

TASK – 2

VIDEO GAMES SALES VISUALIZATION

DATASET :

Fields include

1. Index – Index of the dataframe / dataset (dummy column)
2. Rank - Ranking of overall sales
3. Name - The games name
4. Platform - Platform of the games release (i.e. PC,PS4, etc.)
5. Year - Year of the game's release
6. Genre - Genre of the game
7. Publisher - Publisher of the game
8. North America - Sales in North America (in millions)
9. Europe - Sales in Europe (in millions)
10. Japan - Sales in Japan (in millions)
11. Rest of World - Sales in the rest of the world (in millions)
12. Global - Total worldwide sales.

Dataset Information :

RangeIndex: 1907 entries, 0 to 1906

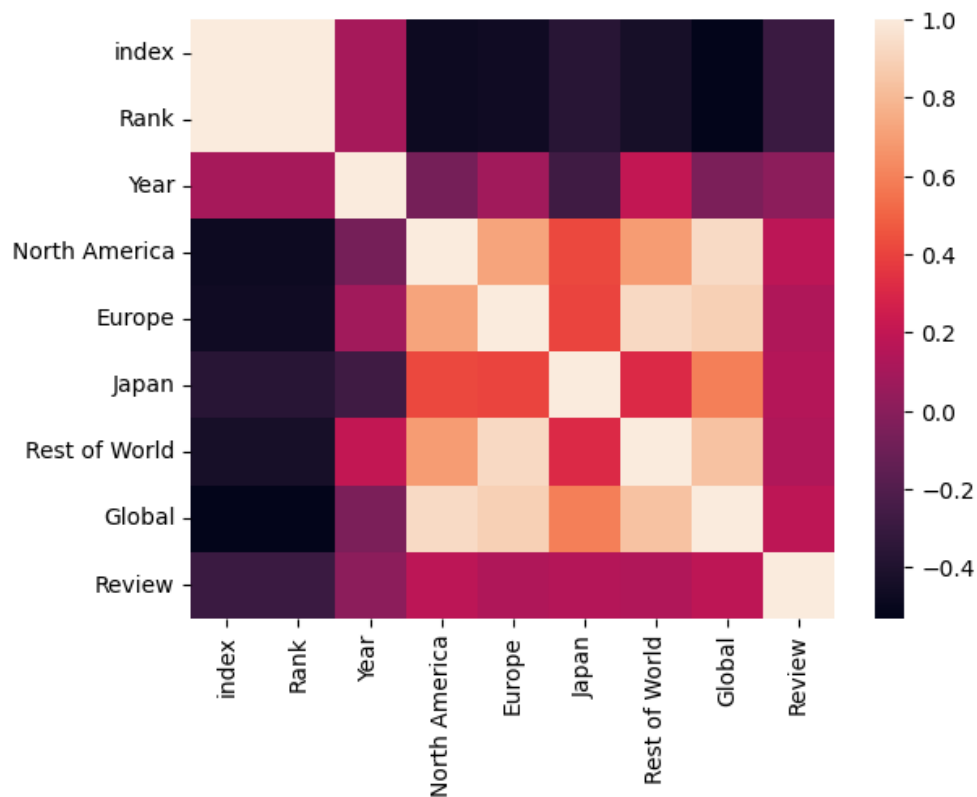
Data columns (total 13 columns):

#	Column	Non-Null Count	Dtype
0	index	1907 non-null	int64
1	Rank	1907 non-null	int64
2	Game Title	1907 non-null	object
3	Platform	1907 non-null	object
4	Year	1878 non-null	float64
5	Genre	1907 non-null	object
6	Publisher	1905 non-null	object
7	North America	1907 non-null	float64
8	Europe	1907 non-null	float64
9	Japan	1907 non-null	float64
10	Rest of World	1907 non-null	float64
11	Global	1907 non-null	float64
12	Review	1907 non-null	float64

dtypes: float64(7), int64(2), object(4)

