Descriptor Portion of Game

The CONTENTS Procedure

Data Set Name	WORK.PROJECT_GAME	**Observations**	18625
Member Type	DATA	**Variables**	7
Engine	V9	**Indexes**	0
Created	12/14/2016 16:46:02	**Observation Length**	104
Last Modified	12/14/2016 16:46:02	**Deleted Observations**	0
Protection		**Compressed**	NO
Data Set Type		**Sorted**	NO
Label			
Data Representation	SOLARIS_X86_64, LINUX_X86_64, ALPHA_TRU64, LINUX_IA64		
Encoding	utf-8 Unicode (UTF-8)		

Engine/Host Dependent Information	
Data Set Page Size	131072
Number of Data Set Pages	15
First Data Page	1
Max Obs per Page	1258
Obs in First Data Page	1232
Number of Data Set Repairs	0
Filename	/saswork/SAS_work6B0E00007661_odaws02-prod-us/SAS_work4E0D00007661_odaws02-prod-us/project_game.sas7bdat
Release Created	9.0401M3
Host Created	Linux
Inode Number	14417961
Access Permission	rw-r--r--
Owner Name	zgao220
File Size	2MB
File Size (bytes)	2097152

Alphabetic List of Variables and Attributes				
#	**Variable**	**Type**	**Len**	**Format**	**Informat**
1	,	Num	8	BEST12.	BEST32.
6	editors_choice	Char	1	$1.	$1.
5	genre	Char	19	$19.	$19.

Descriptor Portion of Game

The CONTENTS Procedure

Alphabetic List of Variables and Attributes					
#	Variable	Type	Len	Format	Informat
7	release_year	Num	8	BEST12.	BEST32.
4	score	Num	8	BEST12.	BEST32.
2	score_phrase	Char	8	$8.	$8.
3	title	Char	52	$52.	$52.

Descriptor Portion of videogame sales

The CONTENTS Procedure

Data Set Name	WORK.PROJECT_VSALES	**Observations**	16598
Member Type	DATA	**Variables**	6
Engine	V9	**Indexes**	0
Created	12/14/2016 16:46:02	**Observation Length**	80
Last Modified	12/14/2016 16:46:02	**Deleted Observations**	0
Protection		**Compressed**	NO
Data Set Type		**Sorted**	NO
Label			
Data Representation	SOLARIS_X86_64, LINUX_X86_64, ALPHA_TRU64, LINUX_IA64		
Encoding	utf-8 Unicode (UTF-8)		

Engine/Host Dependent Information	
Data Set Page Size	131072
Number of Data Set Pages	11
First Data Page	1
Max Obs per Page	1635
Obs in First Data Page	1603
Number of Data Set Repairs	0
Filename	/saswork/SAS_work6B0E00007661_odaws02-prod-us/SAS_work4E0D00007661_odaws02-prod-us/project_vsales.sas7bdat
Release Created	9.0401M3
Host Created	Linux
Inode Number	14417960
Access Permission	rw-r--r--
Owner Name	zgao220
File Size	2MB
File Size (bytes)	1572864

Alphabetic List of Variables and Attributes					
#	Variable	Type	Len	Format	Informat
4	EU_Sales	Num	8	BEST12.	BEST32.
2	Genre	Char	12	$12.	$12.
6	Global_Sales	Num	8	BEST12.	BEST32.

Descriptor Portion of videogame sales

The CONTENTS Procedure

Alphabetic List of Variables and Attributes					
#	Variable	Type	Len	Format	Informat
5	JP_Sales	Num	8	BEST12.	BEST32.
3	NA_Sales	Num	8	BEST12.	BEST32.
1	Name	Char	29	$29.	$29.

Descriptor Portion of movie

The CONTENTS Procedure

Data Set Name	WORK.PROJECT_MOVIE	**Observations**	5043
Member Type	DATA	**Variables**	12
Engine	V9	**Indexes**	0
Created	12/14/2016 16:46:02	**Observation Length**	184
Last Modified	12/14/2016 16:46:02	**Deleted Observations**	0
Protection		**Compressed**	NO
Data Set Type		**Sorted**	NO
Label			
Data Representation	SOLARIS_X86_64, LINUX_X86_64, ALPHA_TRU64, LINUX_IA64		
Encoding	utf-8 Unicode (UTF-8)		

Engine/Host Dependent Information	
Data Set Page Size	131072
Number of Data Set Pages	8
First Data Page	1
Max Obs per Page	711
Obs in First Data Page	692
Number of Data Set Repairs	0
Filename	/saswork/SAS_work6B0E00007661_odaws02-prod-us/SAS_work4E0D00007661_odaws02-prod-us/project_movie.sas7bdat
Release Created	9.0401M3
Host Created	Linux
Inode Number	14417941
Access Permission	rw-r--r--
Owner Name	zgao220
File Size	1MB
File Size (bytes)	1179648

Alphabetic List of Variables and Attributes					
#	Variable	Type	Len	Format	Informat
4	actor_1_facebook_likes	Num	8	BEST12.	BEST32.
10	actor_2_facebook_likes	Num	8	BEST12.	BEST32.
3	actor_3_facebook_likes	Num	8	BEST12.	BEST32.

