



Sales performance

Game Analysis

Game Achievement

In our project, I created graphics based on sales performances, game analysis, and game achievements and evaluated them visually in our sample company. My approach was clear and effective.

Sales Performance

[Clear all slicers](#)

Count of Game ID

50K

Count of Platform

5

Count of Genre

6

Count of Region

5

Total Sales

2.510,81bn

Age

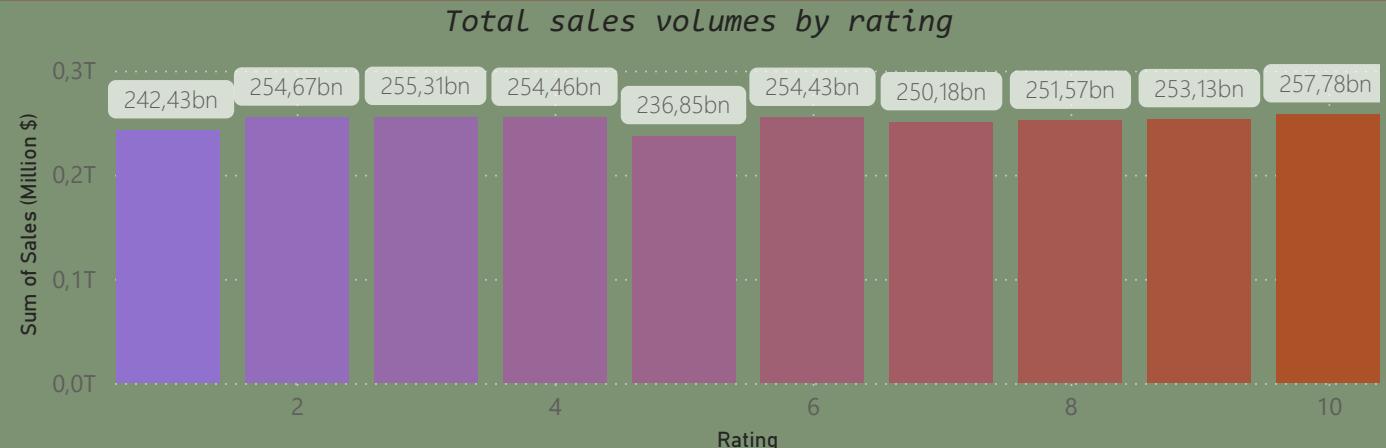
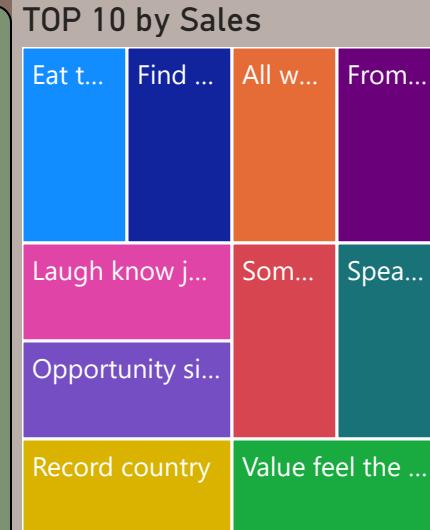
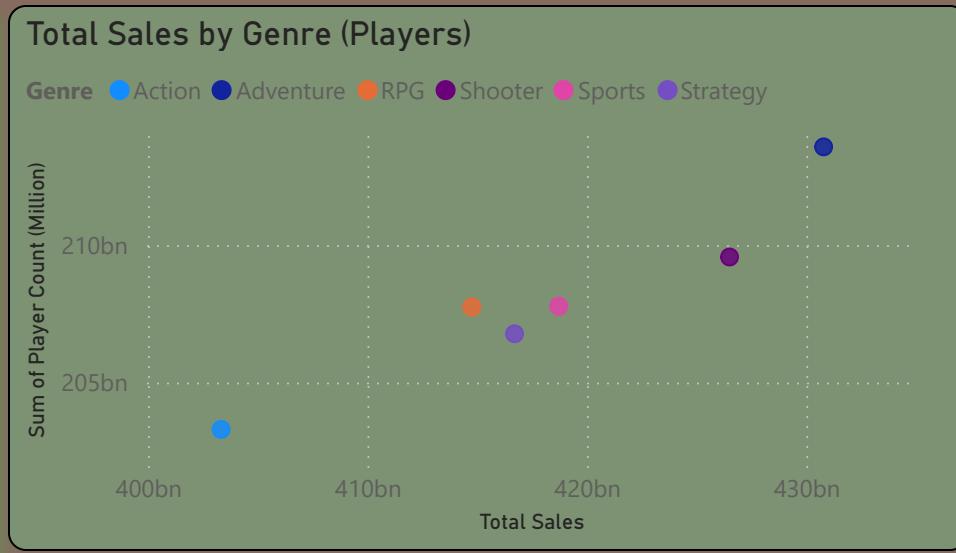
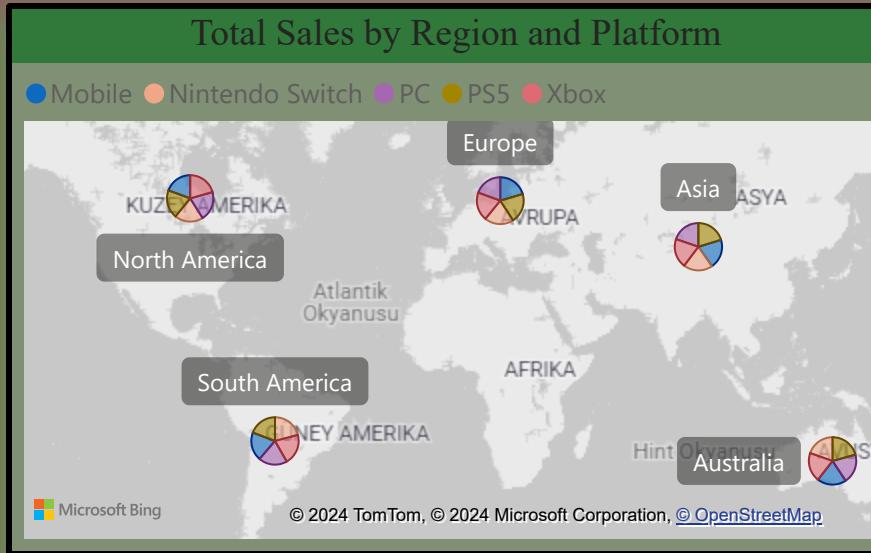
All