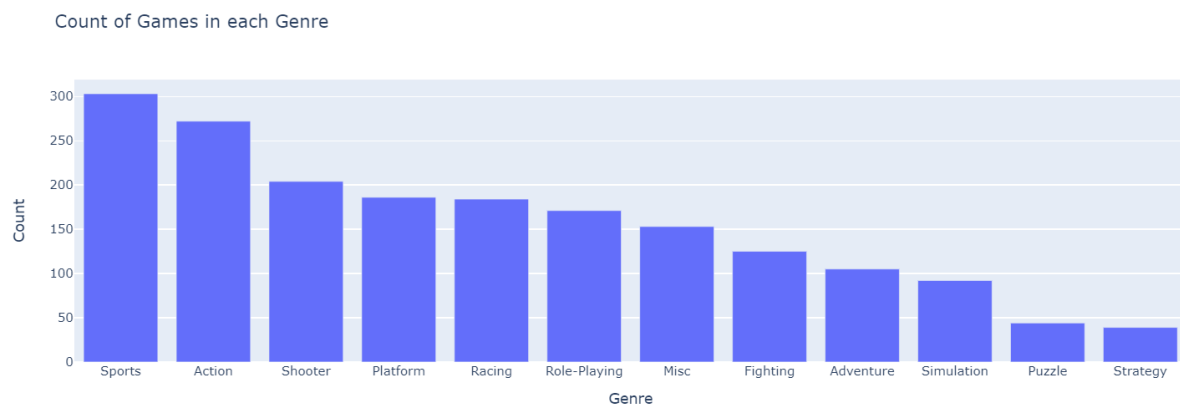
Correlation Matrix :

The correlation matrix shows different correlations between attributes of a dataset. We can observe high correlation between **North America Sales** and **Global Sales**.



Count of Games in each Genre :

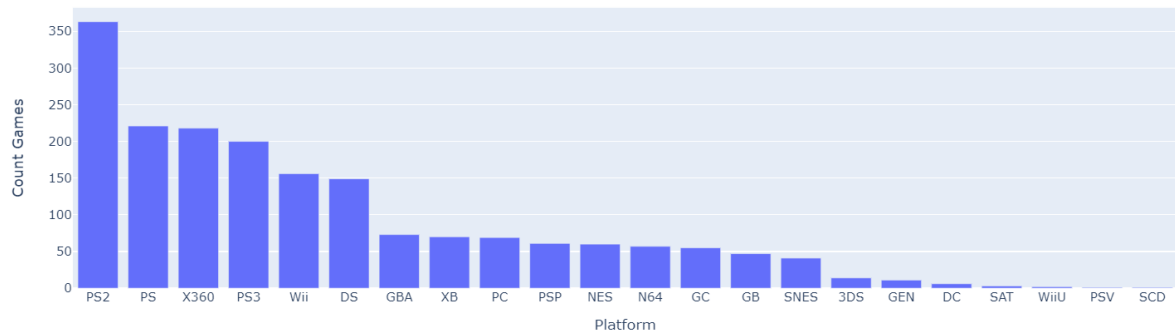
Sports genre is the most widely sold video game.



Count Unique Games by Platform :

PS2 has the most unique games sold among other platforms. PS and X360 occupy the second and third position respectively.

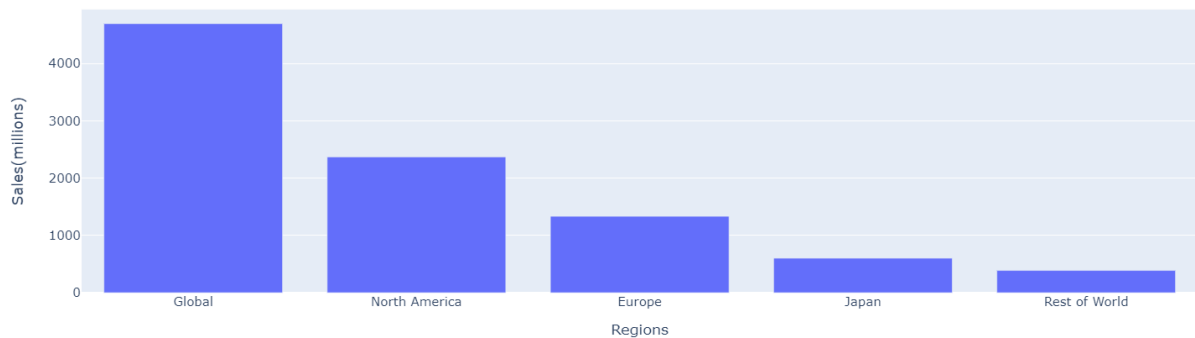
Count Unique Games by Platform



Most selling region :