Descriptor Portion of movie

The CONTENTS Procedure

Alphabetic List of Variables and Attributes					
#	Variable	Type	Len	Format	Informat
7	cast_total_facebook_likes	Num	8	BEST12.	BEST32.
8	country	Char	3	$3.	$3.
2	director_facebook_likes	Num	8	BEST12.	BEST32.
5	genres	Char	57	$57.	$57.
11	imdb_score	Num	8	BEST12.	BEST32.
12	movie_facebook_likes	Num	8	BEST12.	BEST32.
6	movie_title	Char	45	$45.	$45.
1	num_critic_for_reviews	Num	8	BEST12.	BEST32.
9	title_year	Num	8	BEST12.	BEST32.

Table for frequence of genre for game

The FREQ Procedure

genre	Frequency	Percent	Cumulative Frequency	Cumulative Percent
Action	3797	20.43	3797	20.43
Action, Adventure	765	4.12	4562	24.54
Action, Compilation	89	0.48	4651	25.02
Action, Editor	1	0.01	4652	25.03
Action, Platformer	3	0.02	4655	25.04
Action, Puzzle	1	0.01	4656	25.05
Action, RPG	330	1.78	4986	26.82
Action, Simulation	32	0.17	5018	26.99
Action, Strategy	1	0.01	5019	27.00
Adult, Card	2	0.01	5021	27.01
Adventure	1175	6.32	6196	33.33
Adventure, Adult	1	0.01	6197	33.34
Adventure, Adventur	5	0.03	6202	33.36
Adventure, Compilat	11	0.06	6213	33.42
Adventure, Episodic	4	0.02	6217	33.44
Adventure, Platform	1	0.01	6218	33.45
Adventure, RPG	3	0.02	6221	33.47
Baseball	1	0.01	6222	33.47
Battle	32	0.17	6254	33.64
Board	116	0.62	6370	34.27
Board, Compilation	7	0.04	6377	34.31
Card	108	0.58	6485	34.89
Card, Battle	54	0.29	6539	35.18
Card, Compilation	3	0.02	6542	35.19
Card, RPG	9	0.05	6551	35.24
Casino	31	0.17	6582	35.41
Compilation	54	0.29	6636	35.70
Compilation, Compil	1	0.01	6637	35.70
Compilation, RPG	2	0.01	6639	35.71
Educational	20	0.11	6659	35.82
Educational, Action	11	0.06	6670	35.88
Educational, Advent	3	0.02	6673	35.90
Educational, Card	1	0.01	6674	35.90

Table for frequence of genre for game

The FREQ Procedure

genre	Frequency	Percent	Cumulative Frequency	Cumulative Percent
Educational, Produc	5	0.03	6679	35.93
Educational, Puzzle	25	0.13	6704	36.06
Educational, Simula	2	0.01	6706	36.08
Educational, Trivia	2	0.01	6708	36.09
Fighting	547	2.94	7255	39.03
Fighting, Action	77	0.41	7332	39.44
Fighting, Adventure	5	0.03	7337	39.47
Fighting, Compilati	13	0.07	7350	39.54
Fighting, RPG	2	0.01	7352	39.55
Fighting, Simulatio	3	0.02	7355	39.57
Flight	24	0.13	7379	39.70
Flight, Action	125	0.67	7504	40.37
Flight, Racing	3	0.02	7507	40.38
Flight, Simulation	37	0.20	7544	40.58
Hardware	2	0.01	7546	40.59
Hunting	112	0.60	7658	41.20
Hunting, Action	2	0.01	7660	41.21
Hunting, Simulation	1	0.01	7661	41.21
Music	371	2.00	8032	43.21
Music, Action	39	0.21	8071	43.42
Music, Adventure	1	0.01	8072	43.42
Music, Compilation	4	0.02	8076	43.45
Music, Editor	6	0.03	8082	43.48
Music, RPG	1	0.01	8083	43.48
Other	20	0.11	8103	43.59
Other, Action	1	0.01	8104	43.60
Other, Adventure	1	0.01	8105	43.60
Party	141	0.76	8246	44.36
Pinball	77	0.41	8323	44.77
Pinball, Compilatio	1	0.01	8324	44.78
Platformer	823	4.43	9147	49.21
Platformer, Action	11	0.06	9158	49.27
Platformer, Adventu	8	0.04	9166	49.31

