

Tableau - Book1

File Data Server Window Help

Connections [Add](#)

127.0.0.1
MySQL

Database
vgsales

Table
vgsales

New Custom SQL

New Union

New Table Extension

vgsales (vgsales)

Connection
☐ Live ☒ Extract [Edit](#) [Refresh](#) Filters 0 | [Add](#)
Extract contains all data. 06-04-2023 17:49:52

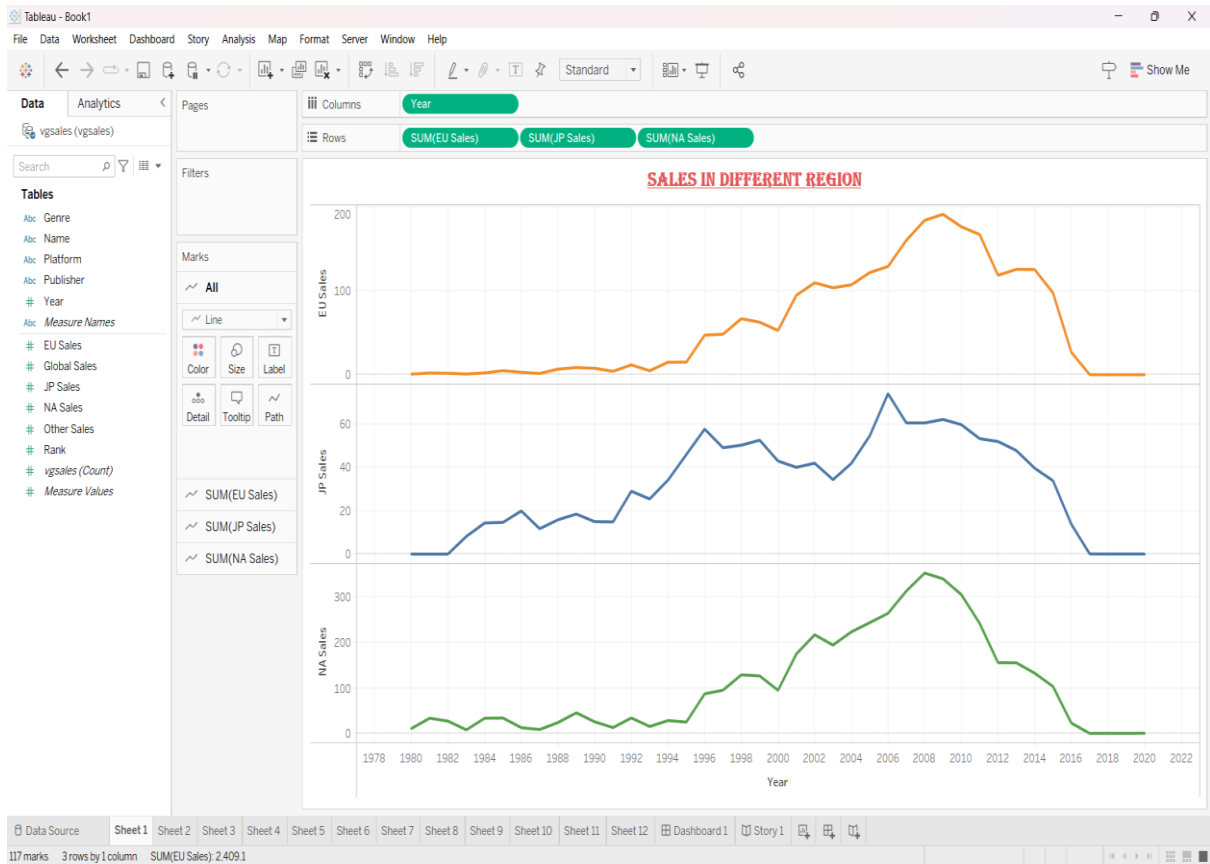
vgsales

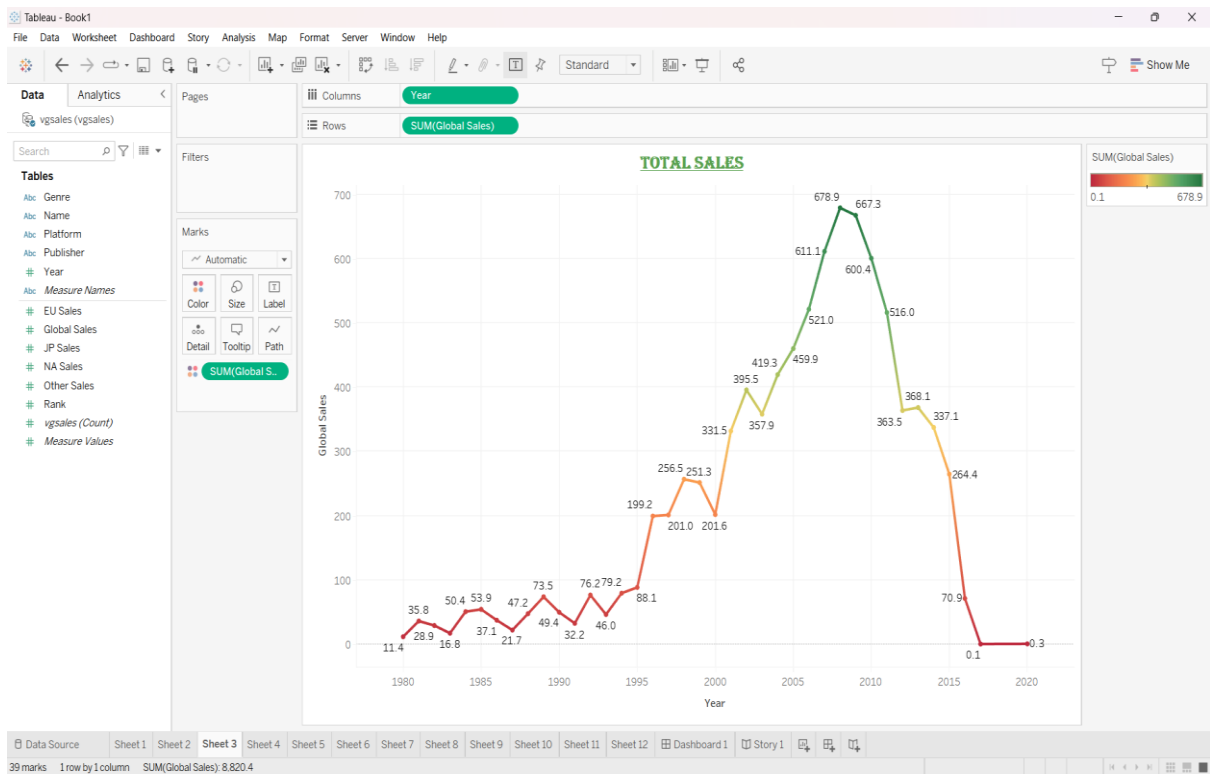
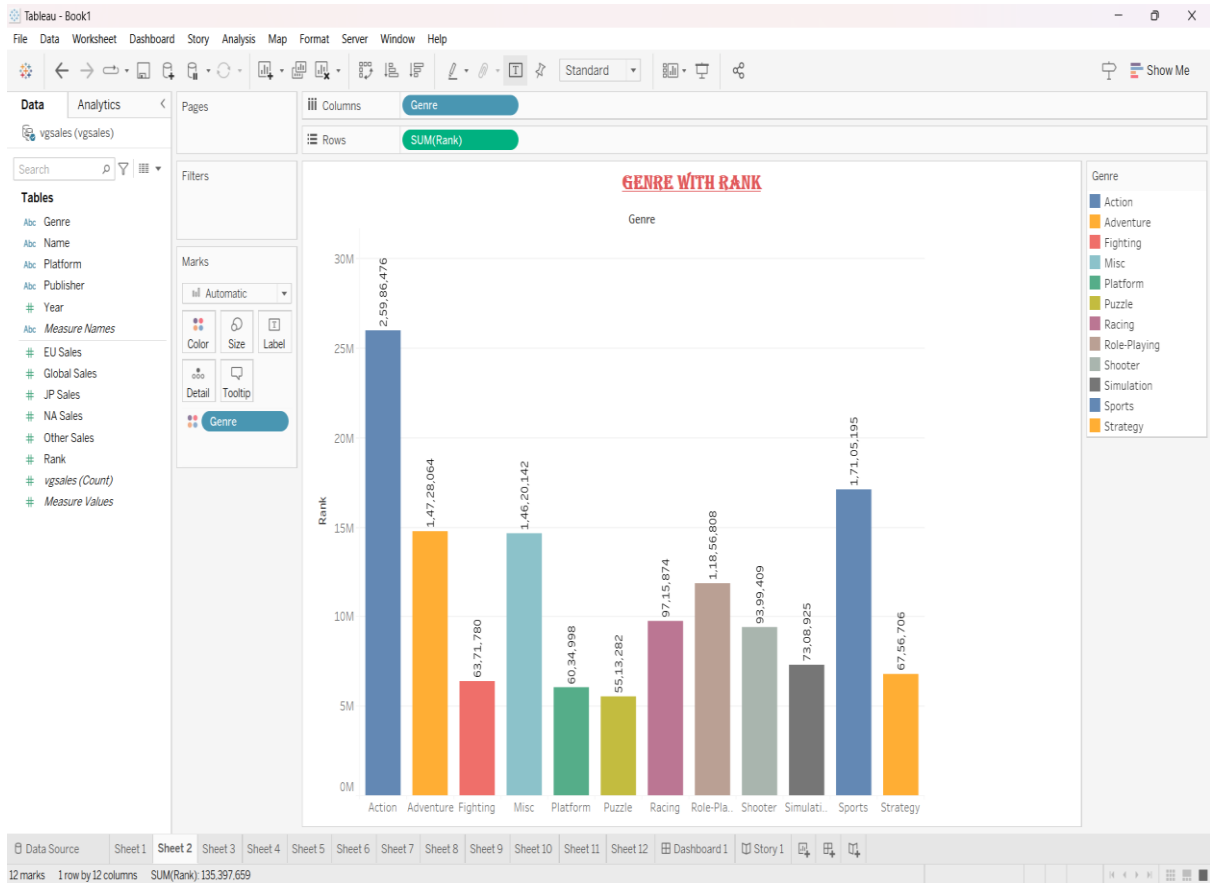
Need more data?
Drag tables here to relate them. [Learn more](#)

