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# UMAP - MICROCREDENTIALIAL

WHAT GENRE WOULD IT BE  
IF I WANTED TO CREATE A GAME?



PRESENTATION CLIP

<https://youtu.be/NbkEnwfn6Kk>



# CHAPTER 1

Data Cleaning

# CHAPTER 2

Data Visualization

# CHAPTER 3

Data analysis

# CHAPTER FIVE

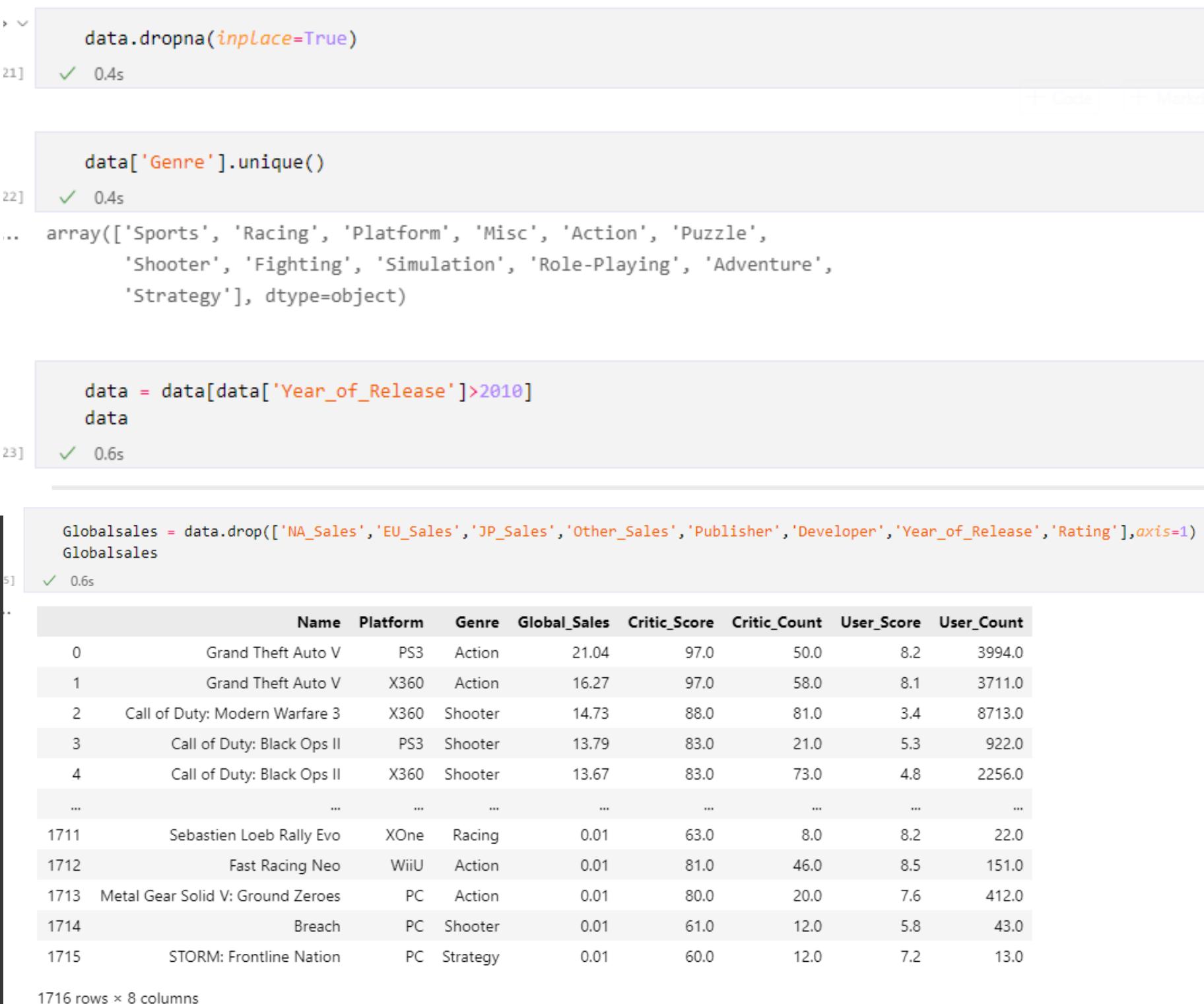
## DATA CLEANING

First I start cleaning my data with Excel.

