**1-What insights or patterns did you discover during your analysis?**

* Grand Theft auto V is the most selling game globally.
* Action and Shooter genres dominate global sales, reflecting their popularity among gamers worldwide
* Europe has the highest sales, suggesting a strong gaming culture in the region.
* Japan has the lowest sales, indicating that gaming might not be as popular

**2. Did anything in the data surprise you? If yes, what was it?**

North America and Europe having more sales vs rest of the world and japan have minimal sales.

**3. What challenges did you face, and how did you overcome them?**

Some challenges I faced in data cleaning in data there are blanks against Year and Publisher further investigation, I noticed that where publisher is blank year is also blank and sales against each country and rest of the world also 0 except few, I decided to delete these rows, ensuring a cleaner and more accurate dataset for analysis.

**4. How do you think data analysis can help in making real-world decisions?**

Yes, Data analysis plays a critical role in making real world decisions you can identify latest trends with graphical representation and found all insights by your data by analyzing the data and date also helps to make future decisions

**5. What skills or knowledge do you feel you have improved during this project?**

I enhanced my skills in:

* **Data Cleaning**: Identifying and handling missing or inconsistent data effectively.
* **Graph Plotting**: Using data visualization techniques to extract and communicate insights.
* **Insight Discovery**: Deriving meaningful conclusions from complex datasets.