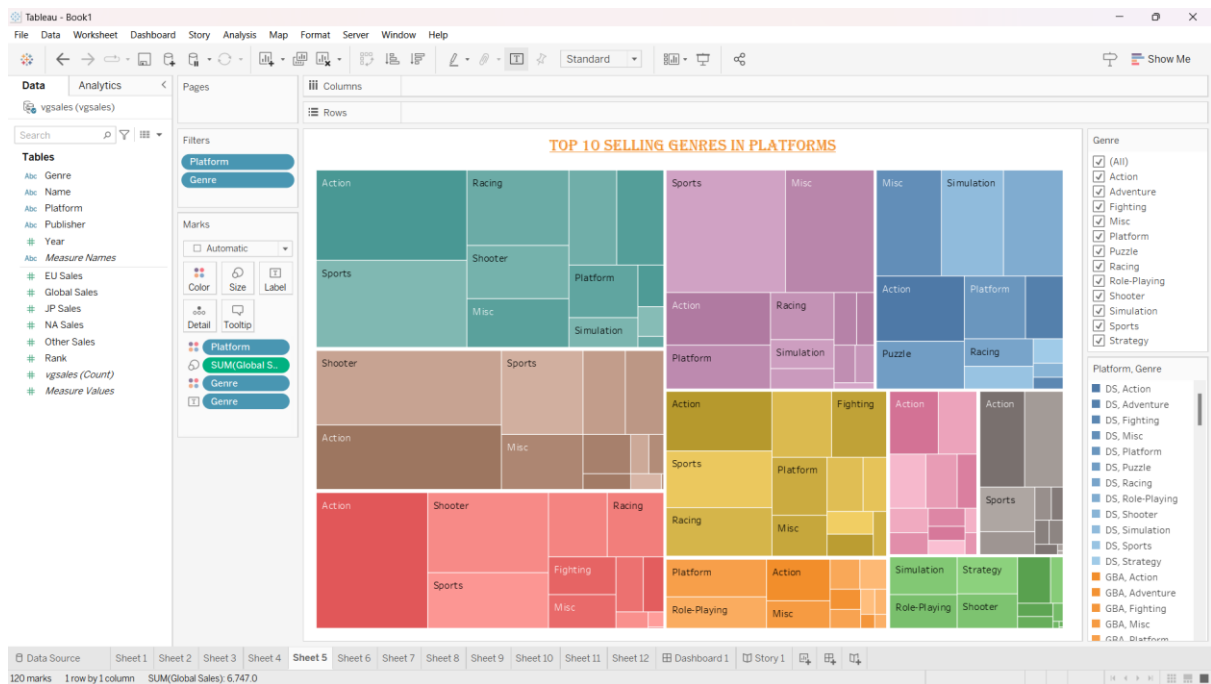
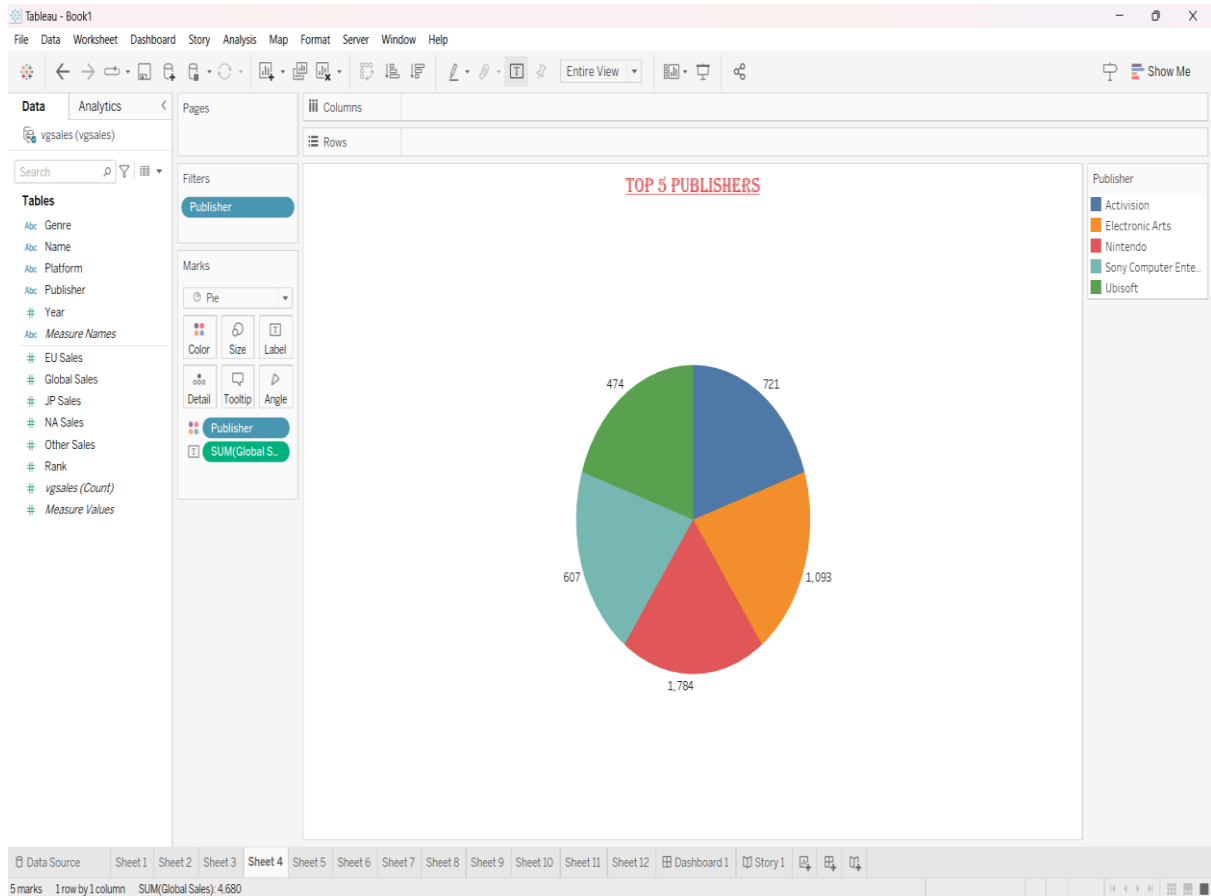
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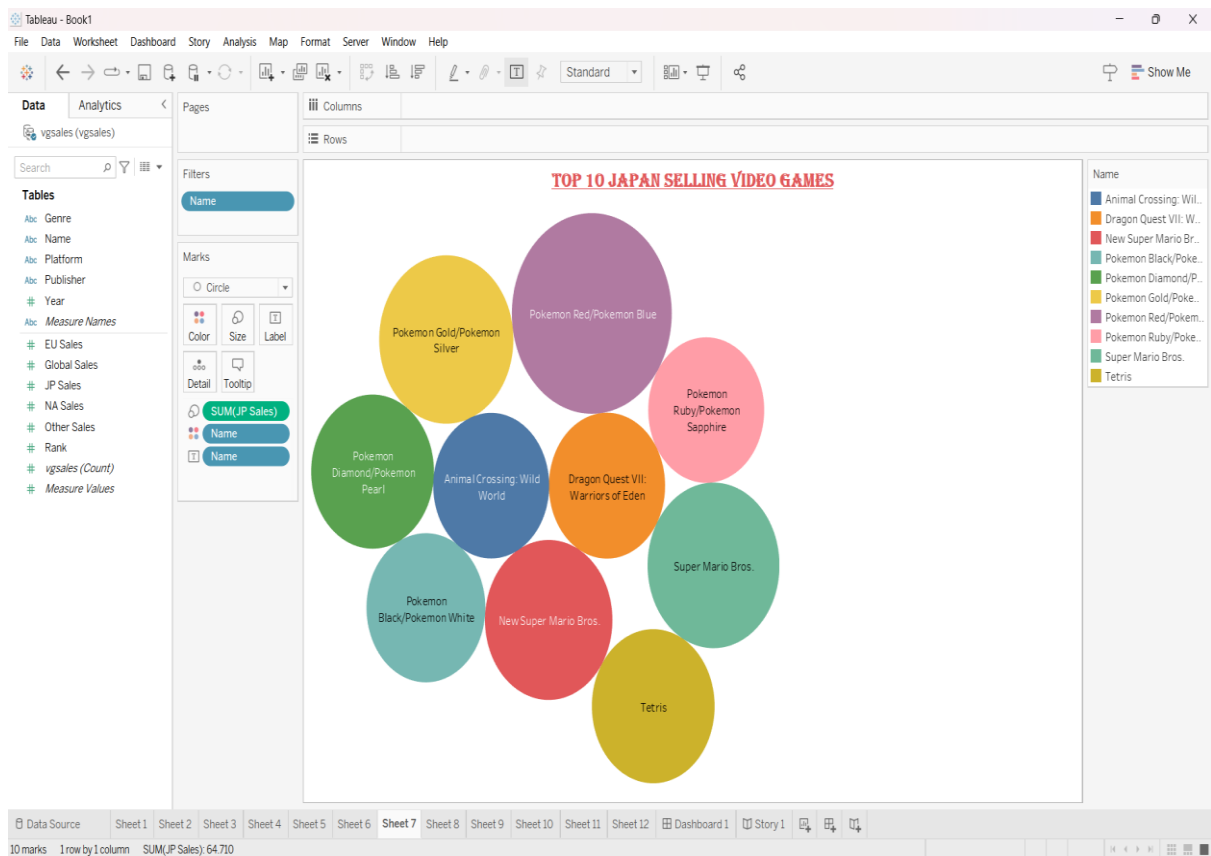
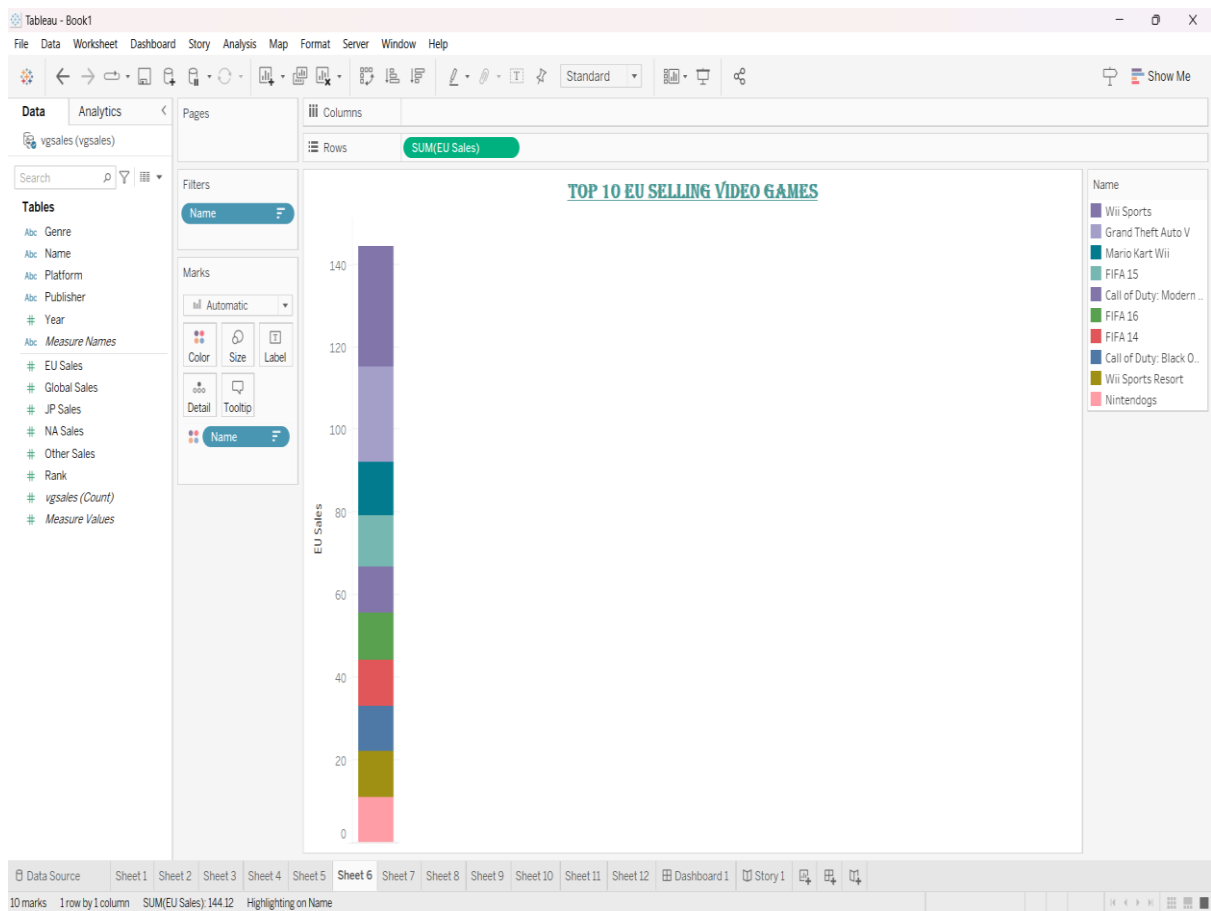
#	Rank	Name	Platform	Year	Genre	Publisher	NA Sales	EU Sales
1	Wii Sports	Wii	2006	Sports	Nintendo	41.4900	29.0800	
2	Super Mario Bros.	NES	1985	Platform	Nintendo	29.0800	3.0000	
3	Mario Kart Wii	Wii	2008	Racing	Nintendo	15.8500	12.0000	
4	Wii Sports Resort	Wii	2009	Sports	Nintendo	15.7500	11.0000	
5	Pokemon Red/Pokemon Blue	GB	1996	Role-Playing	Nintendo	11.2700	8.0000	
6	Tetris	GB	1989	Puzzle	Nintendo	23.2000	2.0000	
7	New Super Mario Bros.	DS	2006	Platform	Nintendo	11.3800	9.0000	

