VIDEO GAME SALES





REPORT OUTLINE

Dataset

Data Cleaning

Data Visualization

A/B Testing

Conclusion



DATASET





VIDEO GAME SALES

The dataset contains a list of video games with sales greater than 100,000 copies



DATA DICTIONARY

Sales in Millions

NA_Sales - Sales in North America

EU_Sales - Sales in Europe

JP_Sales - Sales in Japan

Other_Sales - Sales in Rest of the World

Global_Sales - Total Worldwide Sales

'Misc' Genre

diverse category that encompasses games that don't fit neatly into specific genres

'Action' Genre

Games that emphasize physical challenges, hand-eye coordination, and reaction time.

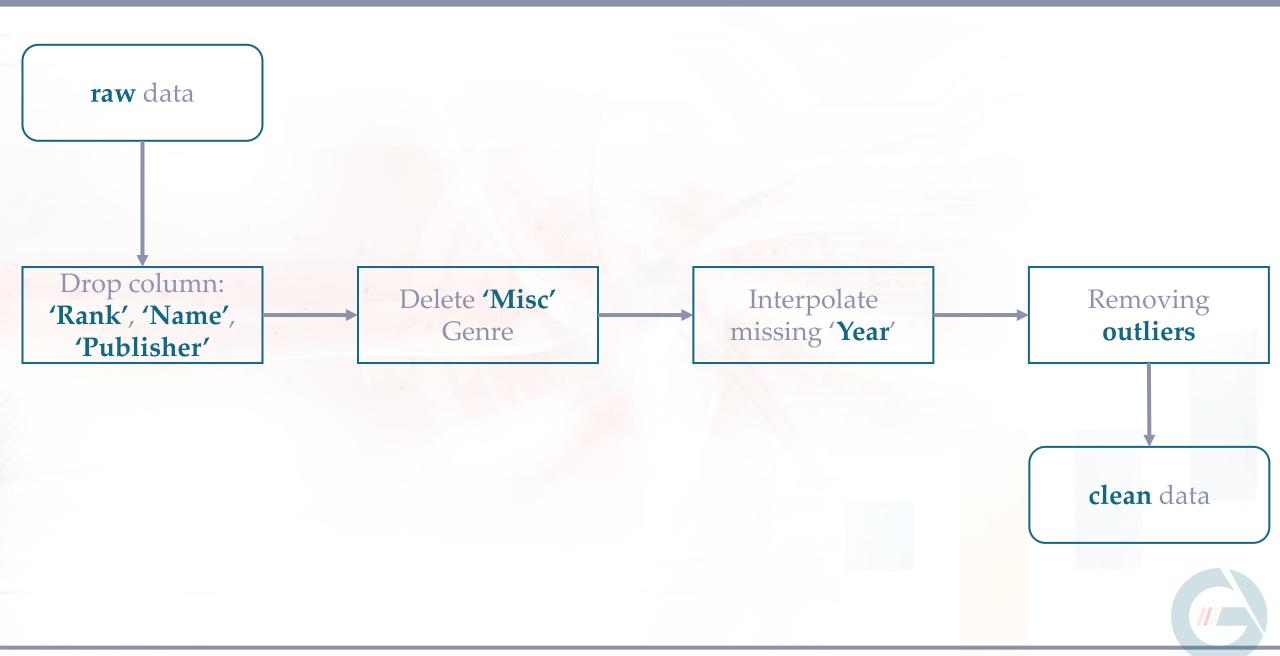
e.g. platform, shooter, beat'em ups, and more



DATA CLEANING



DATA CLEANING STEPS



DATA VISUALIZATION



KEY QUESTIONS

What is the **top performing platform** by global sales?

in Europe, Japan, and North America?

What is the top performing genre by global sales?

in Europe, Japan, and North America?

