



Video Game Sales Analysis: Exploring Industry Trends and Market Dynamics

A data-driven exploration of the global video game market using Kaggle's comprehensive sales dataset

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Dataset Overview & Research Motivation

Data Source & Scope

This analysis uses the Video Game Sales dataset from Kaggle, which contains comprehensive sales data across multiple gaming platforms and genres worldwide. The dataset provides a rich foundation for understanding market trends, consumer preferences, and the relationship between critical reception and commercial success.

Key Research Questions

- Do sports games represent more than 10% of the gaming market?
- How do review scores correlate with global sales performance?



□ **Why This Matters:** Understanding these relationships helps predict market trends and informs strategic decisions in game development and publishing.

Key Findings: Hypothesis Testing & Predictive Modeling

Sports Genre Hypothesis Test

Testing whether sports games exceed 10% market share:

Null Hypothesis: $H_0: p = .10$,

Alternative Hypothesis: $H_1: p > .10$,

Significance Level: 0.05

Random Sample: Action (18), Racing (15), Sports (11), Misc. (9), Platform (8), Simulation (7), Shooter (7), Strategy (6), Adventure (6), Role-Playing (6), Fighting (4), Puzzle (3)

Test Statistic: 0.333333

P-value: 0.3694413

Given this hypothesis test, we don't have enough evidence to prove that the proportion of sports games exceeds 10%.

Review Score vs. Global Sales Model

Results:

This linear model has the line $Y = 77.68996 + 0.54194X_1$, where X_1 represents the number of global sales in millions, and Y represents the review score.

- The coefficient of determination (R^2): 0.03308
- P-values Global Sales: 1.2×10^{-15}
- Intercept: 2×10^{-16}

Given all this information from the graphs below and the summary, this wouldn't be a good model to find the review score because of these reasons:

- The coefficient of determination is very low
- The scatterplot isn't randomly scattered
- The histogram of residuals isn't normal; rather, it's left-skewed

Analysis Visualizations

