

# Forecasts Prediksi Global Sales Video Games

## UAS STATISTIKA Ilmu Komputer 3B

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## Source Dan Dependency

- Train data dan Predict data menggunakan library dari Facebook Prophet (<https://facebook.github.io/prophet/>)
- Data yang digunakan Video Game Sales (<https://www.kaggle.com/datasets/thedevastator/video-game-sales-and-ratings?resource=download>)

## Install Dan Import Dependency

```
In [ ]: %pip install prophet pystan
```

```
In [ ]: import pandas as pd # import pandas
from prophet import Prophet # import prophet
import matplotlib.pyplot as plt # import matplotlib
```

## Membaca dan Memproses Tahun Dari Data

```
In [ ]: df = pd.read_csv('Video_Games.csv') # membaca data
df.head() # melihat 5 data teratas
```

Out [ ]:	index	Name	Platform	Year_of_Release	Genre	Publisher	NA_Sales	EU_Sales
	0	Wii Sports	Wii	2006.0	Sports	Nintendo	41.36	28.96
	1	Super Mario Bros.	NES	1985.0	Platform	Nintendo	29.08	3.58
	2	Mario Kart Wii	Wii	2008.0	Racing	Nintendo	15.68	12.76
	3	Wii Sports Resort	Wii	2009.0	Sports	Nintendo	15.61	10.93
	4	Pokemon Red/Pokemon Blue	GB	1996.0	Role-Playing	Nintendo	11.27	8.89

```
In [ ]: df.describe() # melihat deskripsi data
```

```
Out[ ]:
```

	index	Year_of_Release	NA_Sales	EU_Sales	JP_Sales	Other_Sa
<b>count</b>	16928.000000	16655.00000	16928.000000	16928.000000	16928.000000	16928.0000
<b>mean</b>	8463.500000	2006.48532	0.266390	0.146850	0.078170	0.0478
<b>std</b>	4886.837014	5.88289	0.814326	0.504585	0.308756	0.1866
<b>min</b>	0.000000	1980.00000	0.000000	0.000000	0.000000	0.0000
<b>25%</b>	4231.750000	2003.00000	0.000000	0.000000	0.000000	0.0000
<b>50%</b>	8463.500000	2007.00000	0.080000	0.020000	0.000000	0.0100
<b>75%</b>	12695.250000	2010.00000	0.240000	0.110000	0.040000	0.0400
<b>max</b>	16927.000000	2020.00000	41.360000	28.960000	10.220000	10.5700

```
In [ ]: # Semua Kolom Data
df.columns
```

```
Out[ ]: Index(['index', 'Name', 'Platform', 'Year_of_Release', 'Genre', 'Publisher',
              'NA_Sales', 'EU_Sales', 'JP_Sales', 'Other_Sales', 'Global_Sales',
              'Critic_Score', 'Critic_Count', 'User_Score', 'User_Count', 'Developer',
              'Rating'],
              dtype='object')
```

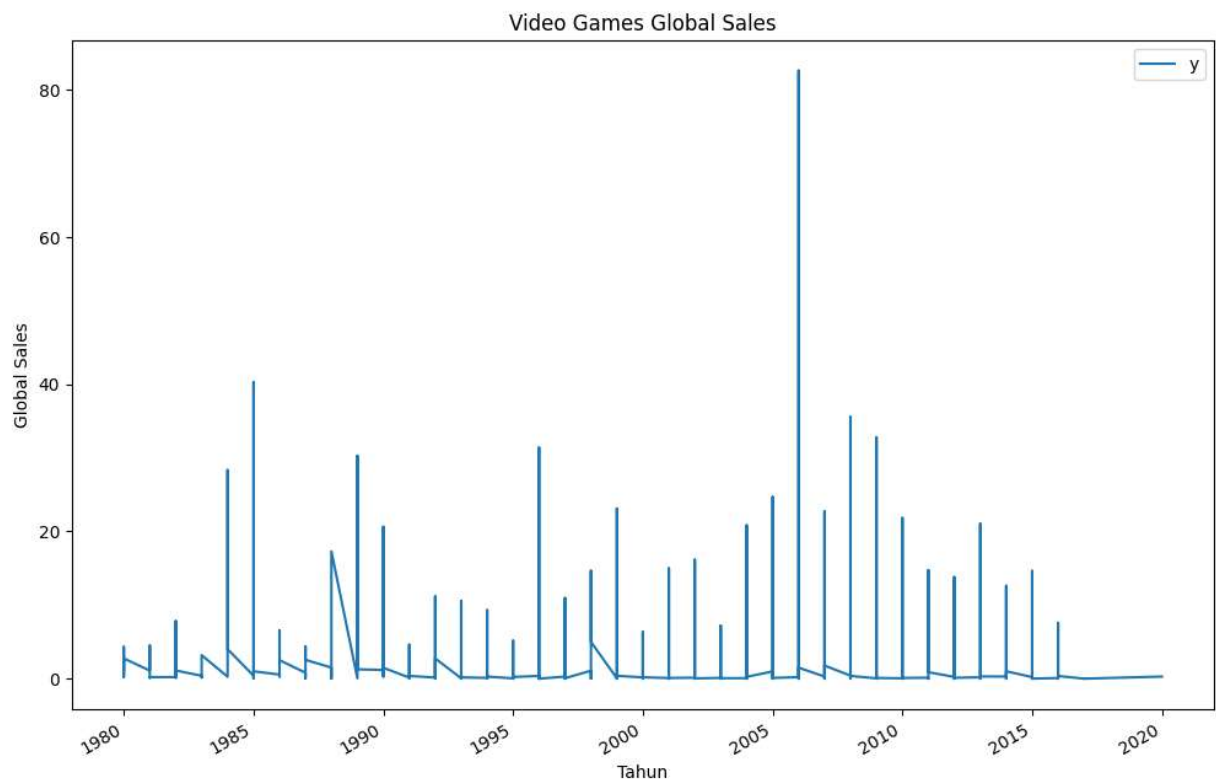
```
In [ ]: # Menghapus Kolom yang Tidak Diperlukan
df = df[['Year_of_Release', 'Global_Sales']]
df.columns = ['ds', 'y']
df['ds'] = pd.to_datetime(df['ds'], format='%Y')
df.head()
```

```
Out[ ]:
```