What investment opportunities can be found in the

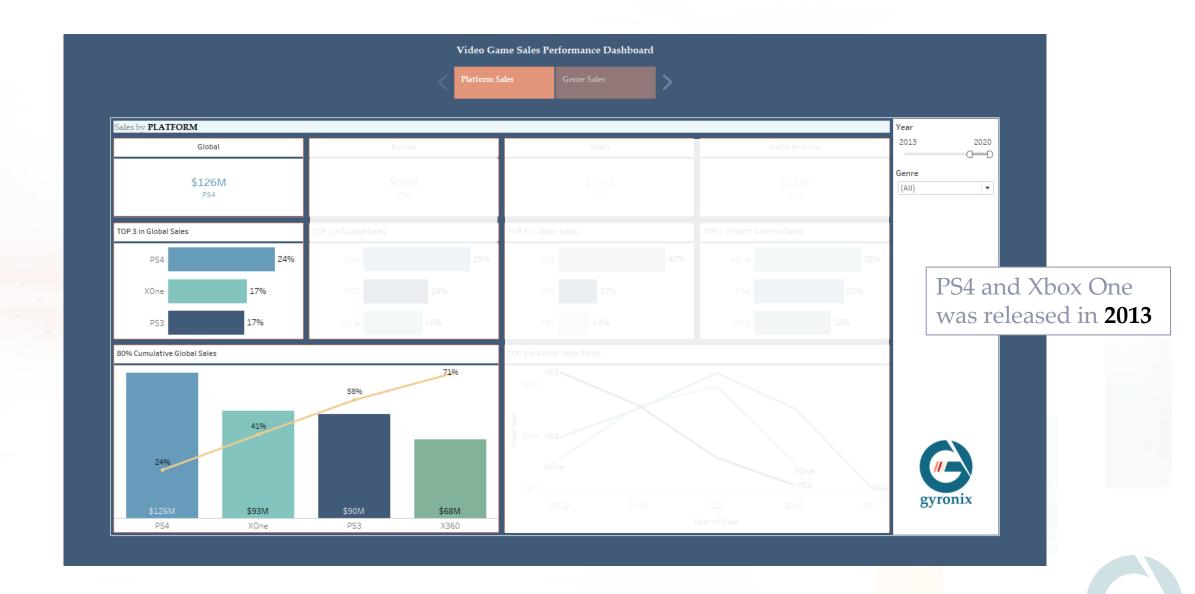
video game market?



