

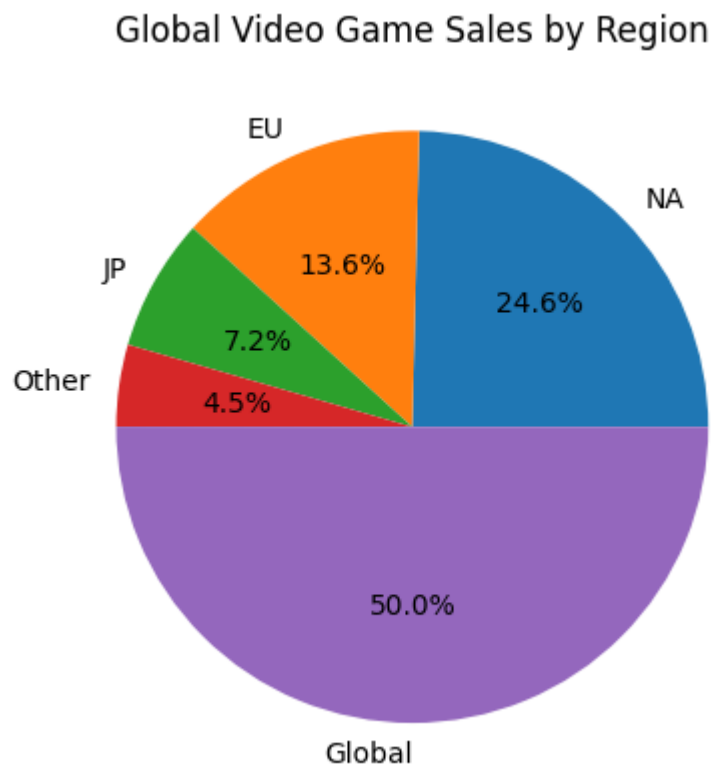
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Git link <https://github.com/Sabina-sana/Presentation-of-data.git>

I used global-video-game-sales

<https://www.kaggle.com/datasets/thedevastator/global-video-game-sales>

Visualisation 1: Pie chart is used to visualise the distribution of video game sales across different regions

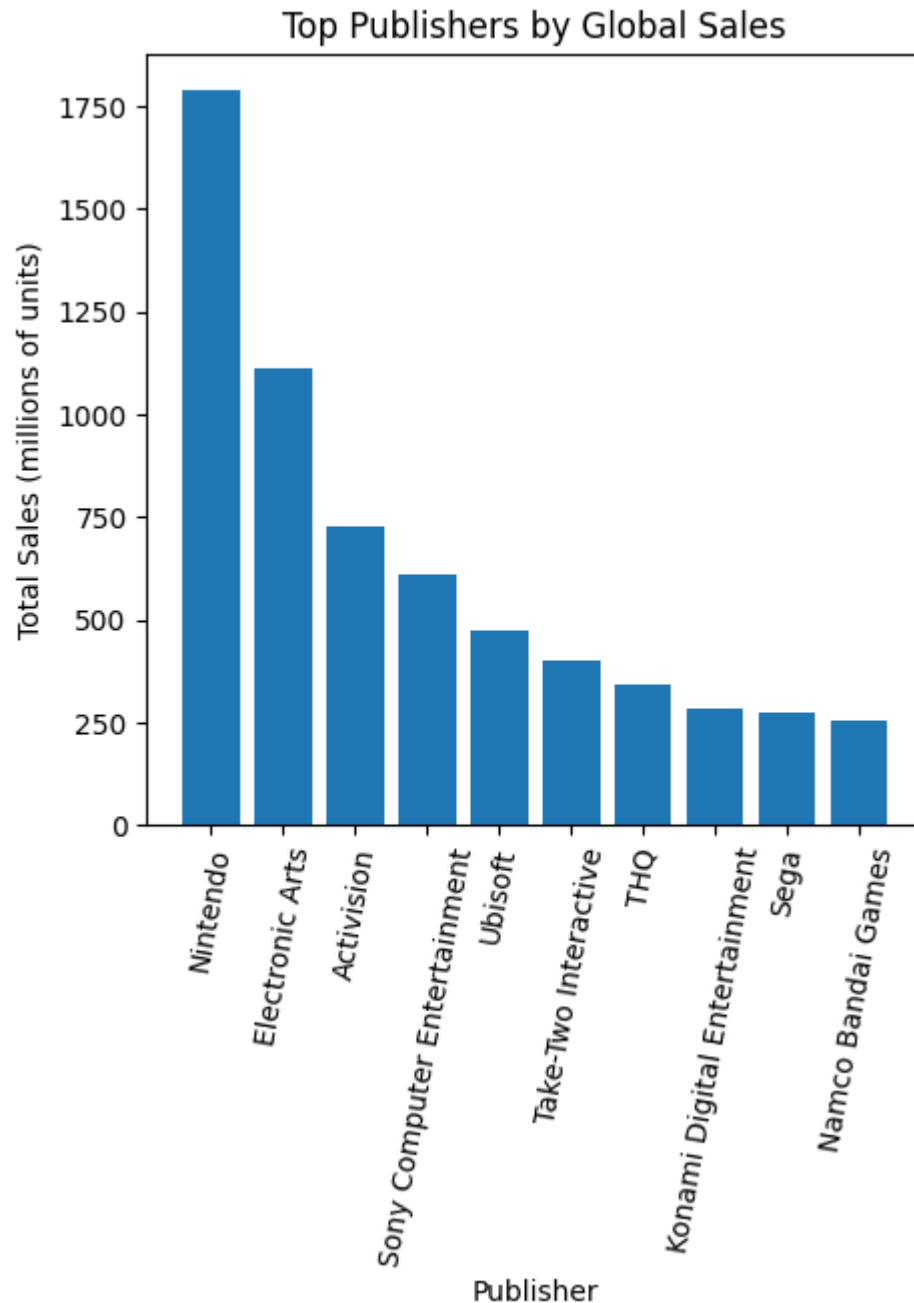


The pie chart is a useful tool for displaying the proportion or percentage of data represented by various categories. In this instance, the pie chart is used to illustrate the distribution of video game sales across various regions (North America, Europe, Japan, and others).