Age

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[Platform](#)

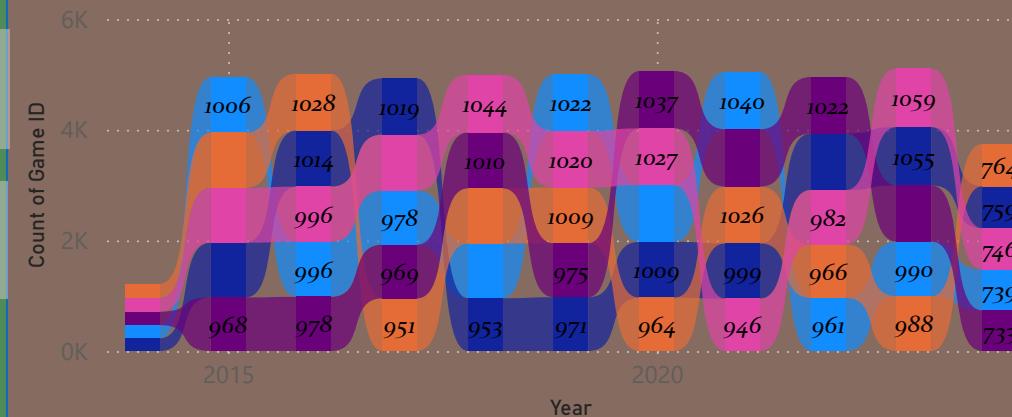
All

[Genre](#)