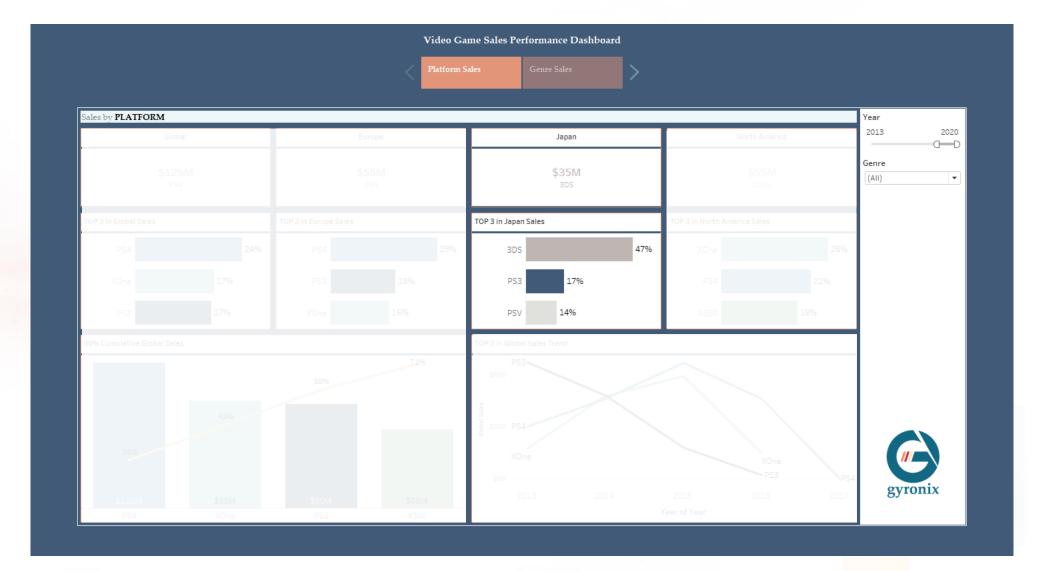
PLATFORM SALES



PS4 takes 24% of the Global Sales

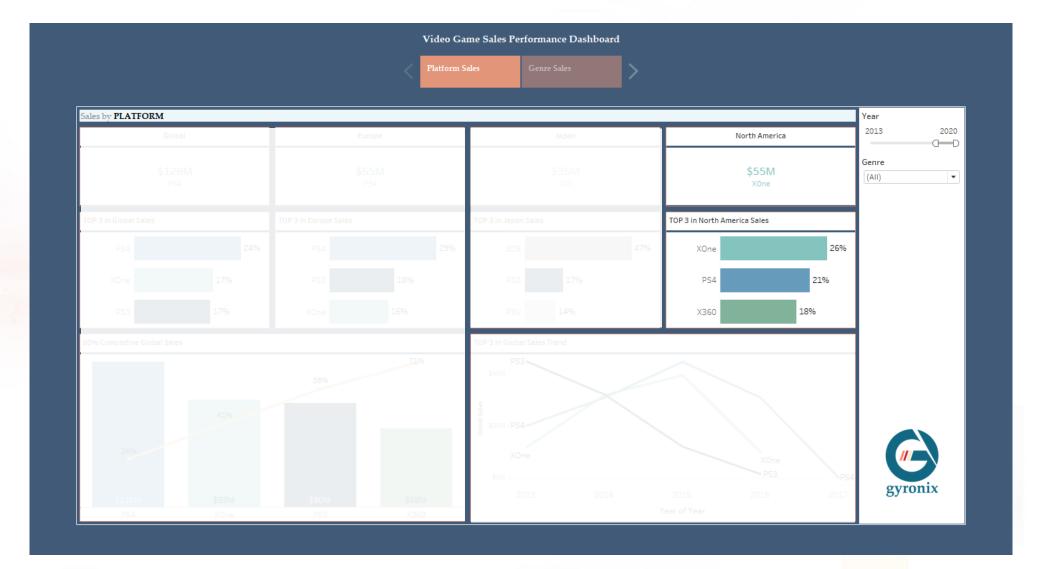


Japanese prefer portable gaming platform: Nintendo's 3DS



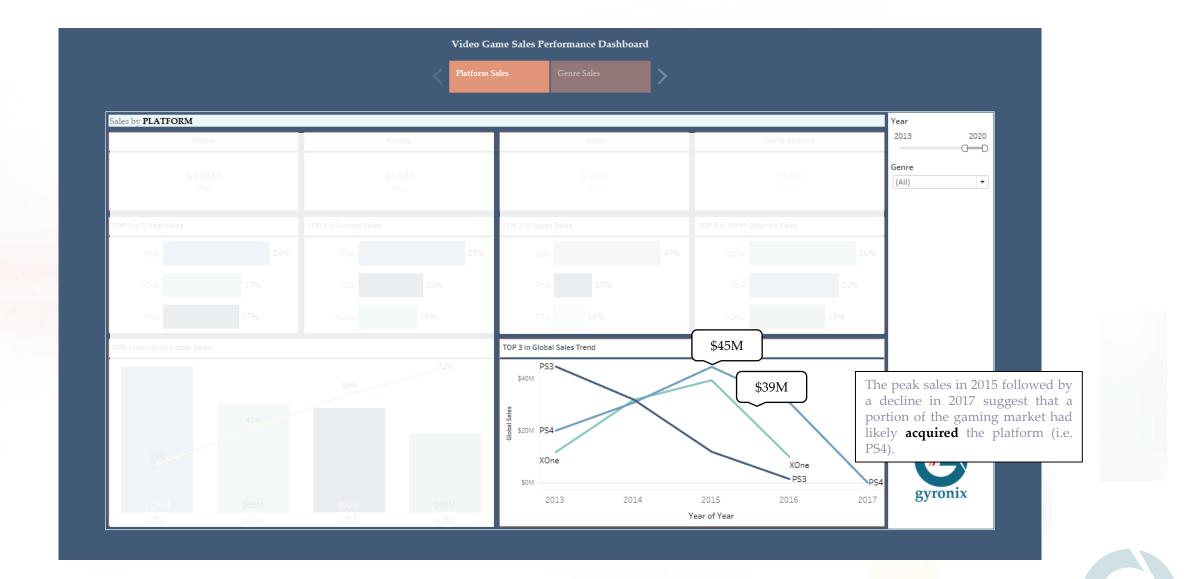


Americans prefer Xbox One

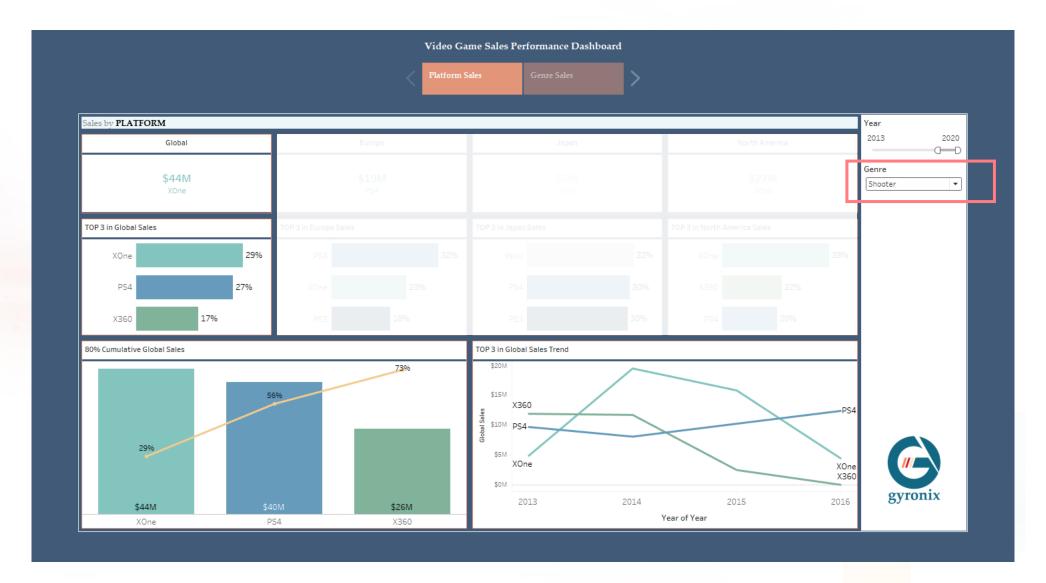