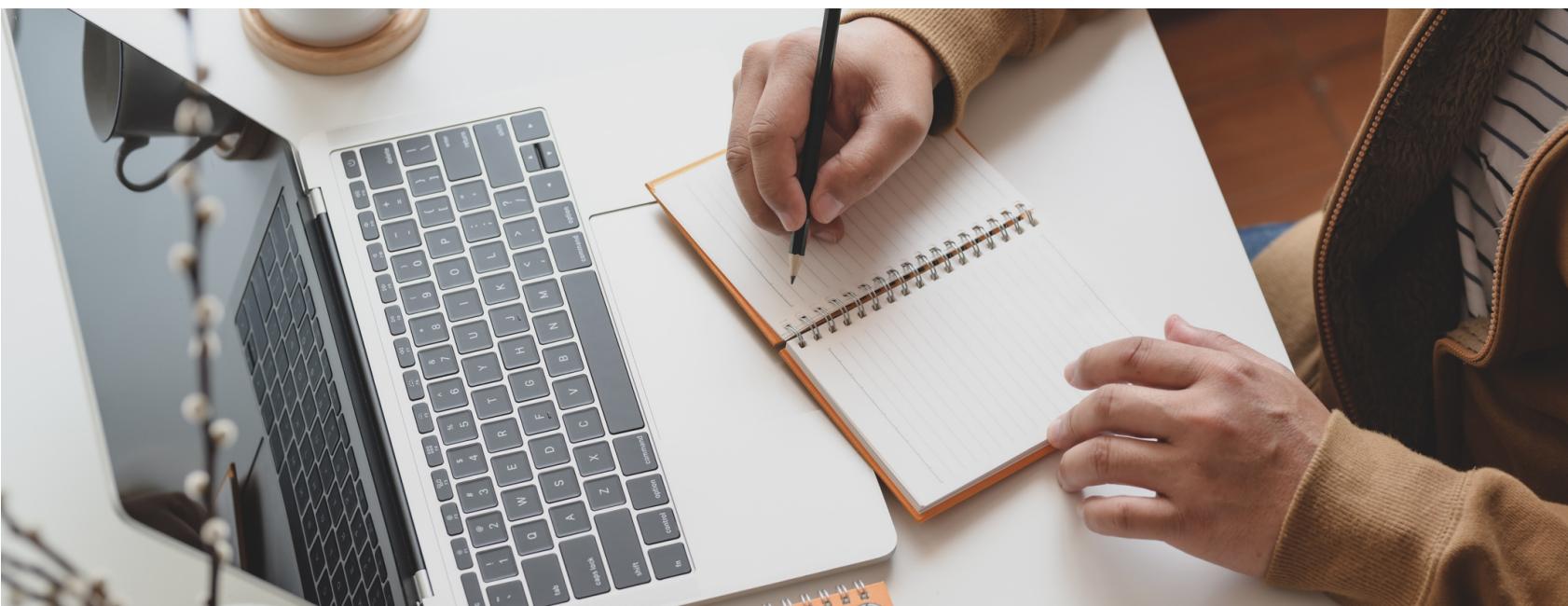
A	B	C	D	E	F
Name	Platform	Year_of_Release	Genre	Publisher	NA_Sales
Wii Sports	Wii	2006	Sports	Nintendo	41.36
Super Mario Bros.	NES	1985	Platform	Nintendo	29.08
Mario Kart	Wii	2008	Racing	Nintendo	15.68
Wii Sports	Wii	2009	Sports	Nintendo	15.61
Pokemon Red/Green	GB	1996	Role-Playing	Nintendo	11.27
Tetris	GB	1989	Puzzle	Nintendo	23.2
New Super Mario Bros.	DS	2006	Platform	Nintendo	11.28
Wii Play	Wii	2006	Misc	Nintendo	13.96
New Super Mario Bros. Wii	Wii	2009	Platform	Nintendo	14.44
Duck Hunt	NES	1984	Shooter	Nintendo	26.93
Nintendogs: Golden Retriever & Friends	DS	2005	Simulation	Nintendo	9.05
Mario Kart	DS	2005	Racing	Nintendo	9.71
Pokemon Crystal	GB	1999	Role-Playing	Nintendo	9
Wii Fit	Wii	2007	Sports	Nintendo	8.92
Kinect Adventures	X360	2010	Misc	Microsoft Game Studios	15
Wii Fit Plus	Wii	2009	Sports	Nintendo	9.01
Grand Theft Auto V	PS3	2013	Action	Take-Two Interactive Software	7.02
Grand Theft Auto IV	PS2	2004	Action	Take-Two Interactive Software	9.43
Super Mario Kart	SNES	1990	Platform	Nintendo	12.78
Brain Age: Train Your Brain in Minutes a Day!	DS	2005	Misc	Nintendo	4.74
Pokemon Eevee Evolution	DS	2006	Role-Playing	Nintendo	6.38