North America is the most video games sold region with 2370.24 Million sales.

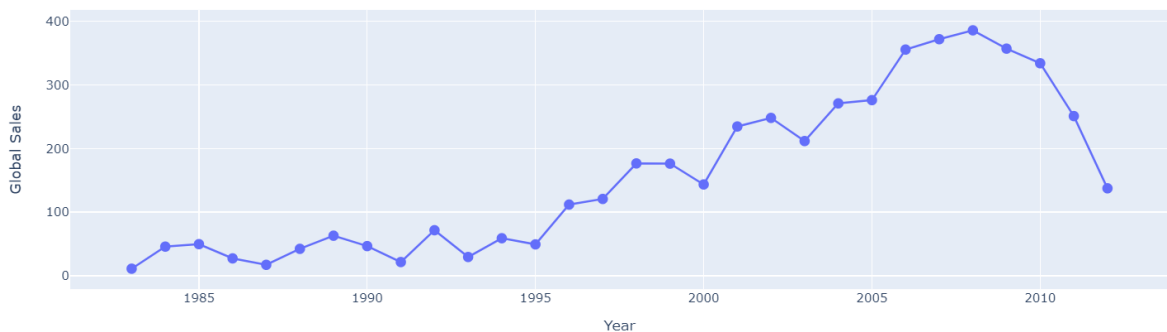
Sum of sales by country



Global Sales :

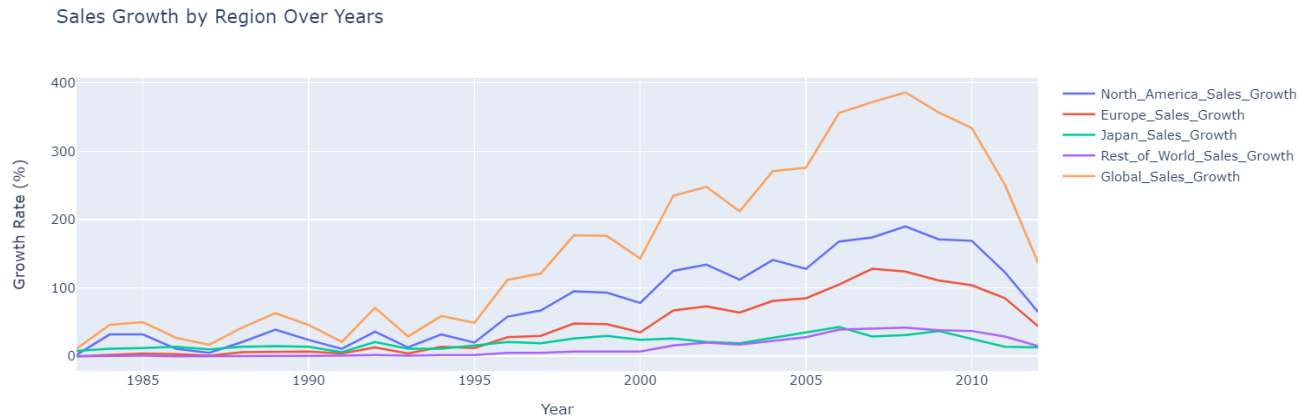
The global sales of video games have seen a tremendous growth and fall periodically due to genre of games released.

Global Sales Over the Years



Sale Growth by region :

We are able to see huge changes in the trends of video game sales across different regions. North America tops the sales chart for nearly 80% of the years.



Count of games over the years :

2008 has seen the highest game releases amounting to **126**.