Table for frequence of genre for game

The FREQ Procedure

genre	Frequency	Percent	Cumulative Frequency	Cumulative Percent
Productivity	39	0.21	9205	49.52
Productivity, Actio	2	0.01	9207	49.53
Puzzle	776	4.17	9983	53.70
Puzzle, Action	200	1.08	10183	54.78
Puzzle, Adventure	47	0.25	10230	55.03
Puzzle, Compilation	9	0.05	10239	55.08
Puzzle, Platformer	1	0.01	10240	55.09
Puzzle, RPG	1	0.01	10241	55.09
Puzzle, Word Game	6	0.03	10247	55.12
RPG	980	5.27	11227	60.40
RPG, Action	1	0.01	11228	60.40
RPG, Compilation	4	0.02	11232	60.42
RPG, Editor	2	0.01	11234	60.43
RPG, Simulation	8	0.04	11242	60.48
Racing	1228	6.61	12470	67.08
Racing, Action	210	1.13	12680	68.21
Racing, Compilation	2	0.01	12682	68.22
Racing, Editor	3	0.02	12685	68.24
Racing, Shooter	2	0.01	12687	68.25
Racing, Simulation	25	0.13	12712	68.38
Shooter	1610	8.66	14322	77.05
Shooter, Adventure	1	0.01	14323	77.05
Shooter, First-Pers	4	0.02	14327	77.07
Shooter, Platformer	3	0.02	14330	77.09
Shooter, RPG	22	0.12	14352	77.21
Simulation	567	3.05	14919	80.26
Simulation, Adventu	1	0.01	14920	80.26
Sports	1916	10.31	16836	90.57
Sports, Action	196	1.05	17032	91.62
Sports, Baseball	3	0.02	17035	91.64
Sports, Compilation	14	0.08	17049	91.72
Sports, Editor	1	0.01	17050	91.72
Sports, Fighting	1	0.01	17051	91.73

Table for frequence of genre for game

The FREQ Procedure

genre	Frequency	Percent	Cumulative Frequency	Cumulative Percent
Sports, Golf	1	0.01	17052	91.73
Sports, Other	1	0.01	17053	91.74
Sports, Party	1	0.01	17054	91.74
Sports, Racing	5	0.03	17059	91.77
Sports, Simulation	44	0.24	17103	92.01
Strategy	1071	5.76	18174	97.77
Strategy, Compilati	1	0.01	18175	97.77
Strategy, RPG	77	0.41	18252	98.19
Strategy, Simulatio	1	0.01	18253	98.19
Trivia	119	0.64	18372	98.83
Virtual Pet	82	0.44	18454	99.27
Wrestling	134	0.72	18588	99.99
Wrestling, Simulati	1	0.01	18589	100.00
Frequency Missing = 36				

The FREQ procedure shows that there are 36 missing values for variable genre in dataset project_game.

Univariate table for game

The UNIVARIATE Procedure
Variable: score

Extreme Observations			
Lowest		Highest	
Value	Obs	Value	Obs
0.5	5243	10	18434
0.7	891	10	18435
0.8	12514	10	18512
1.0	16410	10	18624
1.0	16373	10	18625

There is no extreme value for variable score in dataset project_game.

Table for frequence of genre for videogame sales

The FREQ Procedure

Genre	Frequency	Percent	Cumulative Frequency	Cumulative Percent
Action	3316	19.98	3316	19.98
Adventure	1286	7.75	4602	27.73
Banpresto	2	0.01	4604	27.74
Fighting	848	5.11	5452	32.85
Misc	1739	10.48	7191	43.32
Platform	886	5.34	8077	48.66
Puzzle	582	3.51	8659	52.17
Racing	1249	7.53	9908	59.69
Role-Playing	1488	8.96	11396	68.66
Shooter	1309	7.89	12705	76.55
Simulation	867	5.22	13572	81.77
Sony Compute	1	0.01	13573	81.77
Sports	2346	14.13	15919	95.91
Strategy	679	4.09	16598	100.00

There is no missing value for variable genre in dataset project_vsales.

Univariate table for videogame sales

The UNIVARIATE Procedure
Variable: NA_Sales

Extreme Observations			
Lowest		**Highest**	
Value	**Obs**	**Value**	**Obs**
0	16597	15.85	3
0	16596	23.20	6
0	16591	26.93	10
0	16590	29.08	2
0	16588	41.49	1

There is no extreme value for variable NA_Sales in dataset project_vsales.

