

1. Open your file vgsales_clean.xlsx in Excel.
2. Create a pivot table that includes all the raw data.
3. The analysis has been requested by year, so go ahead and look at the pivot table data by year.
 - Examine the number of rows for each year. Do you think any years could be excluded?
 - If so, exclude those rows from the pivot table.
4. For North America, Europe, and Japan, create three variables that represent the proportion of global sales for these regions (see [Exercise 5: Grouping & Summarizing Your Data](#) for a recap on creating variables).
 - Hint: The first variable, which you could name “proportion_north_america_sales”, could be defined as the total North American sales divided by the total global sales.
5. How do you expect these three variables to behave over time? Consider your own assumptions about how popular video games are, based on your own experience or the time you’ve spent thus far exploring the data set.
 - Will the regions differ from each other?
 - Will each stay fairly constant over the years?
 - Which one will have the highest sales?
 - Lowest?
 - Write down your expectations in your “Answers” sheet.
6. Create a line chart for the three variables you created in step 4 (for a refresher on creating line charts, see [Exercise 2: Introduction to Excel](#)).
 - The x-axis should represent the years and the y-axis should represent the variable.
7. What, if anything, challenges your expectations?
 - Did any region behave differently than how you expected it would?
 - Note down your response in the “Answers” sheet.
8. Take another look at the expectations you noted down in step 5. If GameCo had the same expectations of sales in their three biggest markets, how should they revise their understanding of the business in light of your findings?
 - Write down your recommendations in your “Answers” sheet (min 150 words).