

Group 9 Project Proposal

1. Dataset link
 - a. <https://www.kaggle.com/datasets/matheusfonsecachaves/popular-video-games/data>
2. Why this Dataset
 - a. We have an interest in gaming, the developers making the games, and how these games/developers are performing in the gaming market.
3. 3 High-End Question
 - a. What are the top 5 most popular genres?
 - i. One chart by Rating – Pie Chart
 - ii. Second chart by Copies sold – Pie Chart
 - b. What are the top 10 developers?
 - i. One chart by Copies Sold – Violin plot
 - ii. By Rating - Scatter chart
 - iii. Unique games developed / Sum of games sold – Double Bar
 - c. What are the most popular game titles?
 - i. Copies sold / Concurrent users – Double Bar chart
 - ii. By Rating – Scatter chart
4. Inspirations
 - a. Foundation for the current dataset <https://www.kaggle.com/datasets/arnabchaki/popular-video-games-1980-2023>
 - b. Similar Idea <https://www.kaggle.com/code/kartikexe/popular-video-games-data-analysis-eda-and-fe>
 - c. Similar Idea <https://www.kaggle.com/code/antonbelyaevd/eda-popular-video-games-game-score-predict>
5. Regression
 - a. Under most popular developer – games sold vs concurrent players
6. Color Palette



♥ 11.1K ...

7. Roles and Responsibilities (Based on group of 5)
 - a. What are the top 5 most popular genres? – Hassan
 - b. What are the top 10 developers? - Nicholas
 - c. What are the most popular game titles? - Mrunmai
 - d. Regression – Mason, Theodore
 - e. Slides – Powerpoint - Mason
8. Github Link - https://github.com/MasonNDeJesus/project_1_group_09