2 years after released (2015), **PS4** outperformed Xbox One by **\$6M**



Xbox One is the preferred platform for Shooter genre





GENRE SALES

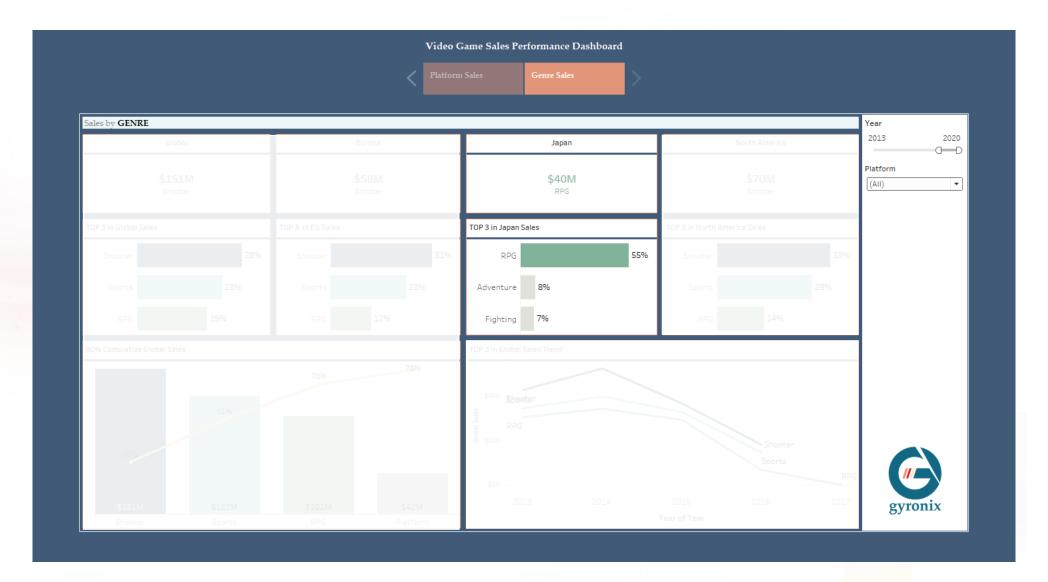


Shooter takes 28% of the Global Sales



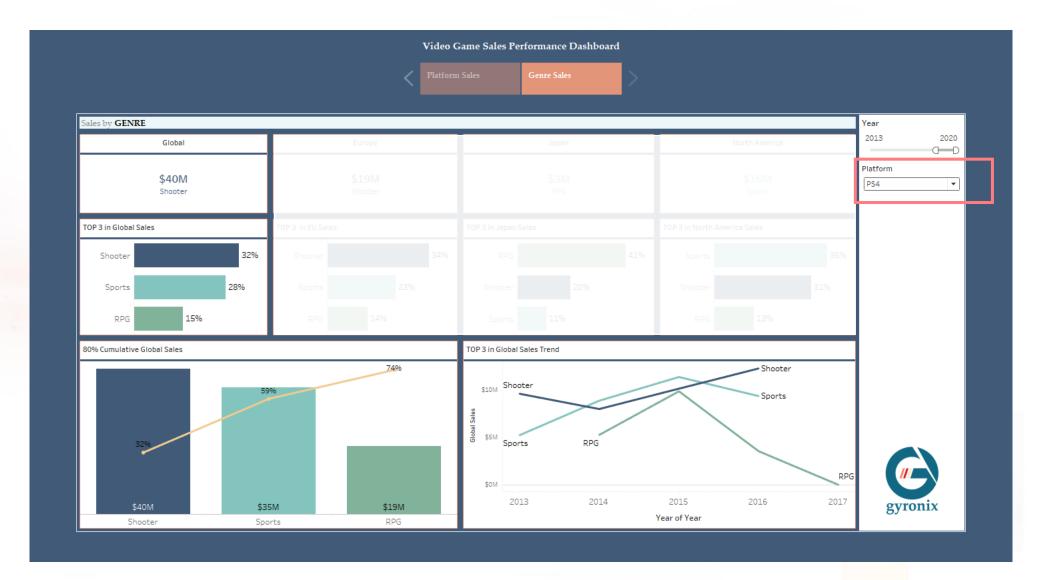


Japanese prefer RPG



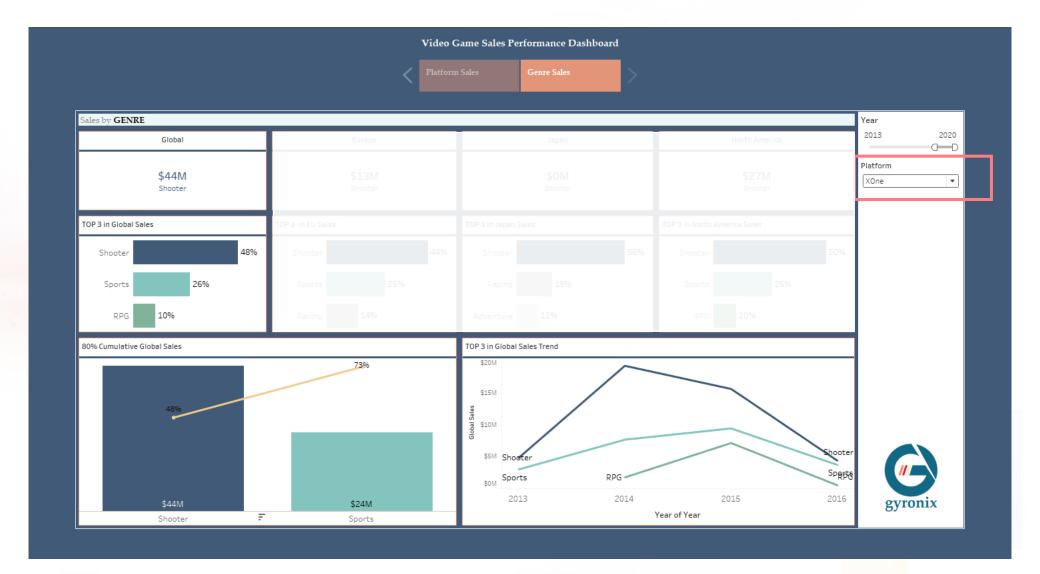


Shooter genre takes 32% of Global PS4 Sales_





