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| Question 1 | What are total unit sales in Fighting genre by Publisher in 2023? |
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| SQL Query | SELECT Publisher,  SUM(Units) AS Total\_Unit\_Sales  FROM midb\_table  WHERE LOWER(Main\_Genre) LIKE '%fighting%'  AND strftime('%Y', Processing\_Date\_Month) = '2023'  GROUP BY Publisher  ORDER BY Total\_Unit\_Sales DESC; |
|  |  |
| insights | 1. Bandai namco leads the fighting genre in 2023 with total unit sales of 3,026,584. 2. Ubisoft follows closely with 2,982,687 units sold. 3. Capcom ranks third with 2,575,194 units sold. 4. Other notable publishers include nintendo (2,015,148 units) and sega (432,623 units). 5. Smaller publishers like atlus, microsoft, and square enix have significantly lower sales, ranging from 46,583 to 7,608 units. |
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| Plot |  |
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| VALIDATION |  |
|  |  |
| Response Time | 73.49 seconds |

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| Question 2 | What were the number of games released in 2023? |
|  |  |
| SQL Query | SELECT COUNT(DISTINCT Title) AS Number\_of\_Games\_Released  FROM midb\_table  WHERE strftime('%Y', Release\_Date\_Month) = '2023'; |
|  |  |
| insights | In 2023, a total of 85 games were released, according to the provided data. |
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| Plot |  |
|  |  |
| Response Time | 50.42 seconds |

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| Question 3 | How many units did Assassin's Creed: Valhalla sell in lifetime? |
|  |  |
| SQL Query | SELECT SUM(Units) AS Total\_Units\_Sold  FROM midb\_table  WHERE LOWER(Title) LIKE '%assassin''s creed: valhalla%' |
|  |  |
| insights | Assassin's creed: valhalla sold a total of 19,354,659 units in its lifetime. |
|  |  |
| Plot |  |
|  |  |
| Response Time | 53.32 seconds |

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| Question 4 | What is the sum of Assassin's Creed: Valhalla's Total Revenue, Full game revenue In-game revenue? |
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| SQL Query | SELECT SUM("Total Revenue") AS Total\_Revenue\_Sum,  SUM("Full Game Revenue") AS Full\_Game\_Revenue\_Sum,  SUM("In-Game Revenue") AS In\_Game\_Revenue\_Sum  FROM midb\_table  WHERE LOWER(Title) LIKE '%assassin''s creed: valhalla%'; |
|  |  |
| insights | The sum of assassin's creed: valhalla's total revenue, full game revenue, and in-game revenue is provided as 1,476,187,941(totalrevenue),1,476,187,941(*totalrevenue*),1,005,780,761 (full game revenue), and $470,407,180 (in-game revenue), respectively. |
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| Plot |  |
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| Validation |  |
|  |  |
| Response Time | 67.61 seconds |

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| Question 5 | What is % In-game revenue share wrt Total revenue for Assassin's Creed: Valhalla during its first 2 years? |
|  |  |
| SQL Query | SELECT (SUM("In-Game Revenue") \* 100.0 / SUM("Total Revenue")) AS in\_game\_revenue\_percentage  FROM midb\_table  WHERE LOWER("Title") LIKE '%assassin''s creed: valhalla%'  AND "Processing Date Month" <= DATE("Release Date Month", '+24 months'); |
|  |  |
| insights | The in-game revenue share with respect to total revenue for assassin's creed: valhalla during its first 2 years is 29.51%, as per the provided data. |
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| Plot |  |
|  |  |
| Validation |  |
|  |  |
| Response Time | 69.34 seconds |

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| Question 6 | What is Average MAU by Platform for Assassin's Creed: Valhalla? |
|  |  |
| SQL Query | SELECT Platform,  AVG(Mau) AS Average\_MAU  FROM midb\_table  WHERE LOWER(Title) LIKE '%assassin''s creed: valhalla%'  GROUP BY Platform; |
|  |  |
| insights | 1. The average monthly active users (mau) for assassin's creed: valhalla on the console platform is approximately 200,146. 2. The average monthly active users (mau) for assassin's creed: valhalla on the pc platform is approximately 285,047. 3. The pc platform has a higher average mau compared to the console platform for assassin's creed: valhalla. |
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| Plot |  |
|  |  |
| Validation |  |
|  |  |
| Response Time | 63.09 seconds |