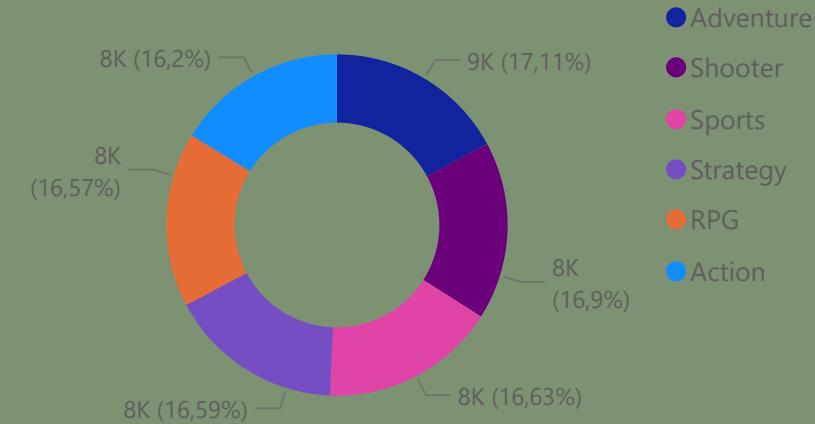
All

Count of Game ID by Year and Platform

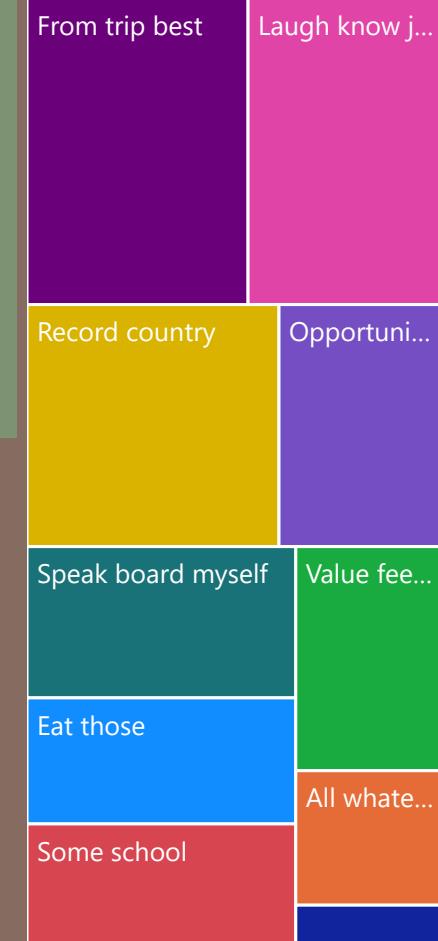
Mobile Nintendo Switch PC PS5 Xbox



Total Game Count by Genre



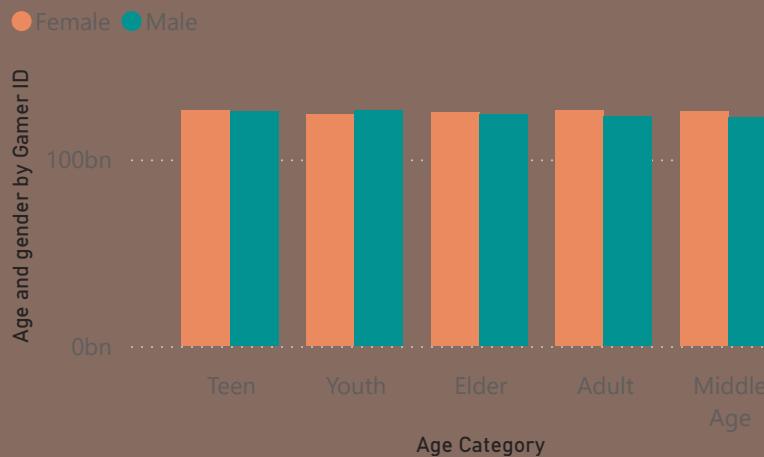
Top 10 Ratings vs Total Sales for Each Game



Average of Rating by Genre



Player Count by Age Category and Gender



Game Achievement

[Clear all slicers](#)

Count of Game ID

50K

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5

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6

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5

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2.510,81bn

Age

All

Platform

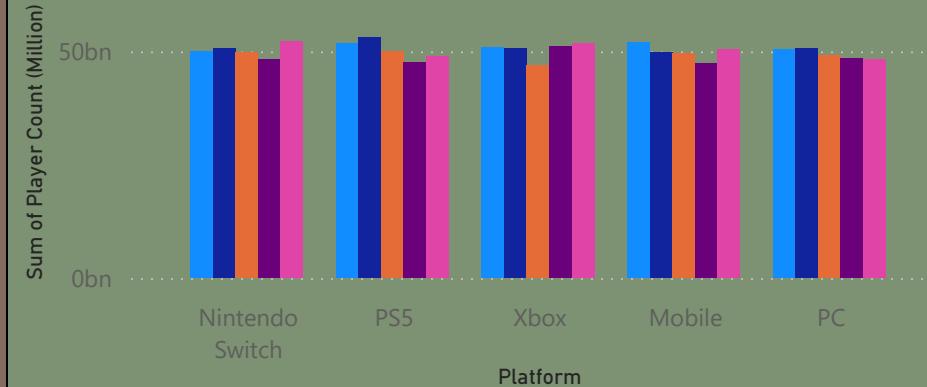
All

Genre

All

Players by Platform and Region

Region ● Asia ● Australia ● Europe ● North America ● South America



Total Players, Average of Rating and Total Sales by Platform

● Mobile ● Nintendo Switch ● PC ● PS5 ● Xbox



TOP 5 Sold Games

Game Name	Total Sales
<i>Eat those</i>	100.000.000,00
<i>Find eat say</i>	100.000.000,00
<i>ALL whatever song</i>	99.990.000,00
<i>From trip best</i>	99.990.000,00
<i>Laugh know join</i>	99.990.000,00
<i>Opportunity single material</i>	99.990.000,00
<i>Record country</i>	99.990.000,00
<i>Some school</i>	99.990.000,00
<i>Speak board myself</i>	99.990.000,00
<i>Value feel the Light</i>	99.990.000,00
Total	999.920.000,00