Univariate table for videogame sales

The UNIVARIATE Procedure
Variable: EU_Sales

Extreme Observations			
Lowest		**Highest**	
Value	**Obs**	**Value**	**Obs**
0	16598	9.27	17
0	16596	11.00	11
0	16595	11.01	4
0	16594	12.88	3
0	16593	29.02	1

There's no extreme value for variable EU_Sales in dataset project_vsales.

Univariate table for videogame sales

The UNIVARIATE Procedure
Variable: JP_Sales

Extreme Observations			
Lowest		Highest	
Value	Obs	Value	Obs
0	16598	6.04	21
0	16597	6.50	7
0	16596	6.81	2
0	16595	7.20	13
0	16594	10.22	5

There's no extreme value for variable JP_Sales in dataset project_vsales.

Univariate table for videogame sales

The UNIVARIATE Procedure
Variable: Global_Sales

Extreme Observations			
Lowest		Highest	
Value	Obs	Value	Obs
0.01	16598	31.37	5
0.01	16597	33.00	4
0.01	16596	35.82	3
0.01	16595	40.24	2
0.01	16594	82.74	1

There's no extreme value for variable Global_Sales in dataset project_vsales.

Univariate Table for movie

The UNIVARIATE Procedure
Variable: imdb_score

Extreme Observations			
Lowest		Highest	
Value	Obs	Value	Obs
1.6	2835	9.1	3208
1.7	1137	9.1	4410
1.9	4606	9.2	3467
1.9	2296	9.3	1938
1.9	2269	9.5	2766

There's no extreme value for variable imdb_score in dataset project_movie.

Table for frequence of genre for game1

The FREQ Procedure

genre	Frequency	Percent	Cumulative Frequency	Cumulative Percent
Action	11331	62.17	11331	62.17
Adventure	1203	6.60	12534	68.77
Misc	424	2.33	12958	71.10
Puzzle	1045	5.73	14003	76.83
Role-Playing	1222	6.70	15225	83.53
Simulation	613	3.36	15838	86.90
Strategy	2388	13.10	18226	100.00

Different genres have been categorized into 7 genres.

Average of Genre's Score for game1

genre	VG_Avg
Action	6.889
Adventure	6.879
Misc	6.980
Puzzle	7.097
Role-Playing	7.266
Simulation	6.802
Strategy	7.169

We found out genre "Role-Playing" has the highest score. Genre "Strategy" is in second place and genre "Puzzle" is in third place.

Table for frequence of genre for movie

The FREQ Procedure

genres	Frequency	Percent	Cumulative Frequency	Cumulative Percent
Action	1153	31.64	1153	31.64
Adventure	453	12.43	1606	44.07
Misc	988	27.11	2594	71.19
Puzzle	340	9.33	2934	80.52
Role-Playing	264	7.24	3198	87.76
Simulation	97	2.66	3295	90.42
Strategy	349	9.58	3644	100.00

Different genres have been categorized into 7 genres

Average of Genre's Score for movie

genre	Movie_Ave
Action	6.240
Adventure	6.525
Misc	6.753
Puzzle	5.872
Role-Playing	7.133
Simulation	7.011
Strategy	6.907

We found out genre "Role-Playing" has the highest average score. Genre "Simulation" is in second place and genre "Strategy" is in third Place.

Table for frequence of genre for game2

The FREQ Procedure

Genre	Frequency	Percent	Cumulative Frequency	Cumulative Percent
Action	3316	33.30	3316	33.30
Adventure	1286	12.92	4602	46.22
Misc	1739	17.47	6341	63.68
Puzzle	582	5.85	6923	69.53
Role-Playing	1488	14.94	8411	84.47
Simulation	867	8.71	9278	93.18
Strategy	679	6.82	9957	100.00

Different genres have been categorized into 7 genres

Average Sales of game2

Genre	Vg_sales_Ave
Action	0.52810
Adventure	0.18588
Misc	0.46576
Puzzle	0.42088
Role-Playing	0.62323
Simulation	0.45236
Strategy	0.25585

We found out genre "Role-Playing" has the highest average sales. Genre "Action" is in second place and genre "Misc" is in third Place.

Overall Analysis for Seven Genres

Obs	genre	Movie_Ave	VG_Avg	Vg_sales_Ave
1	Role-Playing	7.133	7.266	0.62323
2	Simulation	7.011	6.802	0.45236
3	Strategy	6.907	7.169	0.25585
4	Misc	6.753	6.980	0.46576
5	Adventure	6.525	6.879	0.18588
6	Action	6.240	6.889	0.52810
7	Puzzle	5.872	7.097	0.42088

In general, we can found out genre "Role-Playing" has the highest rank in all of our datasets.