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| Question 7 | What is % share of Action Adventure genre in last 10 years Total revenue? |
|  |  |
| SQL Query | WITH max\_date AS  (SELECT MAX("Processing Date Month") AS max\_processing\_date  FROM midb\_table),  last\_10\_years\_data AS  (SELECT \*  FROM midb\_table,  max\_date  WHERE "Processing Date Month" >= DATE(max\_processing\_date, '-10 years') ),  revenue\_data AS  (SELECT SUM(CASE  WHEN LOWER("Main Genre") LIKE '%action-adventure%' THEN "Total Revenue"  ELSE 0  END) AS action\_adventure\_revenue,  SUM("Total Revenue") AS total\_revenue  FROM last\_10\_years\_data)  SELECT action\_adventure\_revenue,  total\_revenue,  (action\_adventure\_revenue \* 100.0 / total\_revenue) AS action\_adventure\_percentage\_share  FROM revenue\_data; |
|  |  |
| insights | The action adventure genre accounts for 22.79% of the total revenue over the last 10 years, as per the provided data. |
|  |  |
| Plot |  |
|  |  |
| Validation |  |
|  |  |
| Response Time | 98.21 seconds |

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| Question 8 | What is the % increase in Action adventure Total revenue from last year? |
|  |  |
| SQL Query | WITH RevenueByYear AS  (SELECT strftime('%Y', `Processing Date Month`) AS YEAR,  SUM(`Total Revenue`) AS TotalRevenue  FROM midb\_table  WHERE LOWER(`Main Genre`) LIKE '%action-adventure%'  GROUP BY strftime('%Y', `Processing Date Month`)),  MaxYear AS  (SELECT MAX(CAST(YEAR AS INTEGER)) AS CurrentYear  FROM RevenueByYear),  RevenueComparison AS  (SELECT r1.TotalRevenue AS CurrentYearRevenue,  r2.TotalRevenue AS PreviousYearRevenue  FROM RevenueByYear r1  JOIN RevenueByYear r2 ON CAST(r1.Year AS INTEGER) = CAST(r2.Year AS INTEGER) + 1  JOIN MaxYear m ON CAST(r1.Year AS INTEGER) = m.CurrentYear)  SELECT ((CurrentYearRevenue - PreviousYearRevenue) \* 100.0 / PreviousYearRevenue) AS PercentageIncrease  FROM RevenueComparison; |
|  |  |
| insights | The action-adventure total revenue decreased by 33.09% from last year, indicating a negative growth rather than an increase. |
|  |  |
| Plot |  |
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| validation |  |
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| Response Time | 93.44 seconds |

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| Question 9 | How is Action adventure Total revenue share by Business model in last 5 years? |
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| SQL Query | WITH MaxDate AS  (SELECT MAX(Processing\_Date\_Month) AS Max\_Processing\_Date  FROM midb\_table),  FilteredData AS  (SELECT Business\_Model,  Total\_Revenue  FROM midb\_table,  MaxDate  WHERE LOWER(Main\_Genre) LIKE '%action-adventure%'  AND Processing\_Date\_Month >= date(Max\_Processing\_Date, '-5 years') ),  TotalRevenue AS  (SELECT Business\_Model,  SUM(Total\_Revenue) AS Revenue  FROM FilteredData  GROUP BY Business\_Model),  OverallRevenue AS  (SELECT SUM(Revenue) AS TotalRevenue  FROM TotalRevenue)  SELECT t.Business\_Model,  t.Revenue,  ROUND((t.Revenue \* 100.0 / o.TotalRevenue), 2) AS Revenue\_Share\_Percentage  FROM TotalRevenue t  CROSS JOIN OverallRevenue o |
|  |  |
| insights | 1. The total revenue for the 'action-adventure' genre in the last 5 years is dominated by the 'premium' business model, which accounts for 93.44% of the revenue. 2. The 'f2p' (free-to-play) business model contributes only 6.56% to the total revenue for the 'action-adventure' genre in the last 5 years. 3. The 'premium' business model generated a total revenue of 53.16 billion, while the 'f2p' model generated 3.73 billion. |
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| Plot |  |
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| vALIDATION | Check Sum of Total Revenue by Business model in between10-24 to 10-19 |
|  |  |
| Response Time | 97.01 seconds |

