**Capstone Final Project Summary**

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**Project Title: Top Grossing Video Game Analysis from 1970-2022**

**Data Collection Source:** *The data was collected via Kaggle.* [Global Video Game Sales | Kaggle](https://www.kaggle.com/datasets/thedevastator/global-video-game-sales). After analyzing the data, I found that to get a more accurate and robust view of this topic I will need to pull more game data from 2010-2022 as the datasets I have show a good strong set of data from 1970-2008 but starts to taper off after due to lower data points.

**Project Summary:** *This should be at least 2-3 paragraphs (1-2 pages)***.** *Describe project goals and objectives. Include information regarding the target audience.*

*Examples:*

*I feel my data will be beneficial for shareholders and game developers who wish to take a look in the past to help influence their future game making decisions.*

*From the previous look I went in and finished cleaning the data and adding back the missing data points for Year and Publisher column.*

*No additional research due to the time constraints I had for this project, but I do plan on continuing this with web scraping and seeing how I could implement mobile game data.*

*For the recorded sales slide I did apply a tend line to help see how the data would be going. I also did aggregation to look at the total copies sold.*

*I had a handful of data points which could be considered outliers I had games that were exclusively released in Japan and never saw any form of global release it is unfortunate to not be able to see how those games did for the other regions.*

Some recommendations I would have is to focus more on action and sports games to be developed on consoles as the primary focus as historically they seem to be doing the best across the major regions that we looked at. I would also recommend that game companies looks at the gameplay mechanics and art and overall theme of games companies like Nintendo and Activision have producing because as my data shows it seems that they are really producing a large number of successfully selling titles. The next steps I would like to do is start web scraping data for games that released from 2010-2023 I also would like to add China game data along with mobile game data and see how traditional gaming is doing in comparison to mobile game sales.