



Video Games Sales Analysis

EDA

Njood Alqahtani & Reem Alsuqaih

Table of Cotent



Introduction



Problem Description



Methodology



Result



Introduction



WHO doesn't like video games?

Video games have become a favorite pastime for most of us. Video games are a billion-dollar business and have been for many years. Now imagine being able to analyze the sales trends for the popular Nintendo games and many more such platforms. How cool would it be!



Problem Description



Problem Description

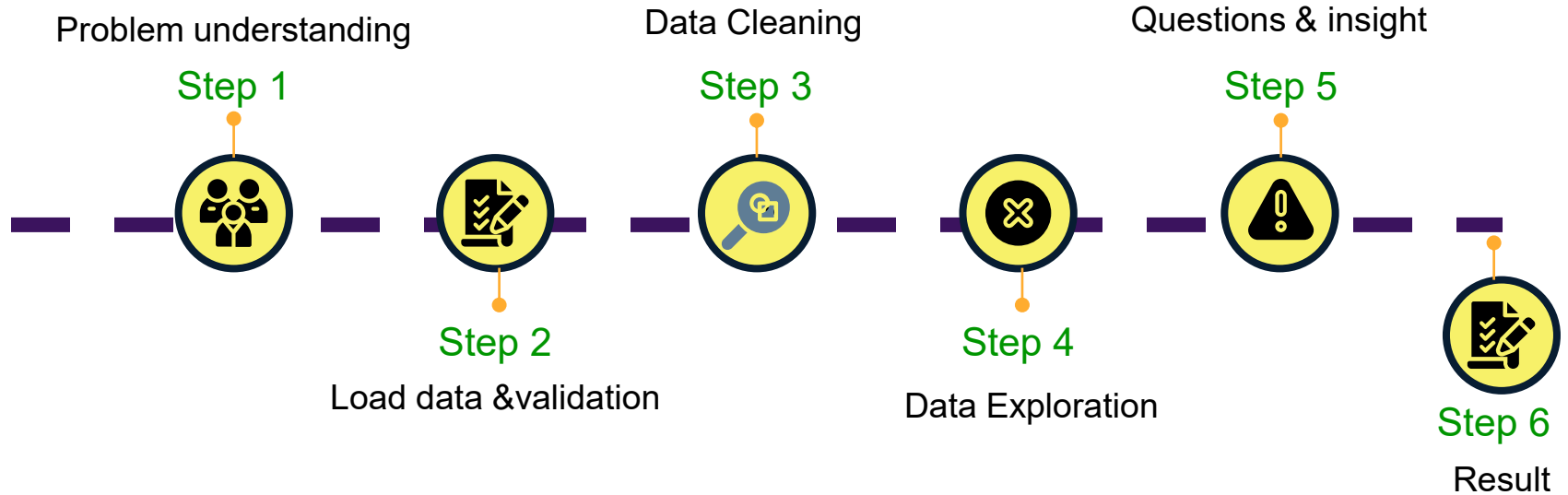
Every year globally, people spend huge amounts of money and time playing video games. Most people who engage in video game play to do so voluntarily, because it is fun, and they enjoy it. This makes it an intrinsically motivating activity. As a video game development company, we intend to develop a new video game based on the highest sales and genre globally that have high meta score.



Methodology



Methodology





Rank	The overall rank of the game
Name	The name of the game
Year	The year in which the game was released.
User Review	The review of game by user
Platform	The platform on which the game was released
Genre	The genre of the game
Publisher	The publisher of the game
Metascore	The score from 1 to 100 by the review aggregator Metacritic.
Release Date	The date o game released
NA Sales ,JP Sales , EU Sales , Other Sales, Global Sales.	Sales made by a particular game in North America, Europe, Japan, Other regions and Globally (in millions).

Pre-processing the dataset

To get started, we need to import some useful libraries that will help us import the dataset into our python environment, manipulate and analyze the same and later help us to visualize it.

