

# GLOBAL GAME SALES ANALYSIS

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# Preface and about the Data

This Presentation aims to help a Store's stakeholders to understand the trends and demands for different types of games available. These games come in different Genres and by numerous publishers. To maximize the efficiency of inventory, profits and to decrease the number of unsold or slow selling products, insights like these are very necessary.

The Data-Set consists of name of the Publishers, Genres, year, and sales in million\$ for Europe, Japan, North America and other regions including a global count.

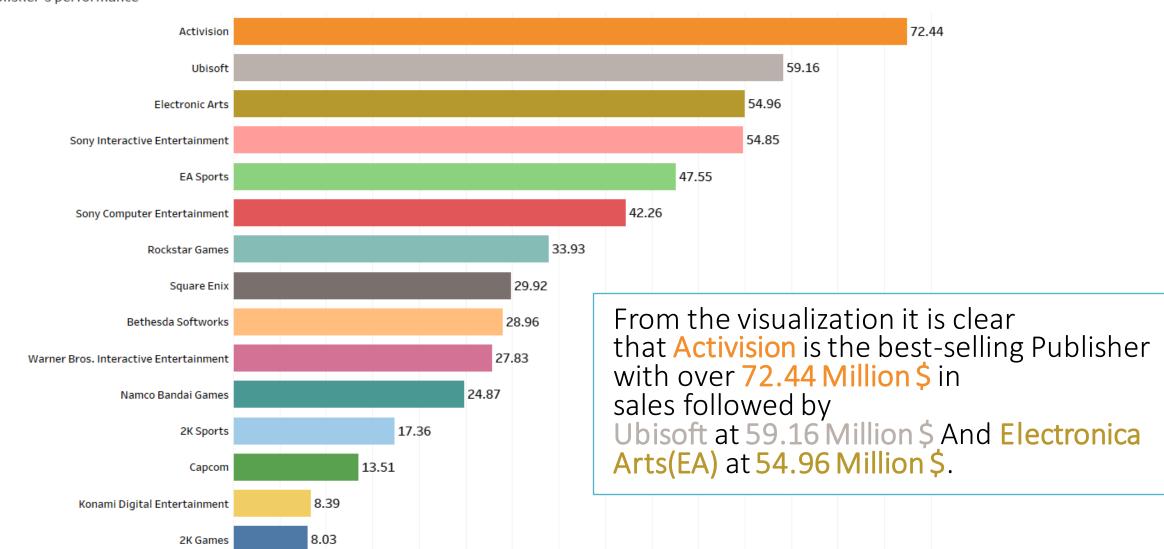
# Objectives

The objectives of this analysis are to gather insights from the Dataset which will help us understand the customer's demands. For that purpose we will analyze the data based on-

- Publisher's performance in terms of sales
- Genre wise sales(Global)
- Most popular games in the year 2020.
- Year wise total sales.
- Each Publisher's products in different genres.