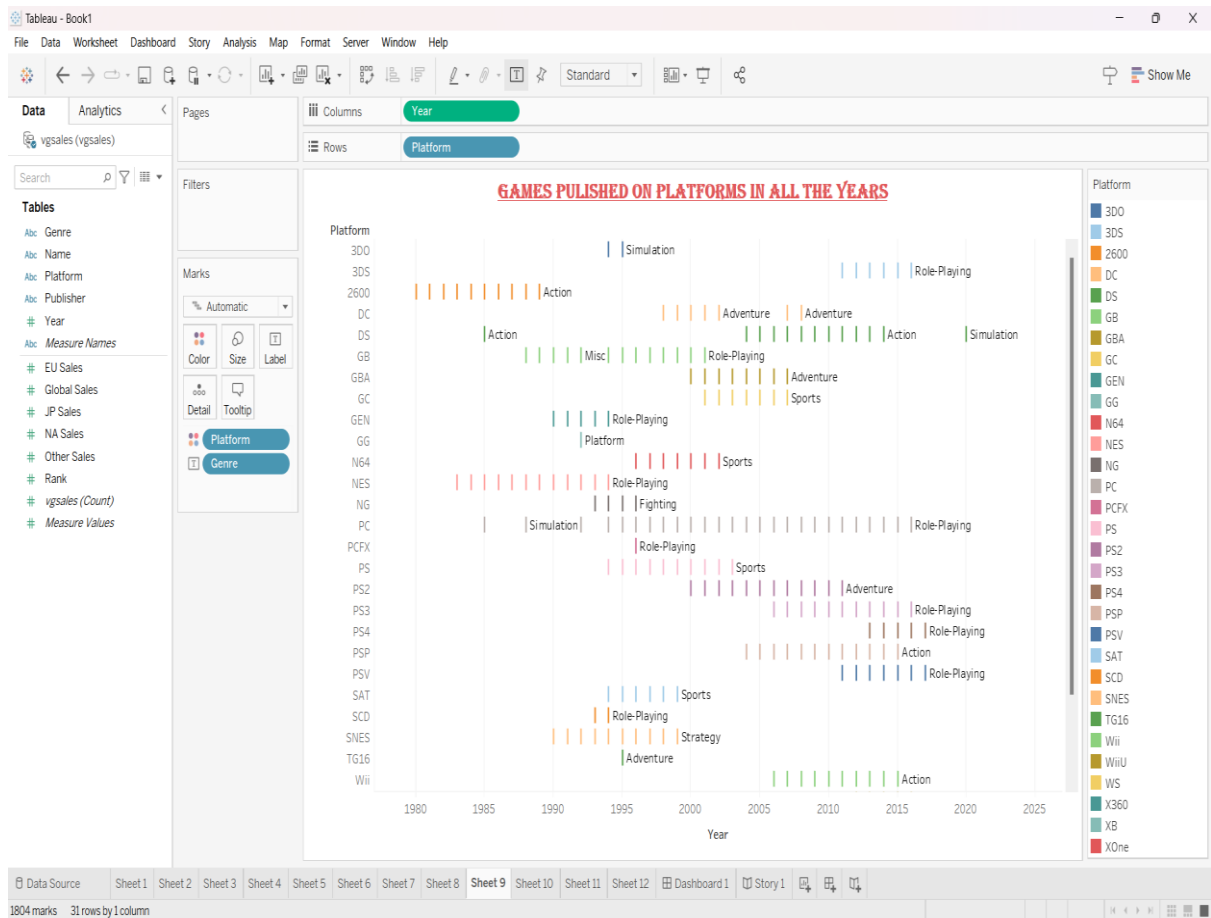
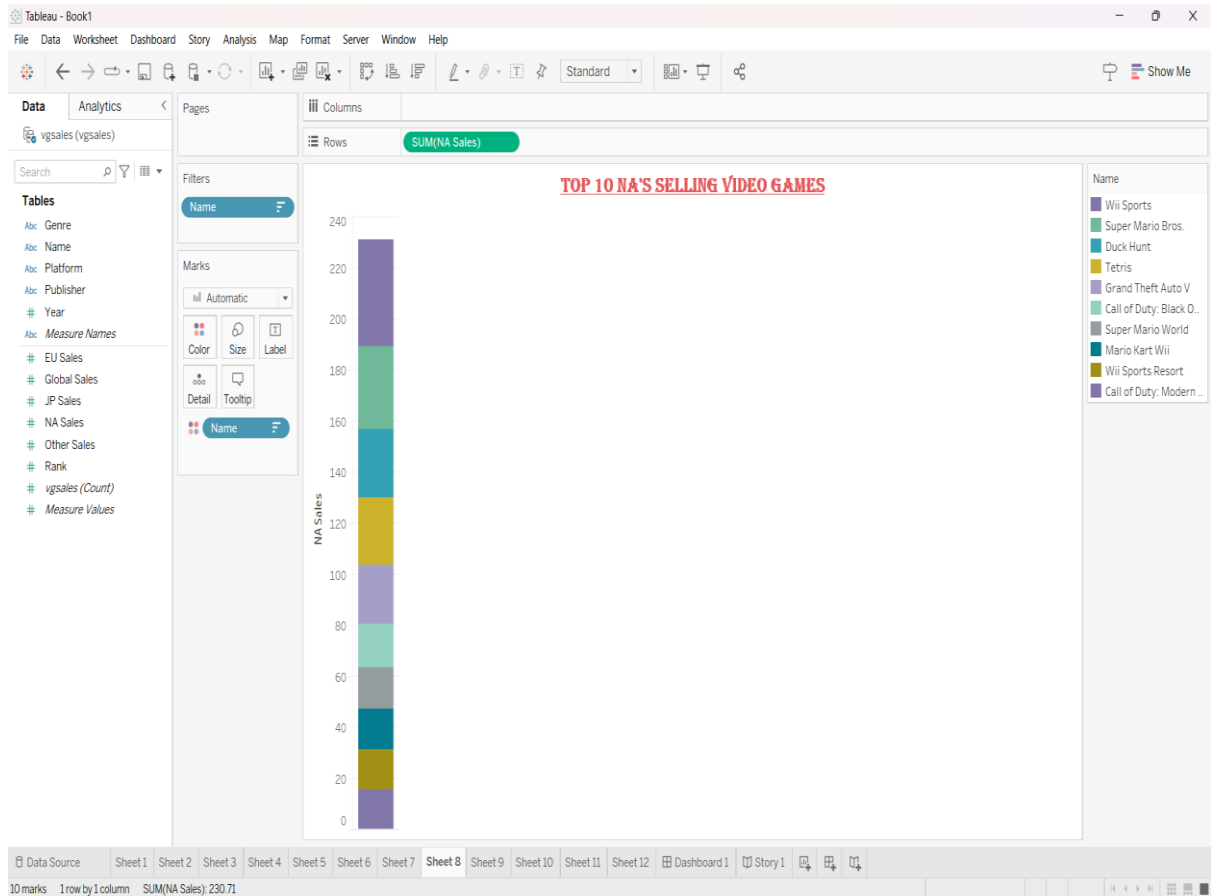
Data Source Sheet 1 Sheet 2 Sheet 3 Sheet 4 Sheet 5 Sheet 6 Sheet 7 Sheet 8 Sheet 9 Sheet 10 Sheet 11 Sheet 12 Dashboard 1 Story 1