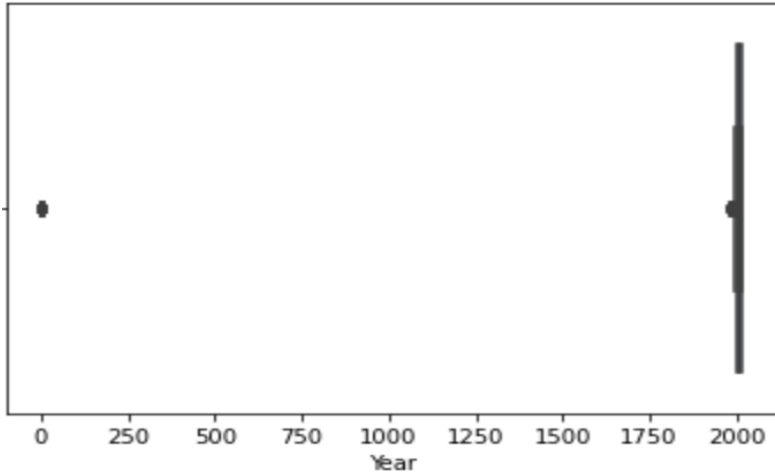
Missing values & outliers was observed across the dataset, so a good approach it to either remove it or correct it .

NAN ZERO?
NULL?

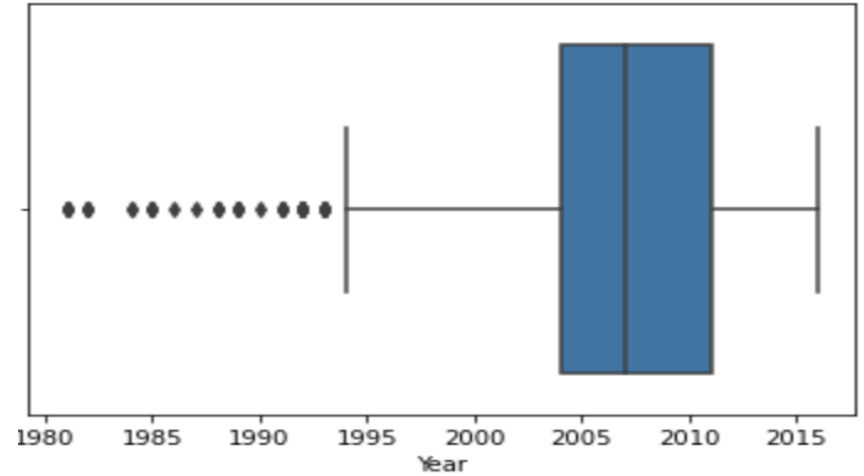




Use the interquartile range (IQR) to decide on what you consider to be an outlier