# DATA CLEANING

# Continue cleaning data with Python until there's only necessary data



# DATA VISUALIZATION

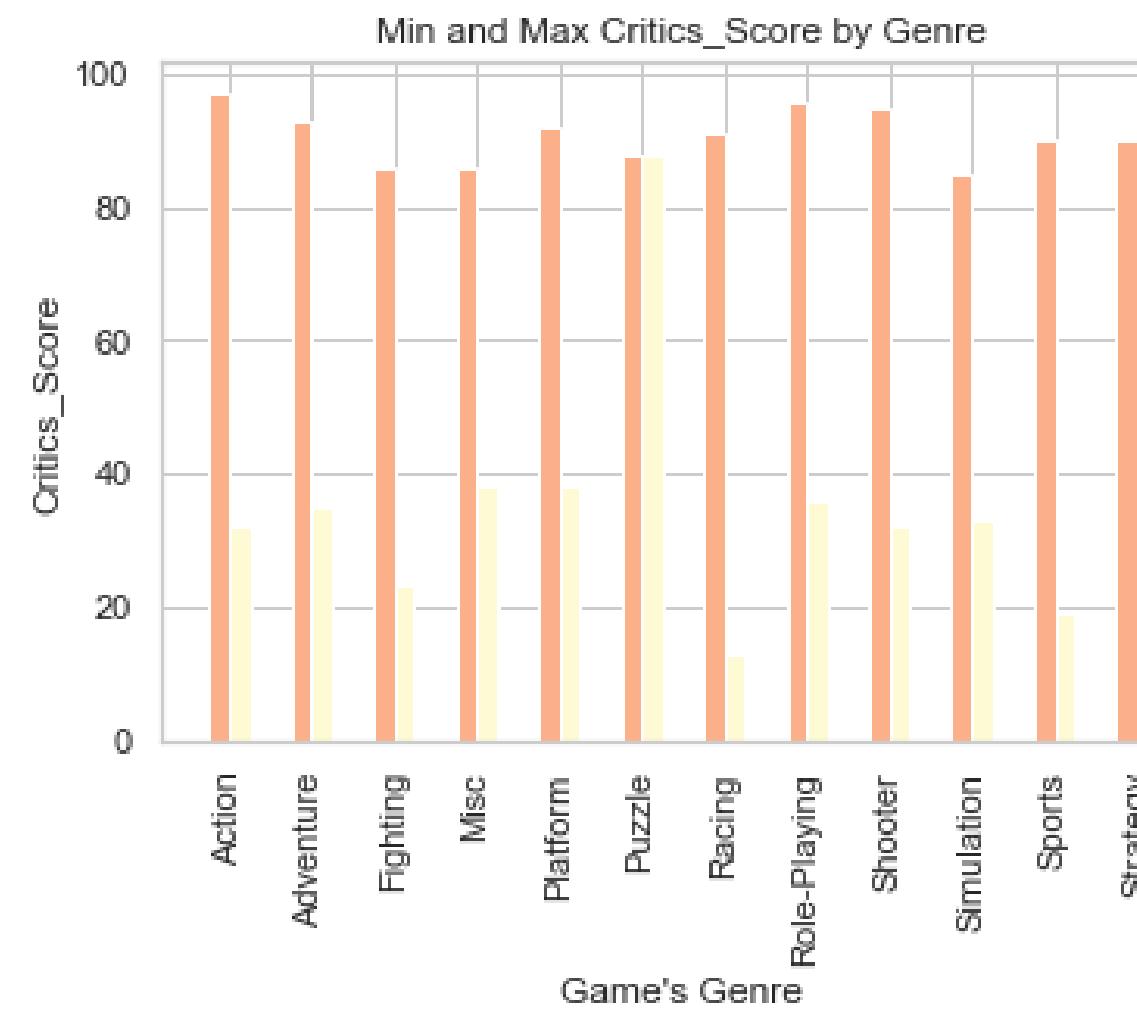