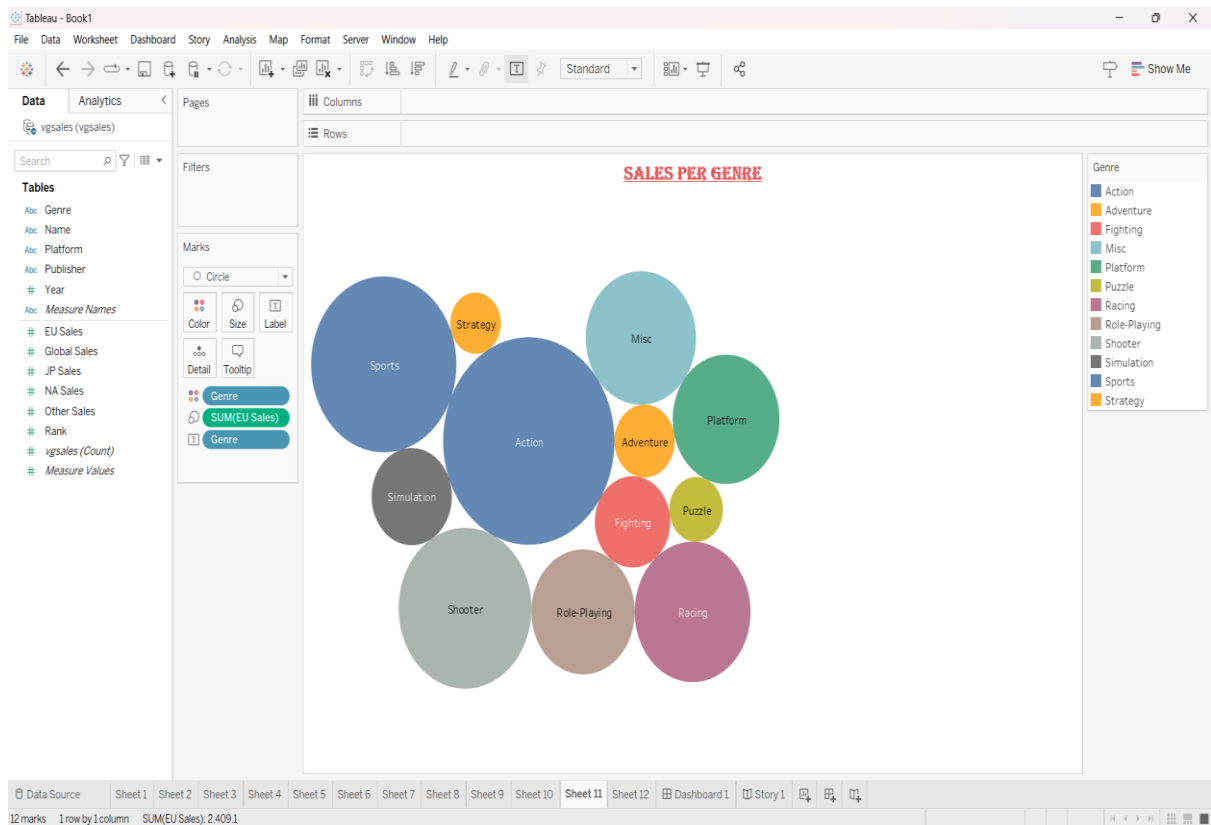
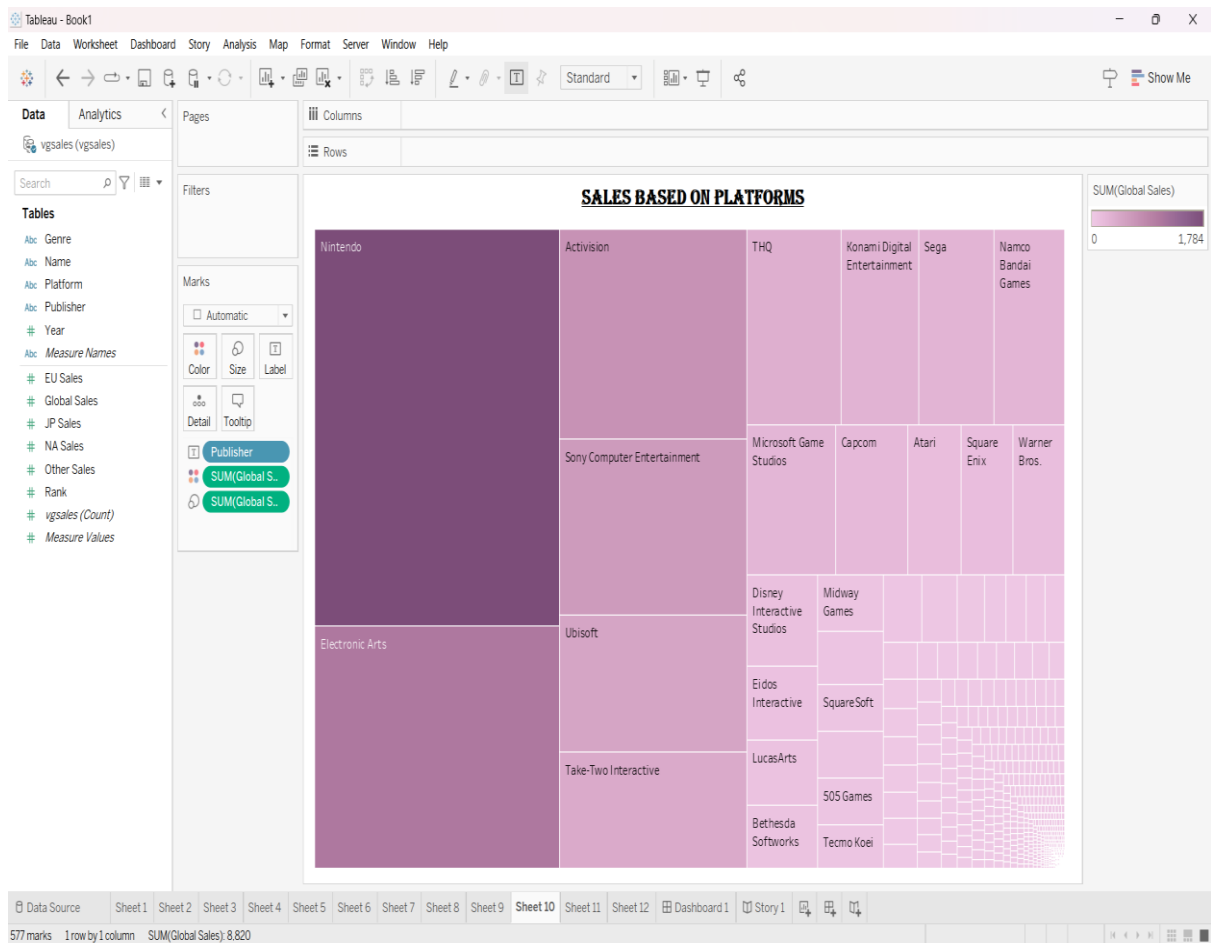