Before Transformation

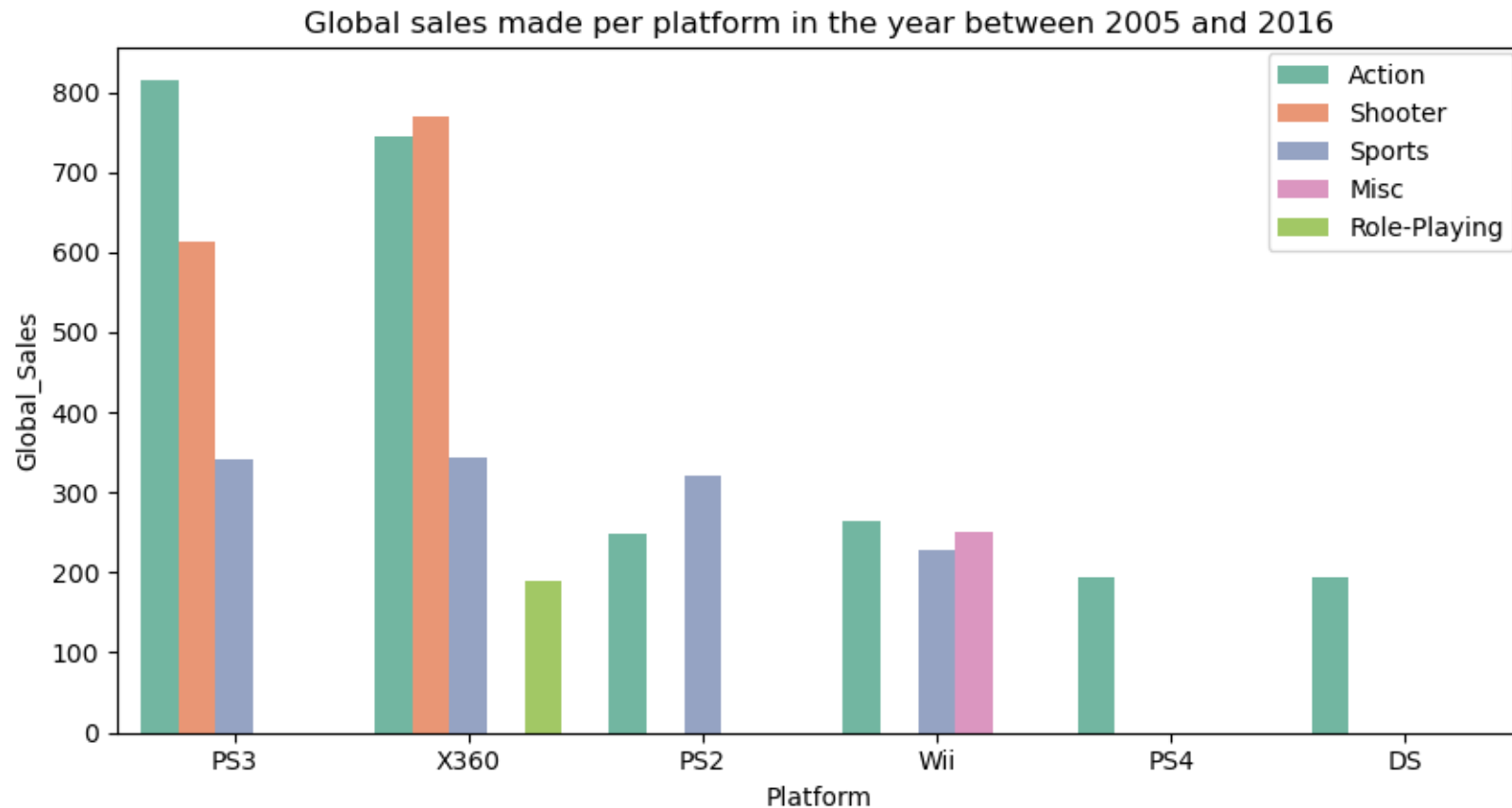


After Transformation

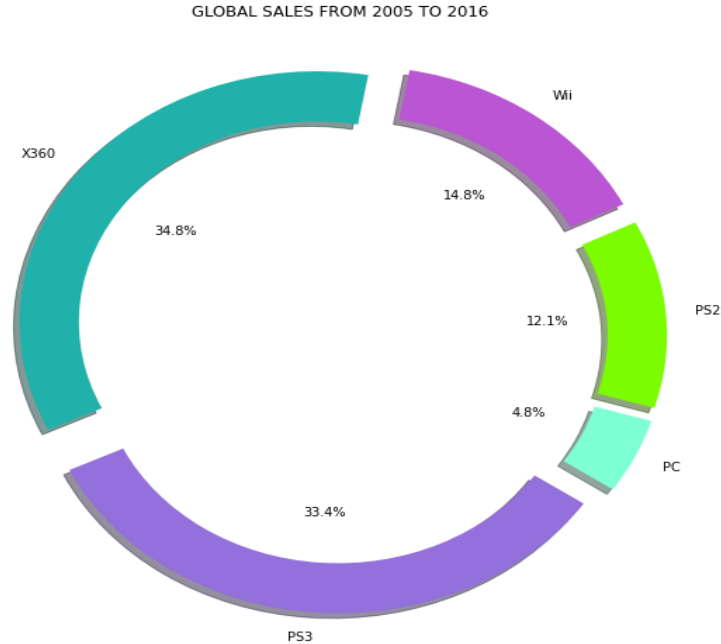
Data Visualization



Global sales top 5 platform(2005-2016)



Results in global sales (2005-2016)

