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<h1>Video game sales</h1>

## <INTRODUCTION>

Video games are popular all over the world. Video game industry is huge and the spending on video games per year is huge too. sales of different types of games vary widely in different countries due to local performances. According to the market research firm superdata, as of may 2015 the global games market was worth USD 74.2 billion .By region, north America accounted for 23.6 billion dollars asia for 23.1 billion dollars Europe for 22.1 billion dollars and south America for 4.5 billion dollars. There are different genres publishers and platforms for video games .This project relates to the sales of these Video games are based on different regions and analyze the sales. Also I have analyzed which genre platform or publisher is the most popular and has the maximum number of sales. They are Enjoyed by all ages. These video games are played in two modes online or offline. Video games are played on Various platforms such as PC, home console, web browser ,mobile, virtual reality and many others. Video games find extensive applications in social media such as Facebook and Reddit in educational institutes, Corporate enterprises, the smartphone industry, media and entertainment

## <Purpose>

The video game industry encompasses the development , marketing and monetization of video games. The industry encompasses dozens of job disciplines and thousands of jobs worldwide. The benefits of video games include improved powers of concentration , creativity , memory, languages and teamwork skills. Video games sales analysis is the process of collecting and analyzing data about the sales of video game sales in order to understand market trends and consumer behavior.

## <h1>Dashboard and Story</h1>

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## <h2>Conclusion</h2>

Video games are a form of media that is often associated with negative health consequences. However, when games are played in moderation and with mindfulness, they are a viable source of stress relief as well as a catalyst for mental health improvement and development of social skills. Video games themselves are a relatively modern form of entertainment. They are engaging and immersive on a level different from that of traditional board games and other forms of entertainment.

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