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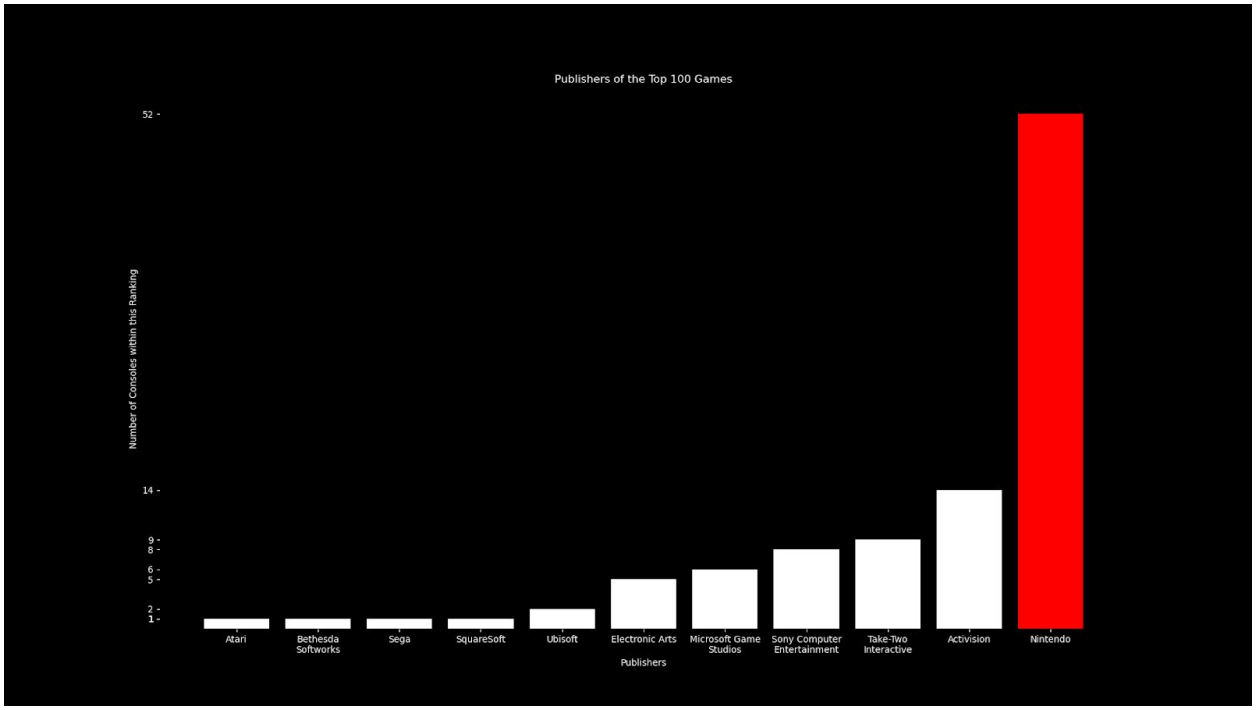
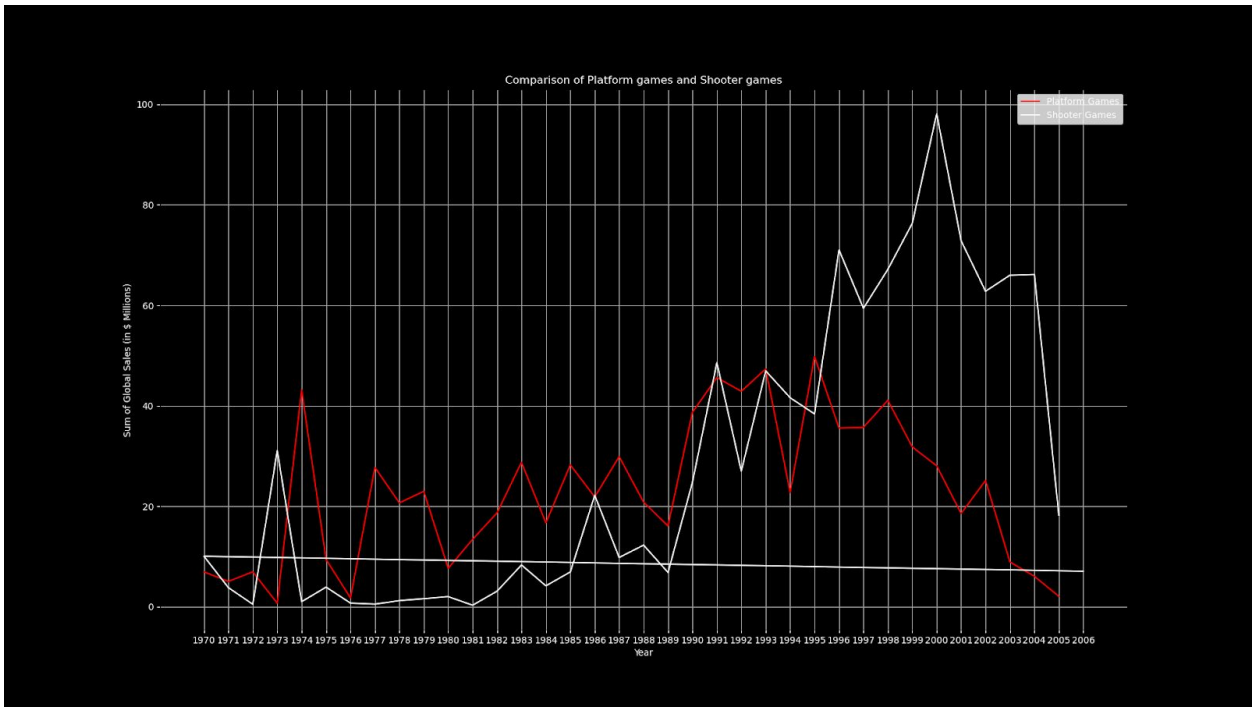
Assignment 8

Data Source: https://www.kaggle.com/gregorut/videogamesales#vgsales.csv (used in Asg2)

In the interface I created, the user is able to generate two types of data visualizations. A user can choose to see which publisher has sold the most games among the top n ranked games in the data set (0 < n < ~16000). They can also see the trend in global sales for a specific genre, or compare two different genres. Though the graph does have outliers (resulting from missing data points), Game Data Analysts and Development Studios would find this very useful if they are unsure which direction they would like to go in in terms of what kind of game they should create, and what genres have been trending within the past few years. One way I could improve the data is trying to specify more the "Misc" genre in the dataset, as a huge outcome of the 2010s was the rise of new genres of video games, ranging from Roguelikes to unspecified Indie games. The following example graphs can be found on the next page, and graphs from the interface will automatically create corresponding png files in the directory the script is run (in the same format we submit assignments in, asg#_netid_desc.type).


Publishers of the Top 100 Games
Number of Consoles within this Ranking
52
14
9
8
6
5
2
1
Atari
Bethesda Softworks
Sega
SquareSoft
Ubisoft
Electronic Arts
Microsoft Game Studios
Sony Computer Entertainment
Take-Two Interactive
Activision
Nintendo
Publishers


Comparison of Platform games and Shooter games
Platform Games
Shooter Games
Sum of Global Sales (in $ Millions)
100
80
60
40
20
0
1970 1971 1972 1973 1974 1975 1976 1977 1978 1979 1980 1981 1982 1983 1984 1985 1986 1987 1988 1989 1990 1991 1992 1993 1994 1995 1996 1997 1998 1999 2000 2001 2002 2003 2004 2005 2006
Year