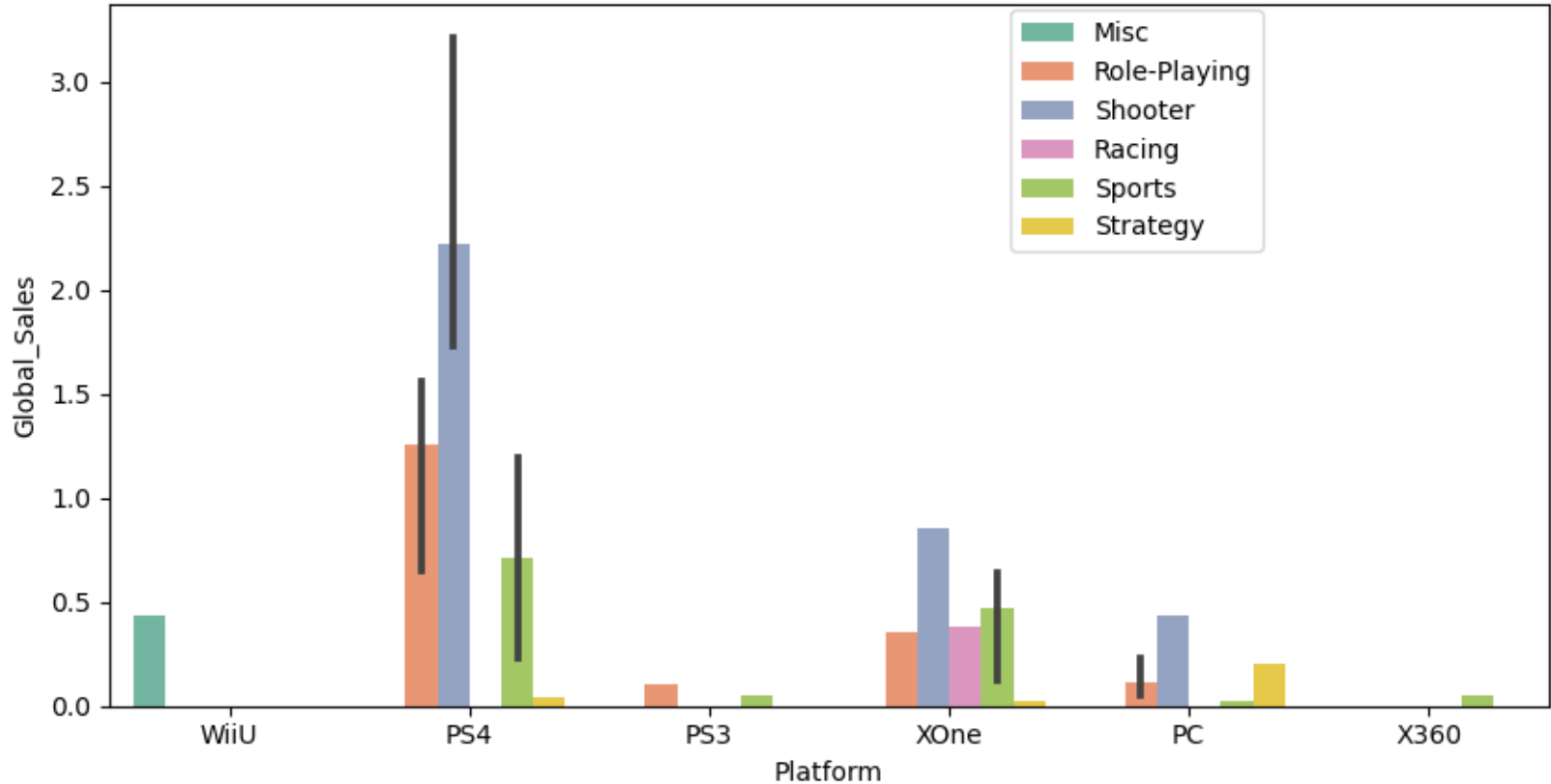


The pie char represent the global sales of top 5 platform from 2005 - 2016

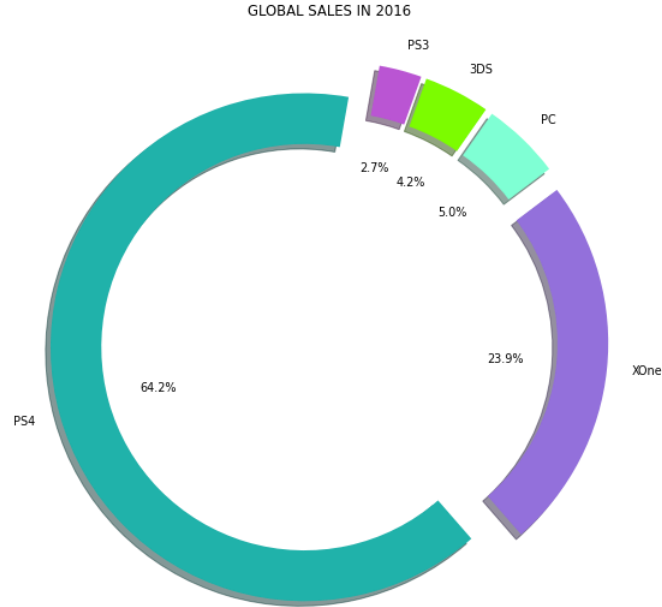


Global sales top 5 platform (2016)

