Data Analytics Lab

Advanced exercise

From our first analysis we concluded that the data was insufficient to do a complete analysis only from sales. For that reason we will continue our analysis using the game_ratings dataset to identify which characteristics make a successful game.

Answer the following:

1. When was the first game ever released?

2. In which month of the year we have the highest number of releases, each year from 2016 to 2019?

   BONUS

3. How many titles were released per year for PC, Playstation 4 and Xbox One?

   Use these codenames to do your analysis. Copy / paste the dictionaries with the codenames to your jupyter notebook!

   (Tip: it makes sense to study the games releases in PC for the same years these consoles are active)

4. Do game ratings vary from year to year for each of these platforms? And how?

5. Which genre is the most common for games that are published to all three platforms?