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| Question 10 | What are the Top 5 titles in Action adventure wrt Total revenue? |
|  |  |
| SQL Query | WITH RankedTitles AS  (SELECT "Title",  SUM("Total Revenue") AS total\_revenue,  ROW\_NUMBER() OVER (  ORDER BY SUM("Total Revenue") DESC) AS Rank  FROM midb\_table  WHERE LOWER("Main Genre") LIKE '%action-adventure%'  GROUP BY "Title")  SELECT "Title",  total\_revenue  FROM RankedTitles  WHERE Rank <= 5; |
|  |  |
| insights | 1. The top title in the action-adventure genre is 'grand theft auto v' with a total revenue of 7.91 billion usd. 2. The second highest revenue is generated by 'minecraft' with 4.72 billion usd. 3. 'genshin impact' ranks third with a total revenue of 3.50 billion usd. 4. 'red dead redemption ii' is fourth with 2.97 billion usd in revenue. 5. 'the legend of zelda: breath of the wild' rounds out the top five with 2.39 billion usd in revenue. |
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| Plot |  |
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| VALIDATION |  |
|  |  |
| Response Time | 83.22 seconds |

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| Question 11 | What % of Total revenue share by Genre in last 5 years at year level |
|  |  |
| SQL Query | SELECT strftime('%Y', `Processing Date Month`) AS YEAR,  `Main Genre`,  SUM(`Total Revenue`) AS Genre\_Revenue,  (SUM(`Total Revenue`) \* 100.0 / SUM(SUM(`Total Revenue`)) OVER (PARTITION BY strftime('%Y', `Processing Date Month`))) AS Revenue\_Share\_Percentage  FROM midb\_table  WHERE `Processing Date Month` >= date('2024-10-01', '-5 years')  GROUP BY YEAR,  `Main Genre`  ORDER BY YEAR,  Revenue\_Share\_Percentage DESC; |
|  |  |
| insights | Due to large dataset the insights could not be generated. You can download the resultset from the data tab |
|  |  |
| Plot |  |
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| VALIDATION |  |
|  |  |
| Response Time | 61.52 seconds |

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| Question 12 | What is most selling Premium business model game by year? |
|  |  |
| SQL Query | WITH yearly\_sales AS  (SELECT Title,  strftime('%Y', `Processing Date Month`) AS YEAR,  SUM(Units) AS Total\_Units\_Sold  FROM midb\_table  WHERE LOWER(`Business Model`) LIKE '%premium%'  GROUP BY Title,  YEAR),  ranked\_sales AS  (SELECT Title,  YEAR,  Total\_Units\_Sold,  RANK() OVER (PARTITION BY YEAR  ORDER BY Total\_Units\_Sold DESC) AS Rank  FROM yearly\_sales)  SELECT Title,  YEAR,  Total\_Units\_Sold  FROM ranked\_sales  WHERE Rank = 1; |
|  |  |
| insights | Due to large dataset the insights could not be generated. You can download the resultset from the data tab |
|  |  |
| Plot |  |
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| Validation |  |
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| Question 13 | What is the in-game revenue share of total revenue for action adventure in 2022 and 2023? |
|  |  |
| SQL Query | SELECT (SUM(in\_game\_revenue) \* 100.0 / SUM(total\_revenue)) AS in\_game\_revenue\_share  FROM midb\_table  WHERE LOWER(main\_genre) LIKE '%action-adventure%'  AND CAST(strftime('%Y', processing\_date\_month) AS INTEGER) IN (2022,  2023); |
|  |  |
| insights | The in-game revenue share of total revenue for action adventure in 2022 and 2023 is 27.15%, as per the provided data. |
|  |  |
| Plot |  |
|  |  |
| Response Time | 54.56 seconds |