Global sales made per platform with genre types in the year 2016



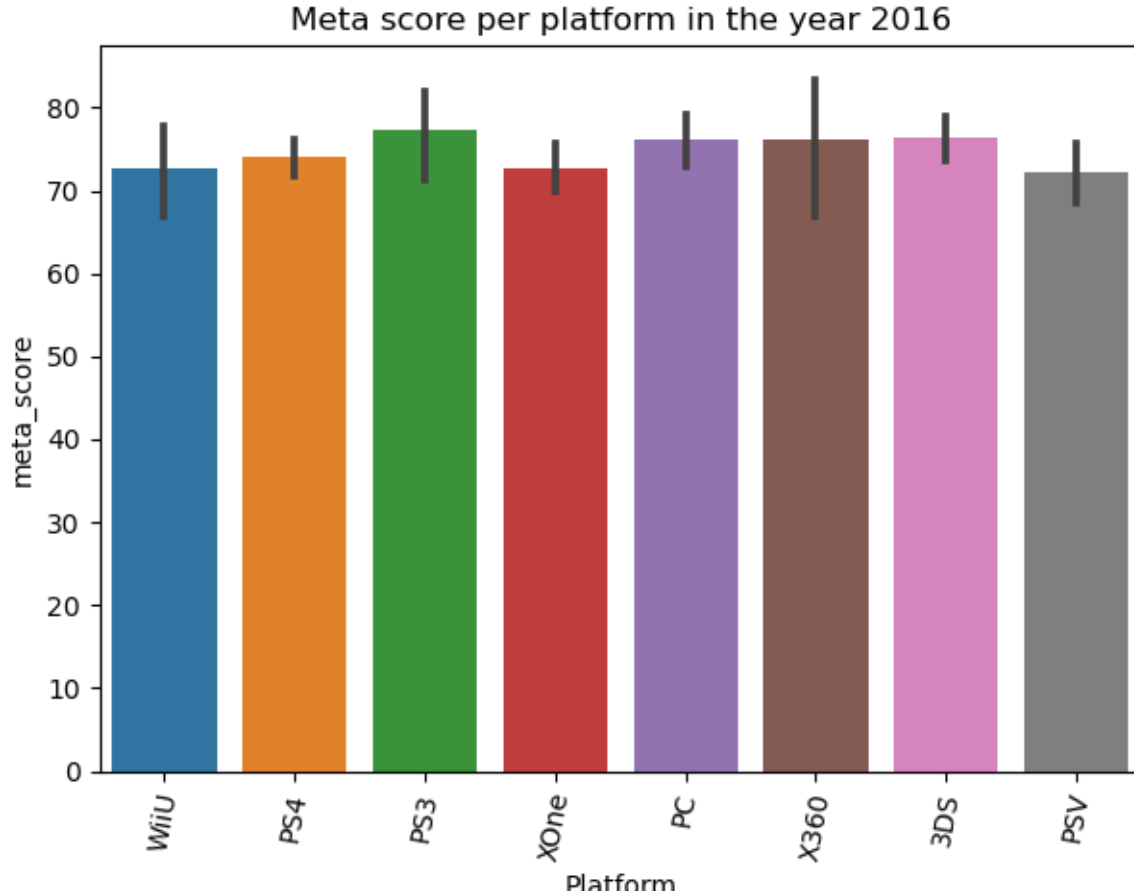
Results in global sales (2016)



The pie char represent the global sales of top 5 platform in 2016



Results in global sales (2016)



The chart represent the meta score of platforms in 2016. it shows PS has high score

Conclusion

Based on the results of the data analysis on global sales we noticed as a video game development company the top 5 video game platforms **PS3**, **X360**, **PS2**, **Wii** and **PS4**.

Accordingly, we selected from the five platforms the development of the **PS4** platform based on the results of the **2016** data analysis specifically in **shooter** genre.





Thanks

Do you have any questions?