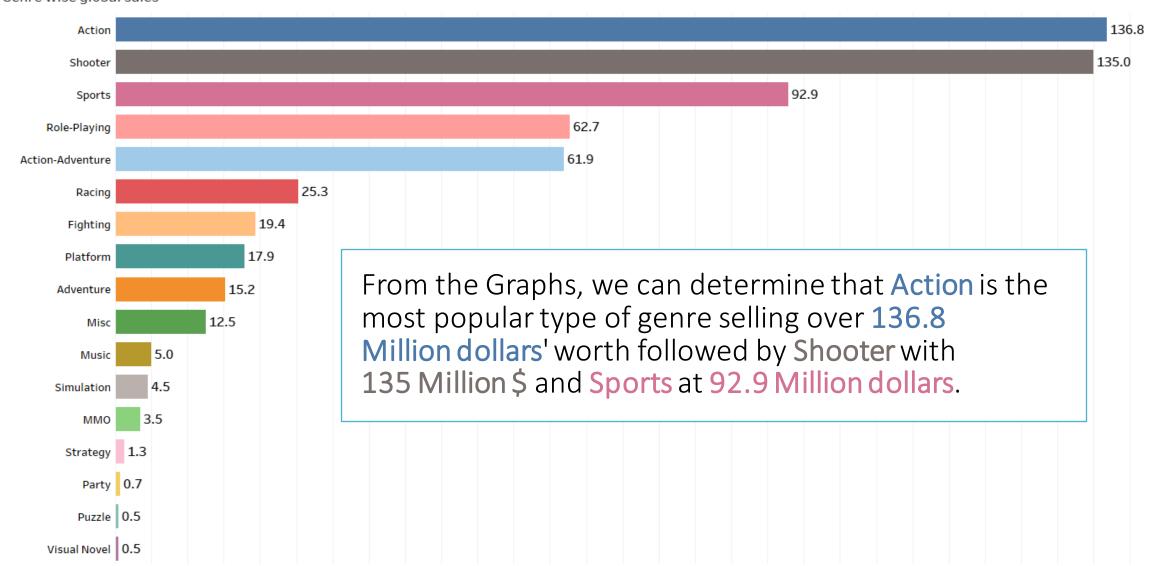
### Publisher wise global sales

### Publisher's performance

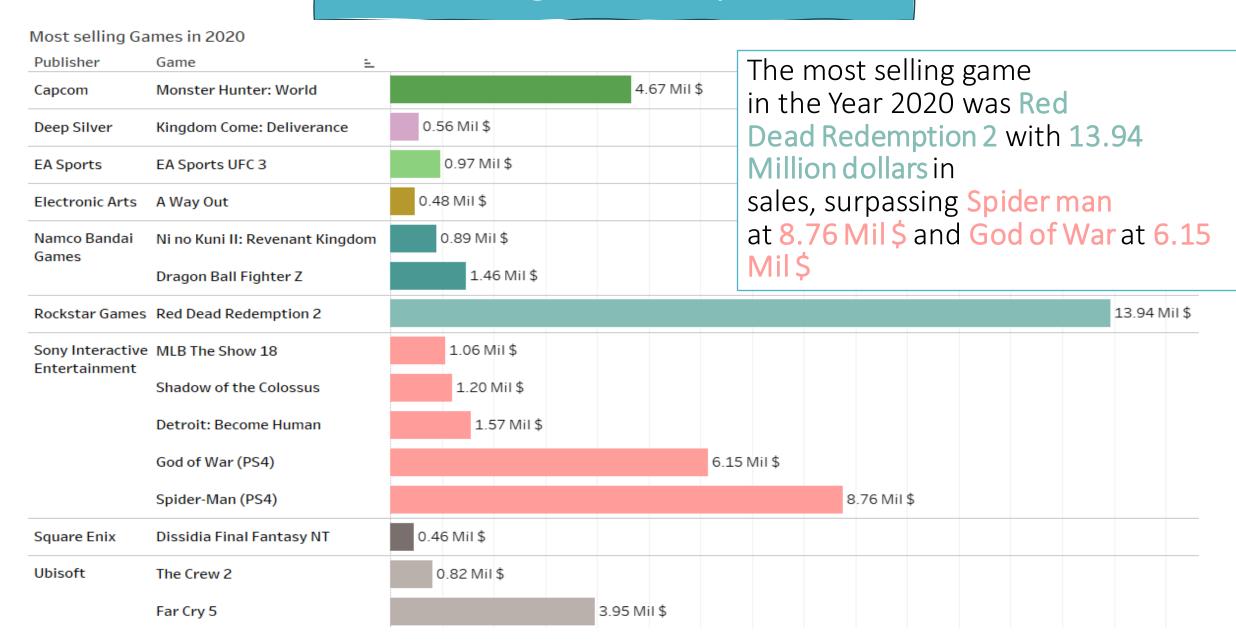


### Genre wise global sales

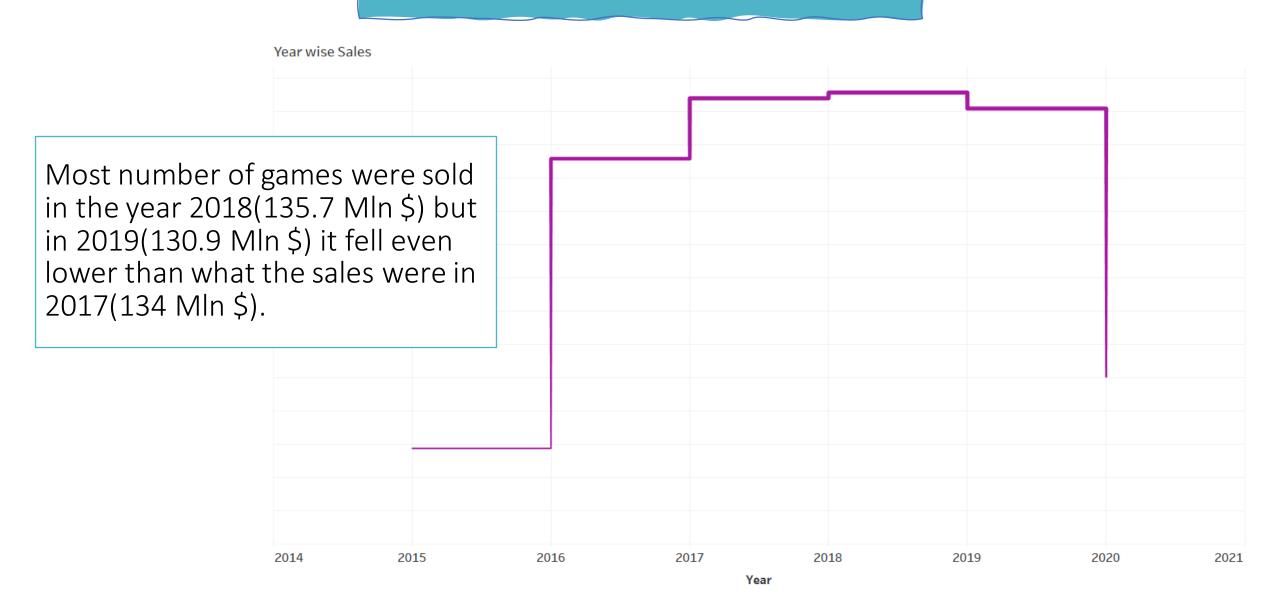




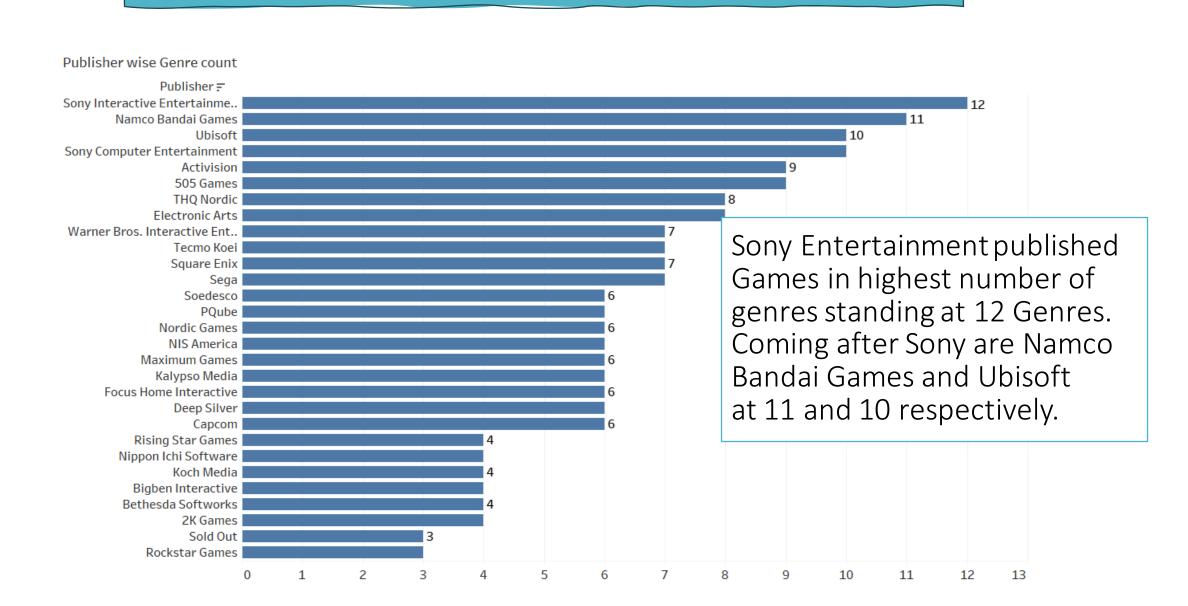
## Most selling Games in year 2020



## Year wise Sales of Games



## Publishers and the Genres they sell Games in



# Summary

From the previous analysis we have gained the following information:

- Activision, Ubisoft and Electronic Arts are the most popular Publishers as per the global sales.
- Out of the total global Game sales, Action, Shooter and Sports are the most popular Genres.
- The most selling game in the Year 2020 was Red Dead Redemption 2 surpassing Spider man and God of War.
- Maximum number of Game sales happened in the Year 2018 with a jump of 1.48% as compared to year 2017.
- Sony Interactive Entertainment has Games in most number of Genres. It publishes games in 12 Genres total.

GAME OVER