Video Games Sales

TEAM7: Bug Tornado

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1. Research Topic

关于accumulate sales的问题：按主机年代划分(7th generation,8th generation…)

1. SMART Question（not final version）
   * What factors will influence the sales?
     1. Are video games sales in four areas differed by platform generation?
     2. Are video games sales in four areas differed by Genre?
     3. Are video games sales in four areas differed by publisher/developer?

(SMART question要满足的条件：)

1. Specific – What is the specific task?
2. Measurable – What is being measured and how does it helps the question?
3. Achievable – Is the task feasible?
4. Relevant – Does the question relate directly to the goal?
5. TimeSpecific – When will question be measured?
6. Source of Dataset & Number of Observations
   * <https://www.kaggle.com/rush4ratio/video-game-sales-with-ratings>
   * 16719 observations totally with some NAs in Critic\_Score, Critic\_Count, User\_Score, User\_Count(we may not use these columns though);

Text, letter

Description automatically generated

* + 7017 complete observations.

Text, letter

Description automatically generated

1. GitHub Repository（set成public）

<https://github.com/ZihanYe-Rutgers/6101-Midterm-Project-Group-7>