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| Question 14 | List the top 2 games and their total revenue from each genre for the year 2023. |
|  |  |
| SQL Query | WITH RankedGames AS  (SELECT Title,  [Main Genre],  SUM([Total Revenue]) AS Total\_Revenue,  ROW\_NUMBER() OVER (PARTITION BY [Main Genre]  ORDER BY SUM([Total Revenue]) DESC) AS Rank  FROM midb\_table  WHERE strftime('%Y', [Processing Date Month]) = '2023'  GROUP BY Title,  [Main Genre])  SELECT Title,  [Main Genre],  Total\_Revenue  FROM RankedGames  WHERE Rank <= 2; |
|  |  |
| insights |  |
|  |  |
| Plot |  |
|  |  |
| Response Time | 68.48 seconds |

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| Question 15 | Which was the best selling game till date? |
|  |  |
| SQL Query | SELECT Title,  SUM(Units) AS Total\_Units\_Sold  FROM midb\_table  GROUP BY Title  ORDER BY Total\_Units\_Sold DESC  LIMIT 1; |
|  |  |
| insights | The best-selling game to date is "league of legends," with a total of 1,501,090,041 units sold. |
|  |  |
| Validation | League of Legends - 1501090041 |
|  |  |
| Plot |  |

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| Question 16 | What was the most sold game from each genre in 2022 |
|  |  |
| SQL Query | WITH GenreSales AS  (SELECT "Main Genre" AS Genre,  Title,  SUM(Units) AS TotalUnits  FROM midb\_table  WHERE "Processing Date Month" BETWEEN '2022-01-01' AND '2022-12-31'  GROUP BY "Main Genre",  Title),  RankedGenreSales AS  (SELECT Genre,  Title,  TotalUnits,  RANK() OVER (PARTITION BY Genre  ORDER BY TotalUnits DESC) AS Rank  FROM GenreSales)  SELECT Genre,  Title,  TotalUnits  FROM RankedGenreSales  WHERE Rank = 1; |
|  |  |
| insights | 1. The most sold game in the 'casual' genre was 'fall guys: ultimate knockout' with 100,693,400 units sold. 2. The 'strategy' genre's top-selling game was 'league of legends' with 82,936,190 units sold. 3. In the 'rpg' genre, 'path of exile' led with 49,262,973 units sold. 4. The 'shooter' genre's most sold game was 'fortnite' with 40,541,891 units sold. 5. The 'sports' genre saw 'rocket league' as the top seller with 28,886,654 units sold. 6. The 'ugc' genre's most sold game was 'roblox' with 29,630,437 units sold. 7. The 'action-adventure' genre's top game was 'elden ring' with 16,524,311 units sold. 8. The 'simulation' genre's most sold game was 'fallout shelter' with 9,408,302 units sold. 9. The 'racing' genre's top-selling game was 'mario kart 8' with 7,833,926 units sold. 10. The 'fighting' genre's most sold game was 'brawlhalla' with 3,857,489 units sold. 11. The 'compilation' genre's top game was 'clubhouse games: 51 worldwide classics' with 289,955 units sold. 12. The 'yu-gi-oh! Master duel' game had 13,868,486 units sold, but its genre was not specified. |
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| Plot |  |
| Validation |  |
|  |  |
| Response Time | 66.21 seconds |
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| Question 17 | What are the top f2p games by revenue? |
|  |  |
| SQL Query | SELECT Title,  SUM("Total Revenue") AS Total\_Revenue  FROM midb\_table  WHERE LOWER("Business Model") LIKE '%f2p%'  GROUP BY Title  ORDER BY SUM("Total Revenue") DESC  LIMIT 3; |
|  |  |
| insights | 1. The top free-to-play (f2p) game by revenue is 'fortnite' with a total revenue of $30,851,880,488. 2. The second highest revenue-generating f2p game is 'league of legends' with $19,194,997,600. 3. The third position is held by 'valorant' with a total revenue of $8,439,460,737. |
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| Plot |  |
|  |  |
| Response Time | 63.85 seconds |