The graph depicts the percentage of global video game sales that each region contributes. Each region is represented by a slice of the pie chart, with the size of each slice corresponding to the region's share of total sales. The labels (NA, EU, JP, Other, and Global) on the chart indicate which region each slice represents.

The pie chart is a useful tool for comparing the relative sizes of various categories or visualising the distribution of data across various categories. In this instance, the pie chart makes it clear that North America accounts for the largest percentage of global video game sales, followed by Europe and Japan, with other regions accounting for a smaller percentage of sales. This information could be useful for video game companies or investors planning marketing or investment strategies in accordance with the sales distribution of video games across different regions.

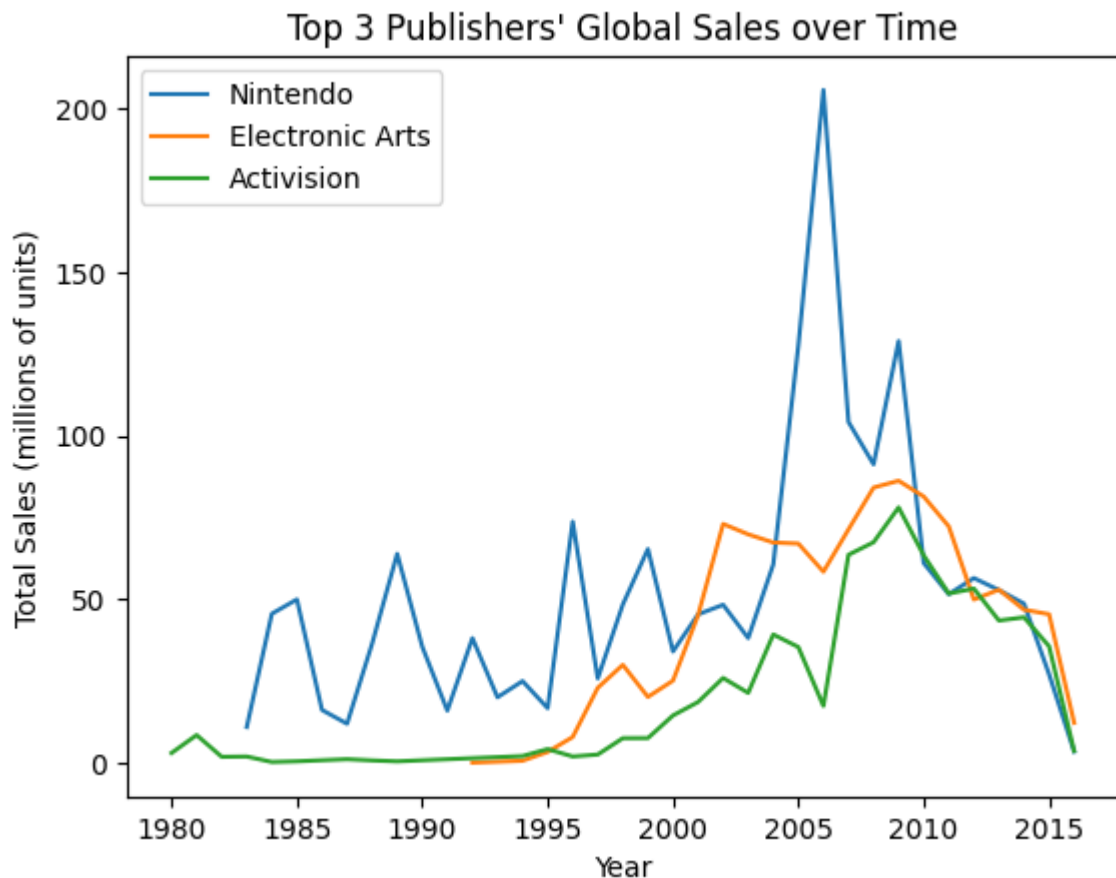
Visualisation 2: Grouping and Sorting Publishers by Total Sales



The graph depicts a bar chart of the top ten video game publishers according to their global sales totals. The x-axis represents publishers, while the y-axis represents their cumulative unit sales in millions. The publisher with the highest sales is located on the left, while the publisher with the lowest sales is located on the right.

This graph is useful for identifying the leading video game publishers based on their global sales totals. It can assist stakeholders in the video game industry in determining which publishers to collaborate with or invest in. In addition, it can shed light on market trends and the popularity of various video game genres among consumers.

Visualisation 3: Line Chart of Top 3 Publishers' Sales over Time



A line graph depicting the global sales of the top three video game publishers over time. The graph is useful for analyzing sales trends over time and comparing the performance of the leading publishers. It allows us to determine whether the sales of the leading publishers are increasing, decreasing, or remaining consistent over time. The graph also indicates which publisher had the highest sales in a given year and how those sales compare to those of the other leading publishers. This data can assist companies in the video game industry in making informed decisions regarding their business strategies and capital expenditures.