	ds	y
<b>0</b>	2006-01-01	82.53
<b>1</b>	1985-01-01	40.24
<b>2</b>	2008-01-01	35.52
<b>3</b>	2009-01-01	32.77
<b>4</b>	1996-01-01	31.37

```
In [ ]: # Menampilkan Grafik Data
df.set_index('ds').plot(figsize=(12, 8))
plt.xlabel('Tahun')
plt.ylabel('Global Sales')
plt.title('Video Games Global Sales')
```

```
Out[ ]: Text(0.5, 1.0, 'Video Games Global Sales')
```



## Mempelajari model data

```
In [ ]: # Train Model Prophet
df = df.rename(columns={'Year_of_Release': 'ds', 'Global_Sales': 'y'})
df.head()
```

```
Out[ ]:
```

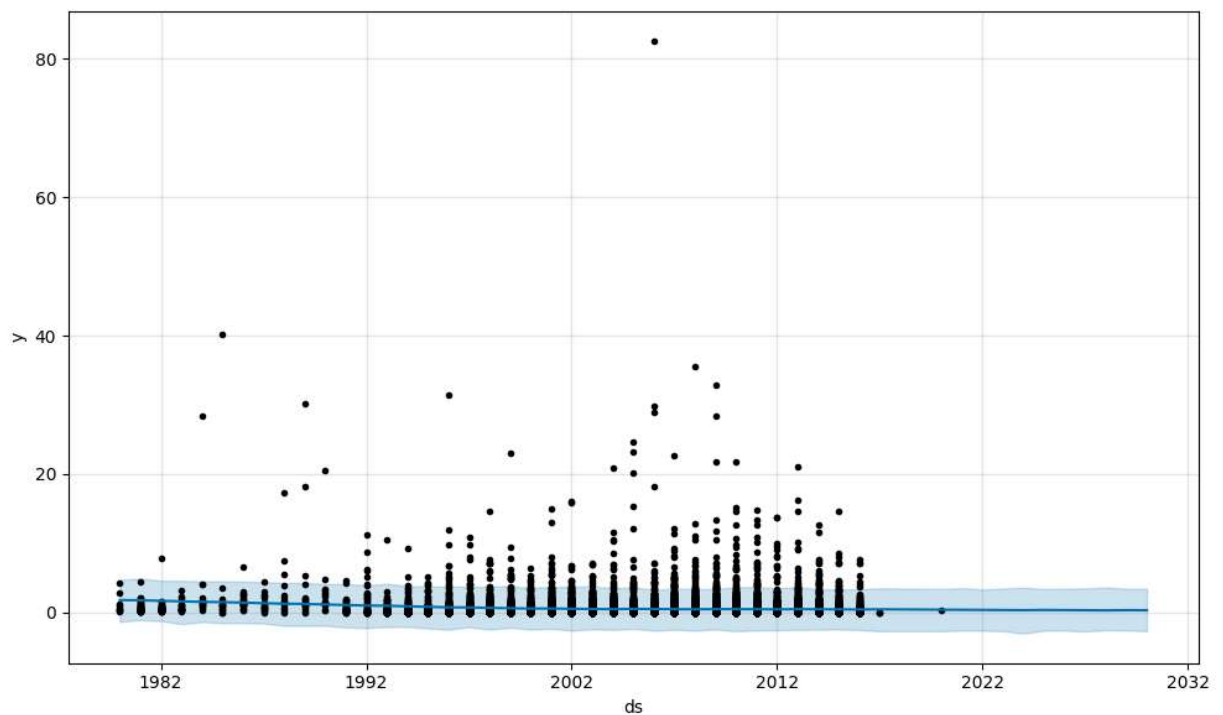
	ds	y
0	2006-01-01	82.53
1	1985-01-01	40.24
2	2008-01-01	35.52
3	2009-01-01	32.77
4	1996-01-01	31.37

```
In [ ]: # Forecasting Data Pembelian Global Menggunakan Prophet
model = Prophet(interval_width=0.95, daily_seasonality=True)
model.fit(df)
future = model.make_future_dataframe(periods=10, freq='Y') # membuat data prediksi 1
forecast = model.predict(future)
forecast[['ds', 'yhat', 'yhat_lower', 'yhat_upper']].tail()
```

```
Out[ ]:
```

	ds	yhat	yhat_lower	yhat_upper
44	2025-12-31	0.357469	-2.586496	3.452540
45	2026-12-31	0.338431	-2.723028	3.496812
46	2027-12-31	0.319282	-2.526604	3.631528
47	2028-12-31	0.351579	-2.563086	3.453843
48	2029-12-31	0.332669	-2.665189	3.445404

```
In [ ]: # Visualisasi Data Global Sales
if model is not None:
    model.plot(forecast, uncertainty=True)
    plt.show()
```



```
In [ ]: # Visualisasi Data Global Sales
if model is not None:
    model.plot_components(forecast)
    plt.show()
```