Shooter genre takes 48% of Global Xbox One Sales_





A/B TESTING



PS4 VS_ XBOX ONE_



HYPOTHESIS

Null Hypothesis,

 H_o : PS4 Sales = Xbox One Sales

PS4 Global Sales is higher than Xbox

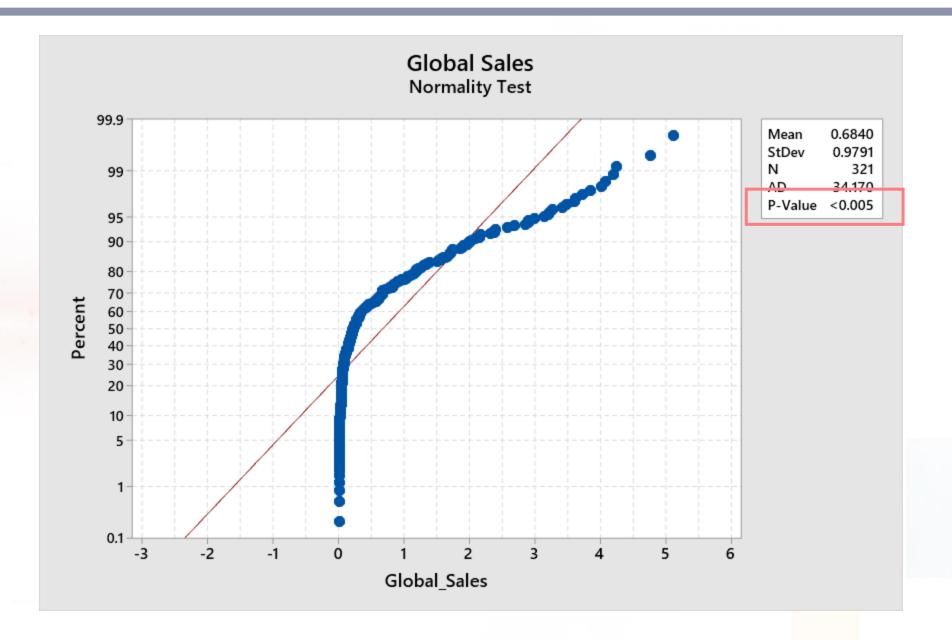
One

Alternative Hypothesis,

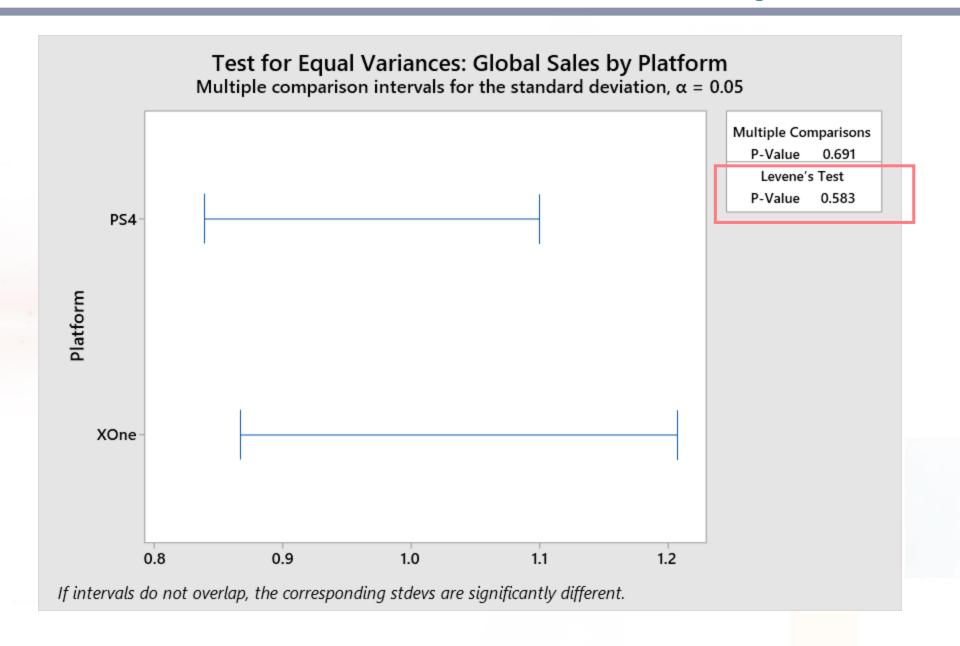
 H_a : PS4 Sales > Xbox One Sales