## CHAPTER 2



# DATA VISUALIZATION

I started to plot min and max critics score by genre

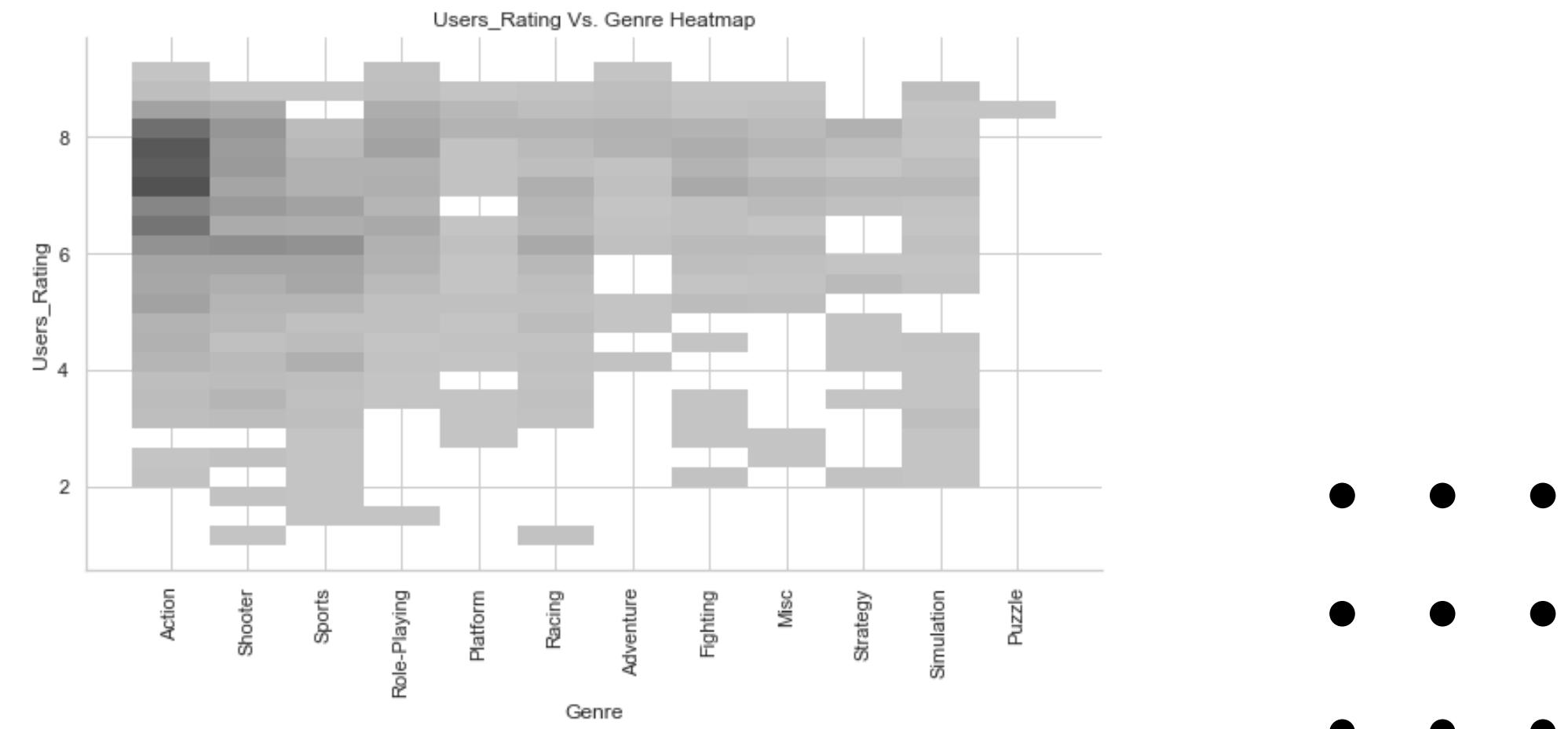
