**Problem Overview**

This project work is to provide an overview for the sales of video games in some selected part of the world. The data provided include the name of the game, the publisher, the platform, the genre of the game and the year of released.

Dashboard Overview

Total Number of names of the game: 16,598

Total number of platforms the game was released: 31

Total number of publishers: 579

Total Number of game genres: 12

**Dashboard Overview**

**Sales by year and genre:** This is represented in an area graph which shows the sales of different genre of video games and the year in different zone.

* **Europe**: The sport genre of video games provided the biggest amount of sales in Europe in 2009 ($42.2 million), followed by the action genre ($39.2 million). The figure indicates that 2009 saw the highest sales in Europe ($191.6 million). In 2009, the Strategy genre had the lowest sales in Europe, bringing approximately ($4.9 million).
* **North America**: Here, sales reached their peak in 2008, at ($354.4 million). With ($72.41 million) in sales that year, the action genre was the biggest contributor, followed by the sport genre ($48.9 million). The strategy genre had the lowest sales ($4.8 million).
* **Japan**: Japan's sales reached a new high of $73.73 million in 2006. The genre with the largest sales in 2006 was role-playing ($19.83 million), followed by Misc ($15.74 million), while strategy ($0.51 million) was the least popular.
* **Other**: The globe's remainder of the world recorded the largest sales in 2008, totaling $82.39 million. Sport followed with $13.9 million in sales, while action had the highest at $18.55 million. With sales of $0.95 million, the strategy genre had the least amount.
* **Global Sales**: 2008 saw the highest overall worldwide sales amounting to $678.9 million. The Action genre had the greatest sales that year ($136.4 million), followed by the Sports, Misc, and Racing genres ($95.3 million, $87 million, and $70.7 million, respectively). At $11.7 million, the strategy genre had the lowest global sales.

**The top 10 Name by sales:** The top 10 Name of video games with the highest sales in each zone are displayed in a bar graph.

* **Europe**: With sales of more than $29 million, Wii Sports was the best-selling game. Grand Theft Auto V ($23.04 million), Mario Kart Wii ($12.88 million), FIFA 15 ($12.4 million), and Call of Duty (Modern Warfare 3) ($11.29 million) were the next best-selling games. Nintendogs was the tenth-highest selling video game in Europe with $11 million in sales.
* **North America**: With nearly $16 million in sales, Call of Duty (Modern Warfare 3) was the tenth best-selling video game in North America. Similar to Europe, Wii Sports was the best-selling video game, grossing $41.49 million. Duck Hunt and Super Mario Bros. came in second and third place, with sales of $32.48 million and $26.93 million, respectively.
* **Japan:** Pokemon Red/Pokemon Blue video game were the top-selling game in Japan, grossing over $10 million. With sales of $7.2 million, Pokemon Gold/Silver was the second best-selling game. In Japan, Animal Crossing (Wild World) ranked tenth in terms of sales, grossing $5.33 million.
* **Other Sales**: Grand Theft Auto: San Andreas, Wii Sports, Grand Theft Auto V, and Gran Turismo 4 were the top-selling video games in other parts of the world, with $10.72 million, $8.46 million, $8.03 million, and $7.53 million in sales, respectively. With almost $3 million in sales, Call of Duty: Black Ops was the tenth best-selling video game.
* **Global Sales**: The overall top-selling video game in the world was Wii Sports with gross of $82.74 million. The next best-selling video game in the world was Grand Theft Auto V ($55.92 million) and Super Mario Bros ($45.31 million). The ninth and the tenth top-selling were New Super Mario Bros ($30.01 million) and Call of duty: Black ops ($29.4 million).

**The top 10 genres by sales**: The top ten sales by genres in different zone were represented in a column chart

* **Europe:** With $516.5 million in sales, the Action video game genre was the most popular in Europe. Sports and Shooter games came in second and third, with $371.3 million and $310.4 million in sales, respectively. The Fighting video game genre and the Adventure genre ranked ninth and tenth respectively, with $100 million and $63.8 million sales.
* **Japan:** Role-playing video game genres had the largest sales with $350.3 million. Action was the next most popular genre selling $158.7 million. Adventure with $52 million in revenues ranked tenth.
* **North America:** The first and second video game categories, Action and Sports brought in $861.8 million and $670.1 million respectively. Puzzle ranked tenth in terms of revenue generated having earned $122 million.
* **Other Sales:** According to the sales in the other part of the world. Action, Sports and Shooter are the first, second and third genres of video of games with sales of $184.9 million, $132.7 million and $101.9 million respectively. In the ninth and tenth places were Simulation and Adventure with revenue of $31.4 million and $16.7 million respectively.
* **Global Sales:** The overall best-selling genres of video games in whole wide world was Action genre with the sales of $1.723 billion. In the second and third position were Sports and Shooter with $1.309 billion and $1.026 billion sales respectively. In the ninth and tenth position were Simulation and Puzzle with $390 million and $242 million respectively.

**The Top 10 publisher by sales:** The tree map shows the top 10 publishers by sales in different zone.

* **Europe:** Nintendo as a publisher recorded the most sales in Europe with $418.7 million followed by Electronic Arts with the sales of $371.3 million. In the tenth position was Microsoft game studios with $68.6 million.
* **North America:** Nintendo, Electronic arts and Activasion are the best-selling games by publisher with $816.9 million, $595.1 million and $429.7 million respectively. With $110 million and $109.4 million respectively Atari and Sega are the two publishers with the least sales.
* **Japan:** Like Europe and North America, Nintendo also recorded the highest sales with $455.4 million. In the second and third positions are Namco Bandai Games and Konami Digital Entertainment with the sales of $127.1 million and $91.3 million respectively. Tecmo koei has the lowest sales with $29.2 million.
* **Others:** In the other part of the world, the publisher with the most sales is Electronic Art followed by Nintendo. Both recorded $129.8 million and $95.3 million respectively. In the ninth and tenth positions are Sega and Microsoft Game Studios with $24.5 million and $18.6 million respectively.
* **Global Sales:** Publisher with the highest sales in the world are Nintendo, Electronic Art and Activasion with $1.787 billion, $1.110 billion and $727 million respectively. In the eighth, ninth and tenth positions are Konami Digital Entertainment ($284 million), Sega ($273 million) and Namco Bandai Games ($254 million).

**The 10 platform by sales:** packed bubbles represent the top 10 platform according to their sales.

* **Europe:** PS3 recorded highest sales in Europe with total sales of $340.5 million, next up was PS2 with the sales of $332.6 million. In the eighth, ninth and tenth position was PS4 ($123.7 million), GBA ($74.6 million) and PSP ($67.2 million) respectively.
* **North America:** With $594.3 million sales, X360 recorded highest sales in north America, followed by PS2 ($572.9 million) and Wii ($497.4 million) are in the second and third position respectively. The platform with the lowest sales was GC with $131.9 million.
* **Japan:** The top 3 sales in japan according to platform are DS, PS and PS2 with the sales of $175 million, $139.8 million and $137.5 million respectively. The least sales were Wii with the sales of $68.3 million.
* **Other:** PS2 was the most popular in other part of the world based on platform with sales of $190.5 million. PS3 was considered next popular after PS2 with the sales of $140.8 million. The least popular in the tenth position was 3DS with the sales of $12.5 million.
* **Global sales:** In the world PS2 happened to be the most famous and the platform with the most sales with $1.234 billion, followed by X360 and PS3 with the sales of $969.6 million and $949.3 million respectively. In the ninth and tenth position for the platform with most sales are PS4 and PC with sales of $278.1 million and $255.1 million respectively.