DATA IS NOT NORMAL



EQUAL VARIANCES



MANN-WHITNEY TEST

Descriptive Statistics

| Sample | Ν | Median |
|-------------------|-----|--------|
| Global_Sales_PS4 | 192 | 0.22 |
| Global_Sales_XOne | 129 | 0.25 |

Test

Null hypothesis H_0 : $\eta_1 - \eta_2 = 0$ Alternative hypothesis H_1 : $\eta_1 - \eta_2 > 0$

Method W-Value P-Value
Not adjusted for ties 30561.50 0.667

P-Value = 0.667 suggests that there is **NO**

SIGNIFICANT DIFFERENCE in global

sales between the PS4 and Xbox One

platform



SHOOTER VS SPORTS



HYPOTHESIS

Null Hypothesis,

 H_o : Shooter Sales = Sports Sales

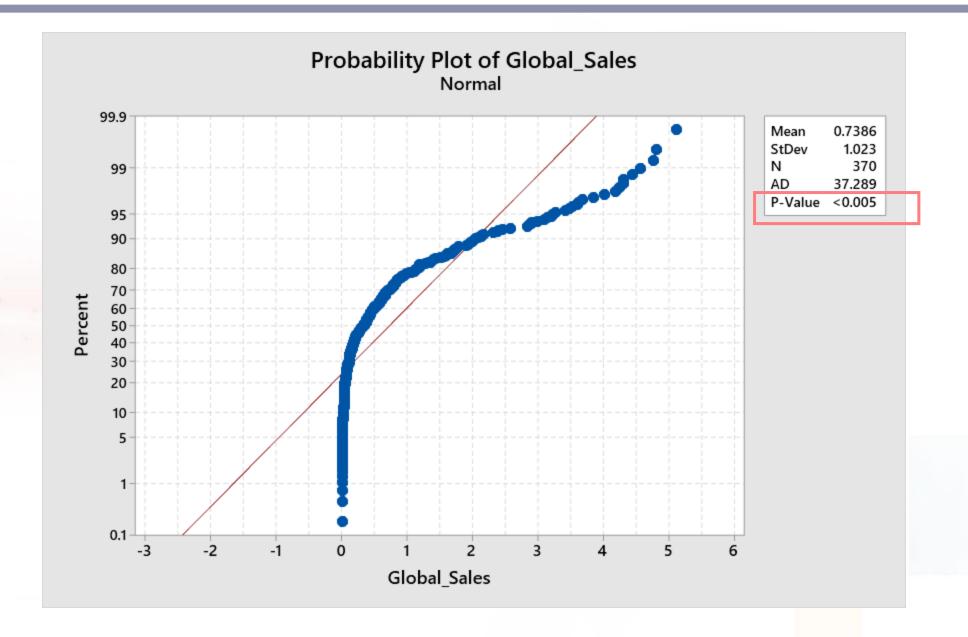
Shooter global sales is **higher** than Sports

