Project Proposal
By Saud AL-Ballaa

The Problem:

The video games industry in Middle east especially Saudi Arabia in the last years were very weak and the main reason for that is the businessmen, and companies did not think it is a strong industry in the region, so they did not invest on it. Now, the companies try to invest on the vide games industry by provide bootcamps to youth people in Saudi Arabia to be video games developers and designers, but because of the lack of knowledge of this industry it will be hard which type of video games, platform is good for the region.

The Solution:

In this project, I will use both data analysis and machine learning to help and discover the best suited video games type and platform to the region, by using a video games sales data set and comparing to the global sales and different region sales.

Datasets:

This project will use a video games sales dataset in Kaggle, the data set is a csv file that contain 11 features and more than 15000 records.

Tools:
- Python as the programming language
- Numpy and Pandas for all usages
- Matplotlib and Seaborn for visualization
- Sketlearn for modeling