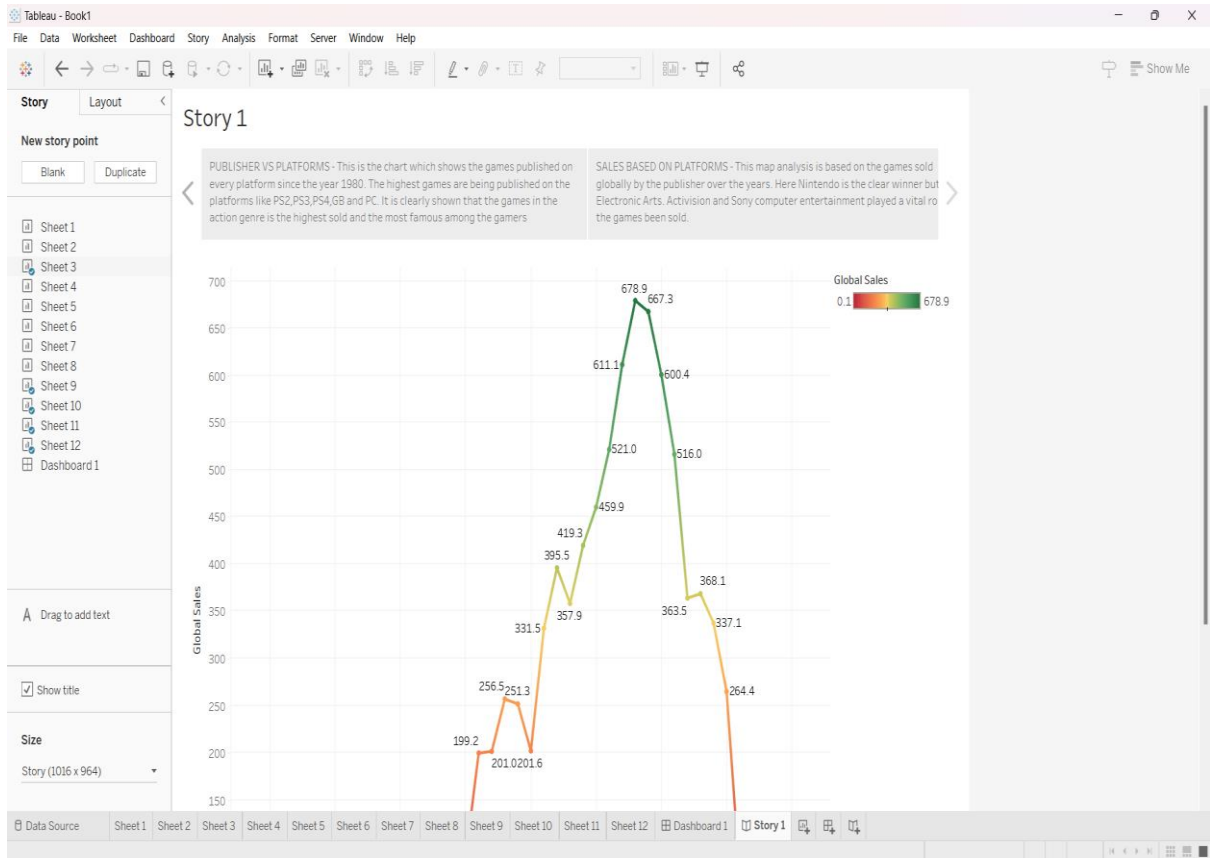












VIDEO GAMES SALES ANALYSIS.

Home Prologue Challenge Charts Dashboard Story Conclusion

A Tableau Presentation

Get Started

Up arrow icon

VIDEO GAMES SALES ANALYSIS.

Home **Prologue** Challenge Charts Dashboard Story Conclusion

Video Games since its inception has touched many souls by their augmented reality and graphics, apart from being a good to boredom it also shows us the way technology has been developed from single Nintendo to PS5, from road rash to God of war.

This project is a complete analysis of video games sold since 1980. It consists of video games with their publisher and platform with the genre of games on which year they were published with the sales they made in North America, Japan, Europe and other regions.

CHALLENGES

CHALLENGES

Analysing sales data from more than 16,500 games. This dataset contains a list of video games with sales greater than 100,000 copies. It was generated by a scrape of vgchartz.com.

Let us check some top sale video games

Super Mario Bros

Super Mario Bros is a platform game developed and published by Nintendo for the Nintendo Entertainment System (NES).

