VIDEO GAME SALES DATASET

INTRODUCTION

The sales store based in Bali has a dataset which contains records of popular video games in North America, Japan, Europe and other parts of the world. Every video game in this dataset has sold greater than 100,000 copies globally.

As a Data analyst, you have been called to the sales store to analyze and draw meaningful insights from the video games sales dataset which would aid the management in making informed decisions.

* Genre with the highest percentage of games
* Genre with the highest sales
* Top 10 publishers by sales
* Top 10 games sold
* What year had the highest sales and suggest why it happened

DATA SOURCE:

The dataset was sourced from kaggle[link] <https://www.kaggle.com/datasets/gregorut/videogamesales/data>

DATA DICTIONARY

Rank-Ranking of overall sales

Name-Name of the game

Platform-Platform of the games release (i.e. PC,PS4, etc.)

Year-Year the game was released in

Genre-Genre of the game

Publisher-Publisher of the game

NA\_Sales-Number of sales in North America (in millions)

EU\_Sales-Number of sales in Europe (in millions)

JP\_Sales-Number of sales in Japan (in millions)

Other\_Sales-Number of sales in other parts of the world (in millions)

Global\_Sales-Number of total sales (in millions)

SKILLS/CONCEPTS EXHIBITED:

Pivot Tables

Data visualization

Sorting and filtering

Data Grouping

Conditional formatting

DATA VISUALISATION:

INSIGHTS: