UNCOVERING THE GAMING INDUSTRY'S HIDDEN GEMS:A COMPREHENSIVE ANALYSIS OF VIDEO GAME SALES

Project Report Template

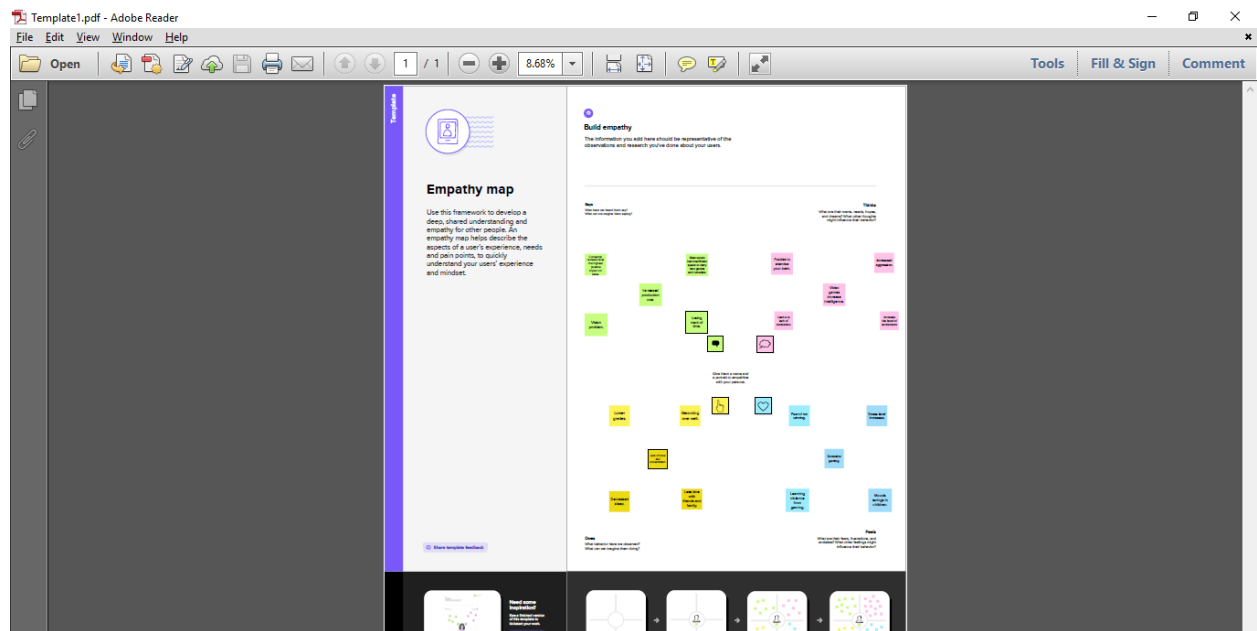**1.**INTRODUCTION

1.1 Overview

In this project we analyze and visualize the video game sales in various countries and regions of earth from 1985 to 2021.
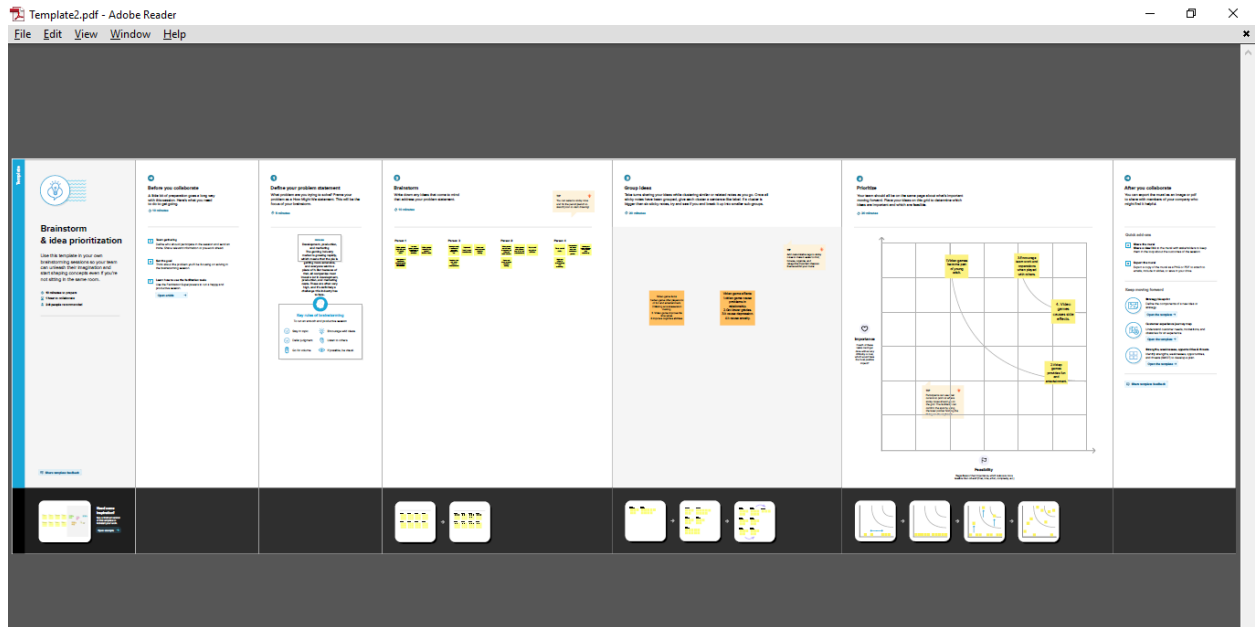
1.2 Purpose

