Group 9 Project Proposal

1. Dataset link
   1. <https://www.kaggle.com/datasets/matheusfonsecachaves/popular-video-games/data>
2. Why this Dataset
   1. 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
   1. What are the top 5 most popular genres?
      1. One chart by Rating – Pie Chart
      2. Second chart by Copies sold – Pie Chart
   2. What are the top 10 developers?
      1. One chart by Copies Sold – Violin plot
      2. By Rating - Scatter chart
      3. Unique games developed / Sum of games sold – Double Bar
   3. What are the most popular game titles?
      1. Copies sold / Concurrent users – Double Bar chart
      2. By Rating – Scatter chart
4. Inspirations
   1. Foundation for the current dataset <https://www.kaggle.com/datasets/arnabchaki/popular-video-games-1980-2023>
   2. Similar Idea

<https://www.kaggle.com/code/kartikexe/popular-video-games-data-analysis-eda-and-fe>

* 1. Similar Idea

<https://www.kaggle.com/code/antonbelyaevd/eda-popular-video-games-game-score-predict>

1. Regression
   1. Under most popular developer – games sold vs concurrent players
2. Color Palette



1. Roles and Responsibilities (Based on group of 5)
   1. What are the top 5 most popular genres? – Hassan
   2. What are the top 10 developers? - Nicholas
   3. What are the most popular game titles? - Mrunmai
   4. Regression – Mason, Theodore
   5. Slides – Powerpoint - Mason
2. Github Link - https://github.com/MasonNDeJesus/project\_1\_group\_09