for average, min, and max global sales for Sports games

CREATE TABLE IF NOT EXISTS sports\_games\_global\_sales\_stats AS

SELECT AVG(global\_sales) AS average\_global\_sales,

MIN(global\_sales) AS min\_global\_sales,

MAX(global\_sales) AS max\_global\_sales

FROM your\_table\_name

WHERE genre = 'Sports';

Table for average, min, max global sales for Shooter games

CREATE TABLE IF NOT EXISTS shooter\_games\_global\_sales\_stats AS

SELECT AVG(global\_sales) AS average\_global\_sales,

MIN(global\_sales) AS min\_global\_sales,

MAX(global\_sales) AS max\_global\_sales

FROM your\_table\_name

WHERE genre = 'Shooter';

Table for global sales count for Sports games

CREATE TABLE IF NOT EXISTS sports\_games\_sales\_count AS

SELECT global\_sales, COUNT(\*) AS count

FROM your\_table\_name

WHERE genre = 'Sports'

GROUP BY global\_sales;

Table for global sales unit for Shooter games

CREATE TABLE IF NOT EXISTS shooter\_games\_sales\_count AS

SELECT global\_sales, COUNT(\*) AS count

FROM your\_table\_name

WHERE genre = 'Shooter'

GROUP BY global\_sales;