Our project is useful for the country to identify which video games are the top sales and which video game lowest sales.

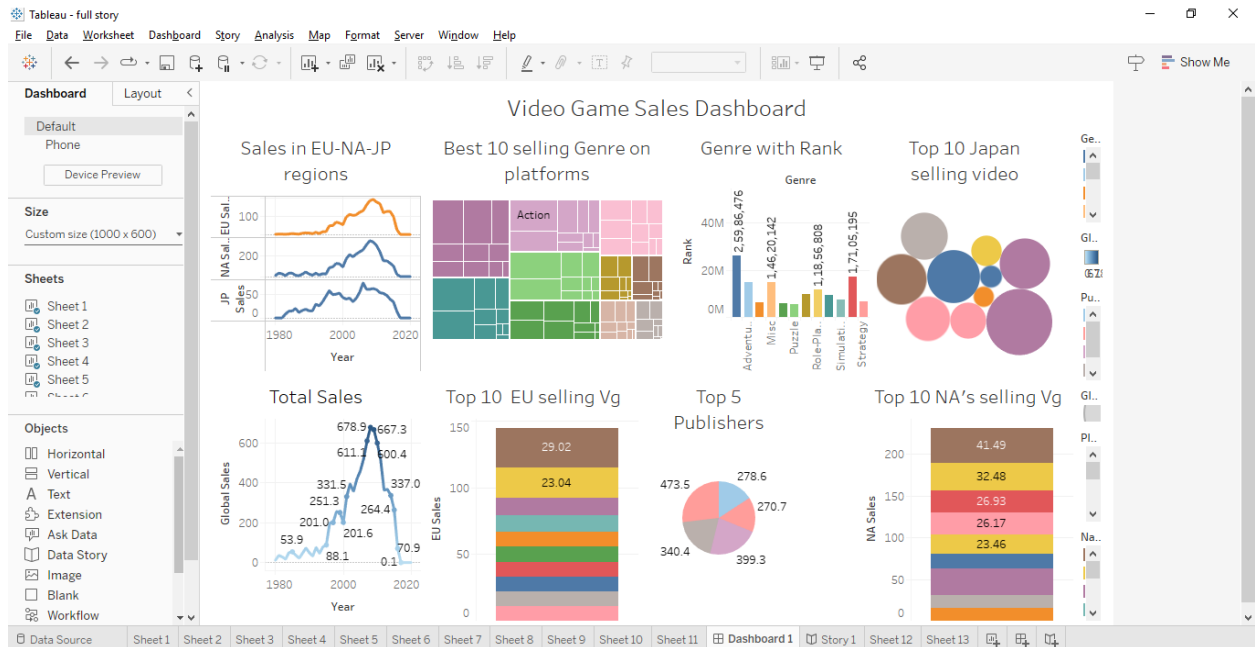**2.PROBLEM