

# Video Game Sales Analysis

## Description:

The project involved analyzing a video games sales dataset using exploratory data analysis techniques and creating a dashboard using Power BI. The initial analysis included examining missing values and performing univariate and bivariate analysis to gain a basic understanding of the dataset. The data was then cleaned by handling missing values and inconsistent data.

The Power BI dashboard was used to perform a more in-depth analysis of the data, and it was discovered that North America had the highest sum of sales in 2008. The analysis also revealed that the publisher Nintendo had the highest sum of sales amongst other publishers. The game "Wii Sports" was found to have the highest sale value, which was more than double the value of the second highest-selling game. These insights provide valuable information for understanding the video games sales patterns in different regions and identifying the key players in the market.

## Data Cleaning and EDA Code Link:

<https://colab.research.google.com/drive/1CIPZyQcgdSUGDtLfiAcf3-4FgKrMfPoy?usp=sharing>

## Github Power BI File Link:

<https://github.com/Mujtaba18624/Video-Game-Sales-Analysis.git>