Wii Sports

Wii Sports is a 2006 sports simulation video game developed and published by Nintendo for the Wii video game console.

Pokemon Red/Pokemon Blue

Pokémon Red Version and Pokémon Blue Version are 1996 role-playing video games developed by Game Freak and published by Nintendo for the Game Boy.

Grand Theft Auto IV

Grand Theft Auto IV is a 2008 action-adventure game developed by Rockstar North and published by Rockstar Games. It is the sixth main entry in the Grand Theft Auto series, following 2004's Grand Theft Auto: San Andreas.

Mine craft

Minecraft is a sandbox game developed by Mojang Studios. The game was created by Markus "Notch" Persson in the Java programming language. It is the best-selling video game of all time, with over 238 million copies sold and nearly 140 million monthly active players as of 2021, and has been ported to

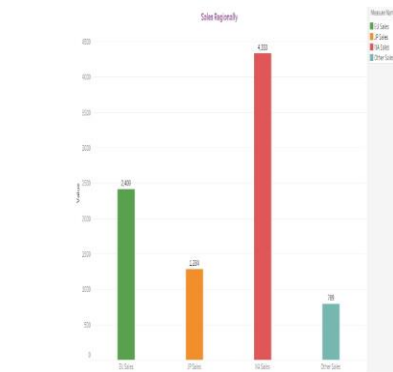
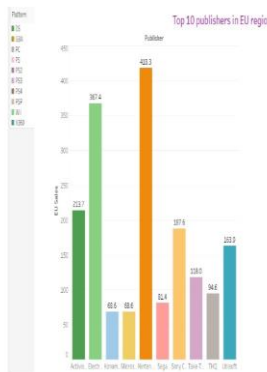
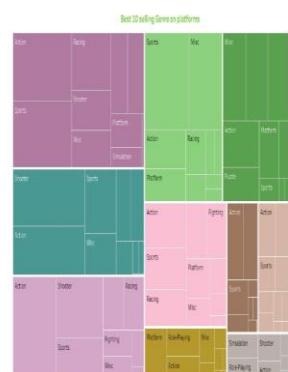
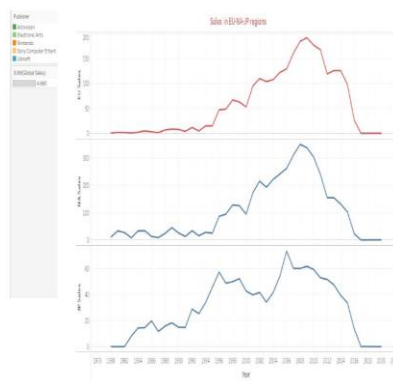
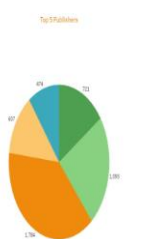
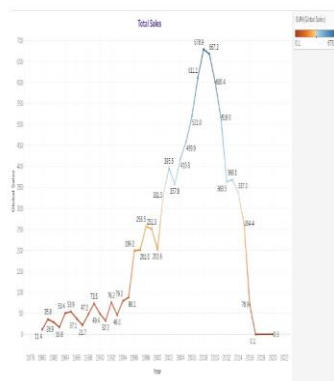
FIFA 16

FIFA 16 is a football simulation video game developed by EA Canada and published by Electronic Arts under the EA Sports label.

VIDEO GAMES SALES ANALYSIS.

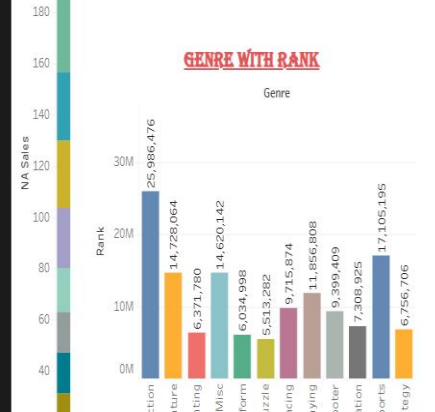
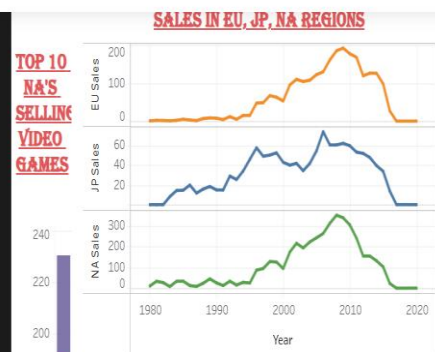
Home Prologue Challenge **Charts** Dashboard Story Conclusion

ALL SALES GENRE PUBLISHERS



VIDEO GAMES SALES ANALYSIS.

Home Prologue Challenge Charts **Dashboard** Story Conclusion

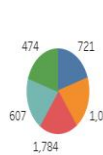


VIDEO GAME SALES DASHBOARD

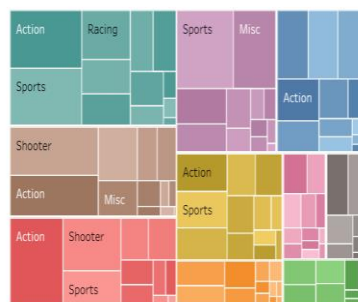
TOP 10 JAPAN SELLING VIDEO GAMES



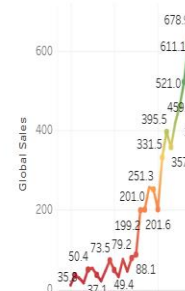
TOP 5 PUBLISHERS



TOP 10 SELLING GENRES IN PLATFORMS



TOTAL SALES



VIDEO GAMES SALES ANALYSIS.

Home Prologue Challenge Charts Dashboard **Story** Conclusion

REGIONALLY - These bar represents the number of units sold in different regions like North America, Japan, Europe and other regions. The most popular game lovers are from North America as the number of units sold here are the highest and the other parts of the world are less crazy for video games.

TOTAL SALES - The line graph here represents the over all sales of the video games over the years and the year 2008 seems to be the peak year where the sales was the highest. We have an average line here and the value of average sales changing is shown by the graph indicating blue as the highest sales and red as the lowest sales.