DEFINITION & DESIGN THINKING**
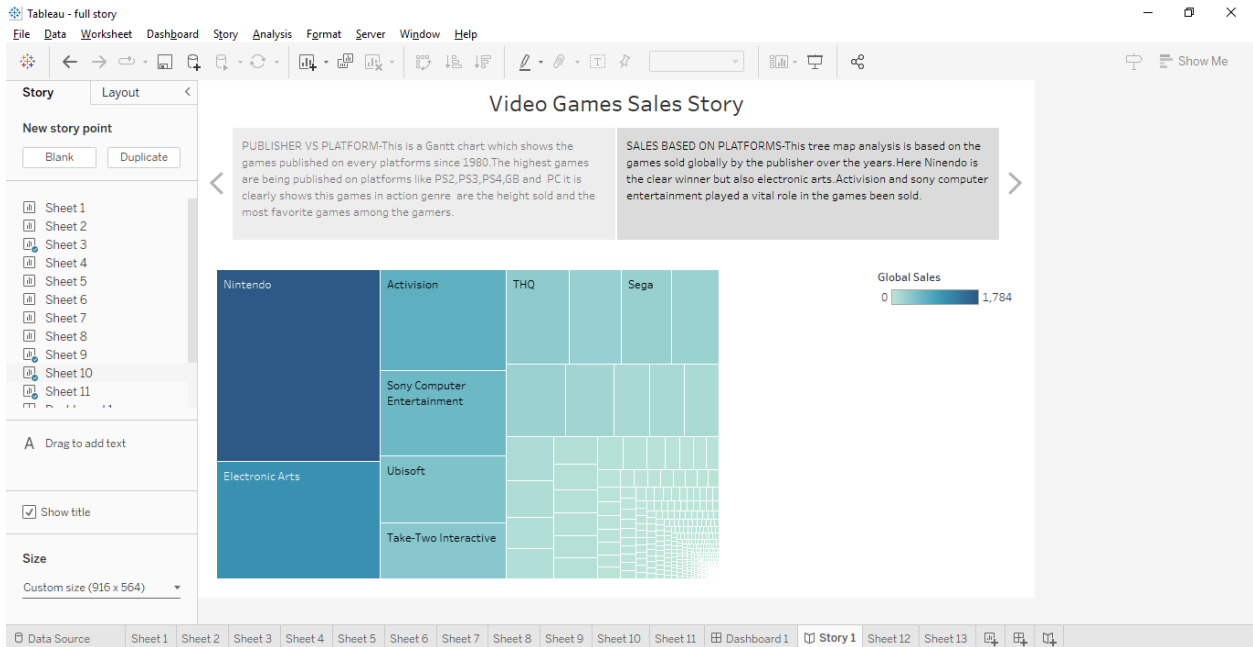
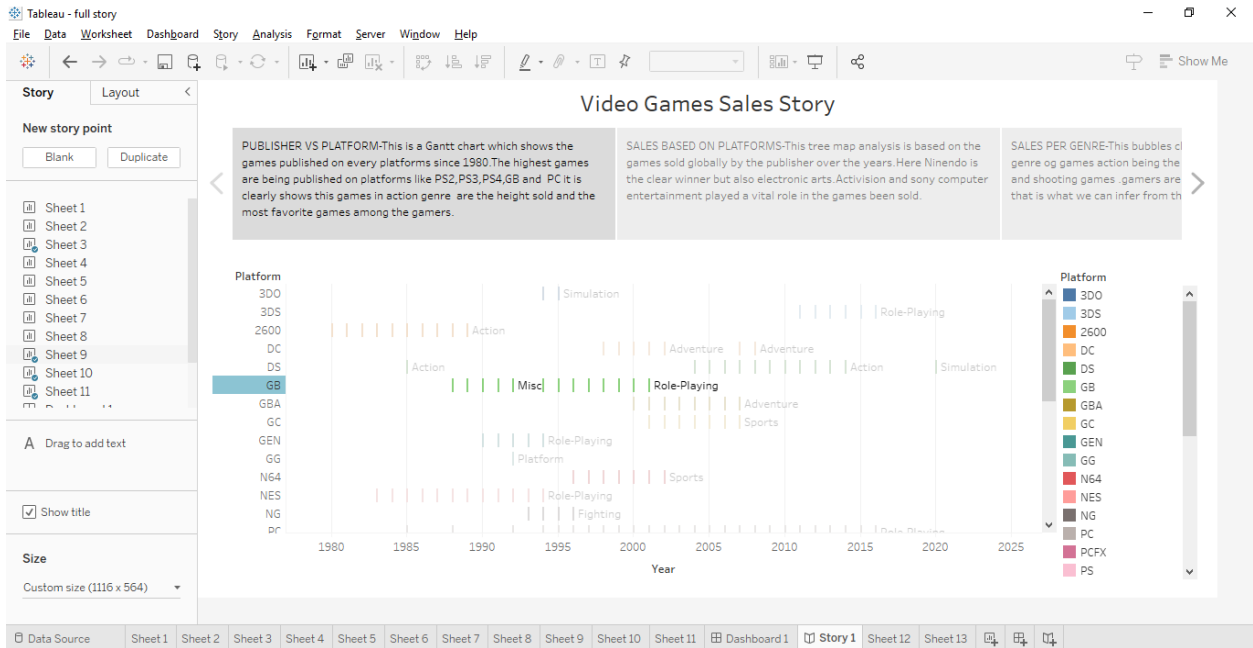**2.1 Empathy Map**