Null Hypothesis,

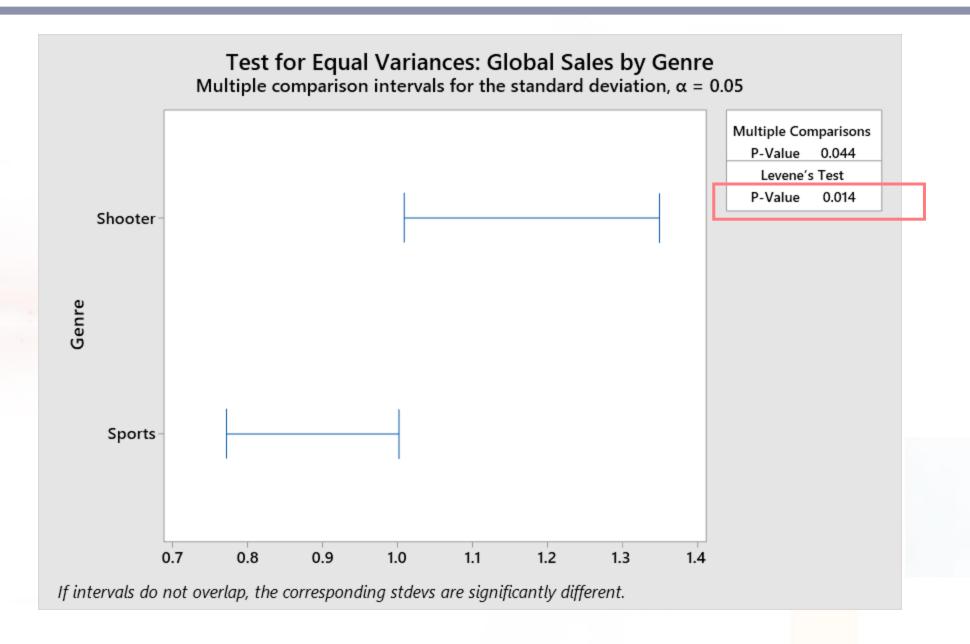
 H_a : Shooter Sales > Sports Sales



DATA IS NOT NORMAL



NOT EQUAL VARIANCES



MANN-WHITNEY TEST

Descriptive Statistics

| Sample | Ν | Median |
|----------------------|-----|--------|
| Global_Sales_Shooter | 165 | 0.43 |
| Global_Sales_Sports | 205 | 0.20 |

Test

Null hypothesis H_0 : $\eta_1 - \eta_2 = 0$ Alternative hypothesis H_1 : $\eta_1 - \eta_2 > 0$

Method W-Value P-Value

Not adjusted for ties 33783.50 0.001 Adjusted for ties 33783.50 0.001 P-Value = 0.001 suggests that there is

SIGNIFICANT DIFFERENCE in global

sales between the Shooter and Sports genre



CONCLUSION



INVESTMENT OPPORTUNITY FOR SHOOTER GENRE

The hypothesis test results implies that, from a platform perspective, investing in either **PS4 or Xbox One** may yield **similar returns** (p-value = 0.667). On the other hand, there appears to be a potential investment opportunity in the **shooter genre**, as it demonstrates **significantly higher** (p-value: 0.001) global sales compared to the sports genre.