2.2 Ideation & Brainstorming Map
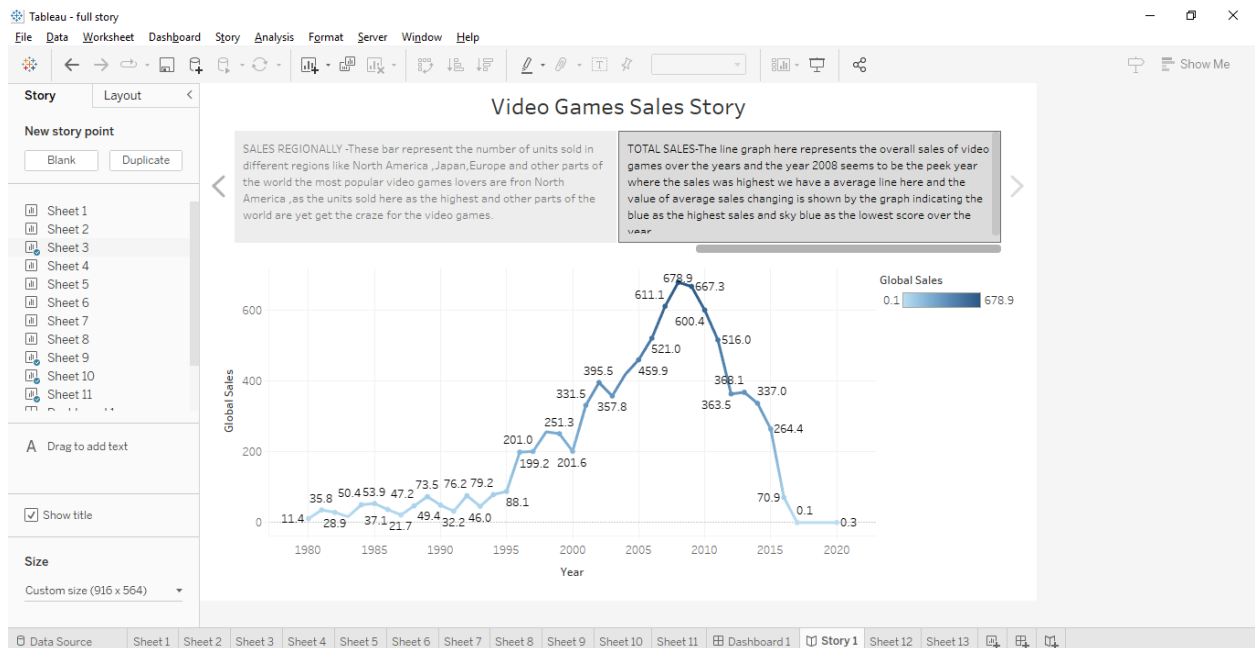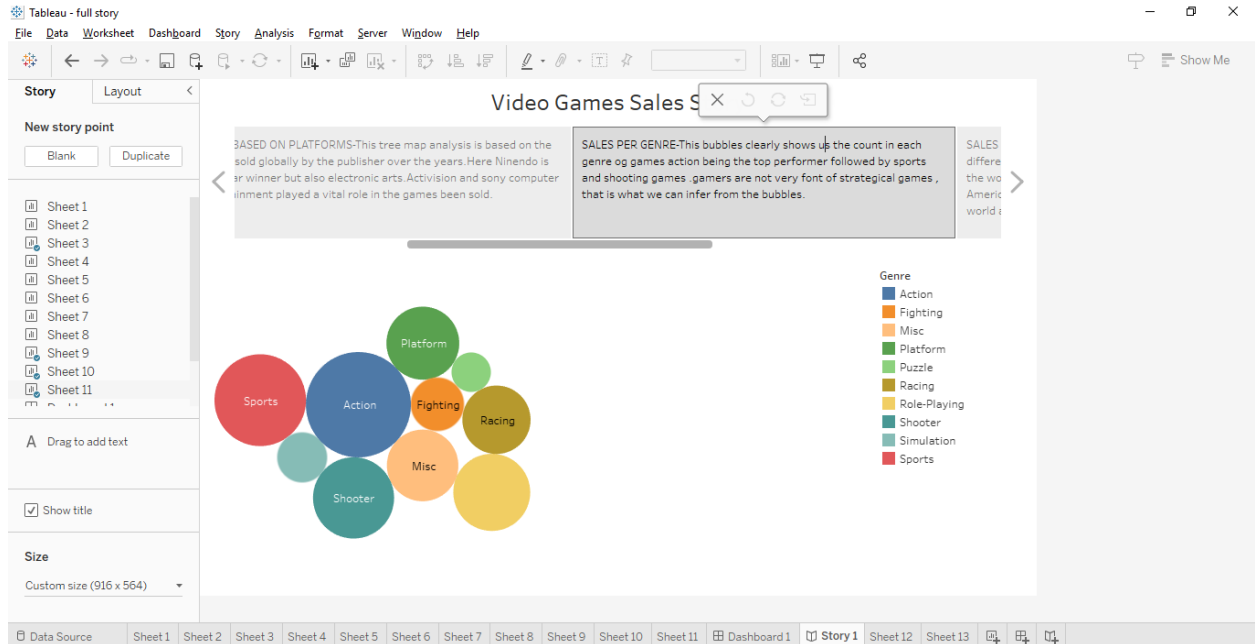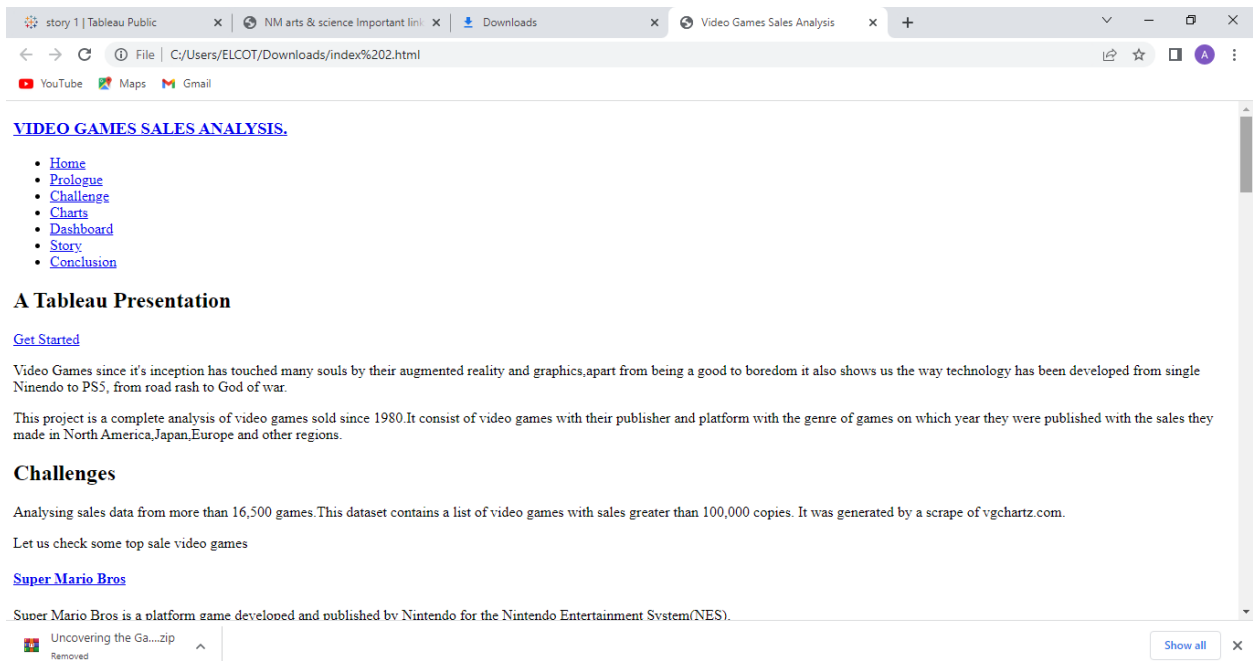
3. RESULT

DASHBOARD

DB 1

STORY

WEB INTEGRATION

4.ADVANTAGES & DISADVANTAGES

Advantages:

The result of this project helps the Researchers and Experiments experts to predict the Video Game Sales.

Disadvantages:

The data was taken from 1985 to 2021,current years data are not included is the only disadvantage of the video game sales.

5.APPLICATIONS

This project gives a comprehensive detail to the researchers to easily know about Video Game Sales in India and other countries in future.It is also applied in video games companies.

6.CONCLUSIONS

We analyze the Video Game Sales,it includes sales in different regions,genre with rank analysis,total sales analysis, top 5 publishers analysis, best 10 selling genres on platforms analysis,top 10 EU selling video games analysis, top 10 Japan selling video game analysis,top 10 NA selling video game analysis.

7.FUTURE SCOPE

This project is useful for the researchers to analyze video game sales in future use.I Wish to develop the project to the next level by adding some features.