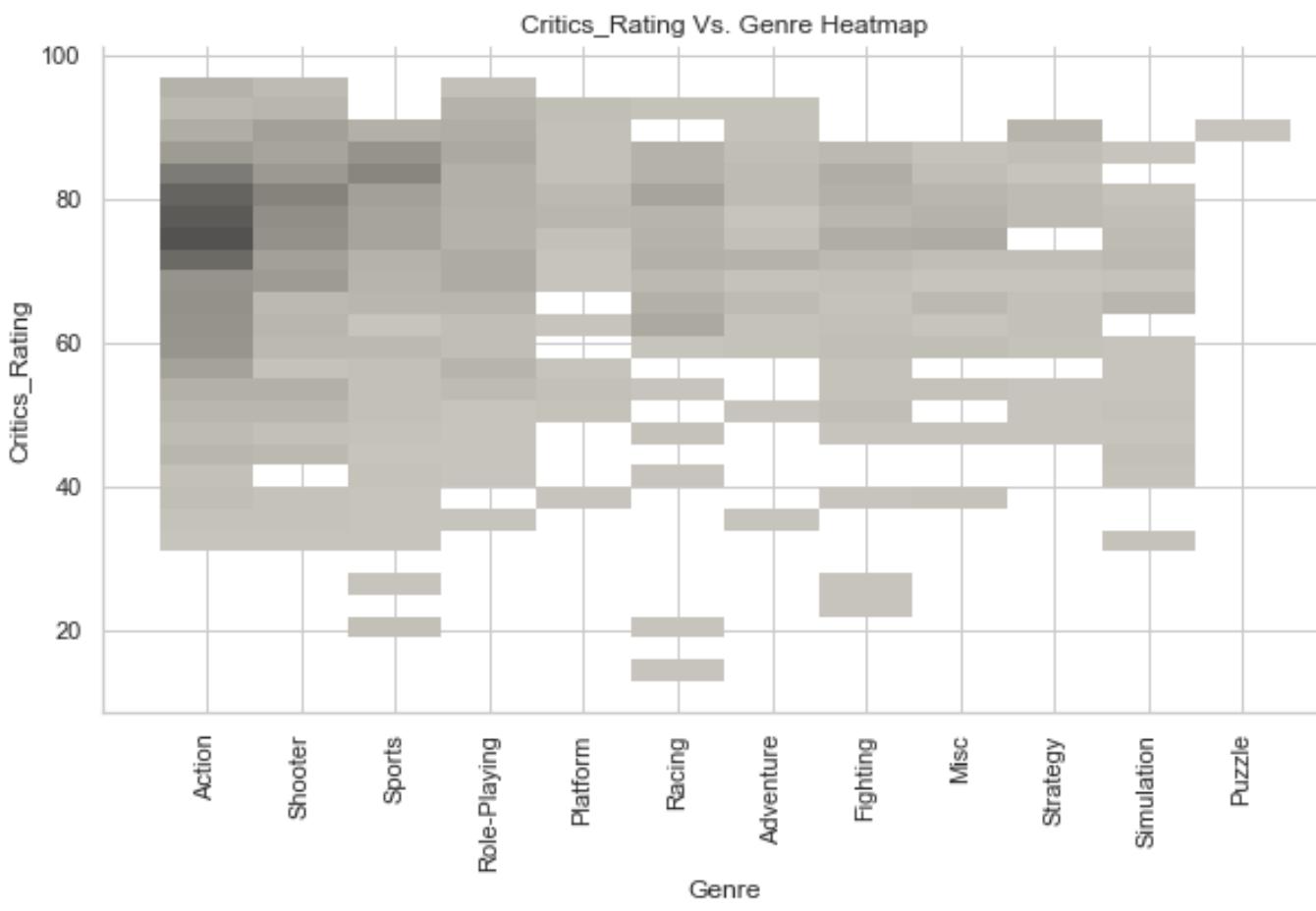


Then continue plotting average critics and users score by genre



# DATA ATION

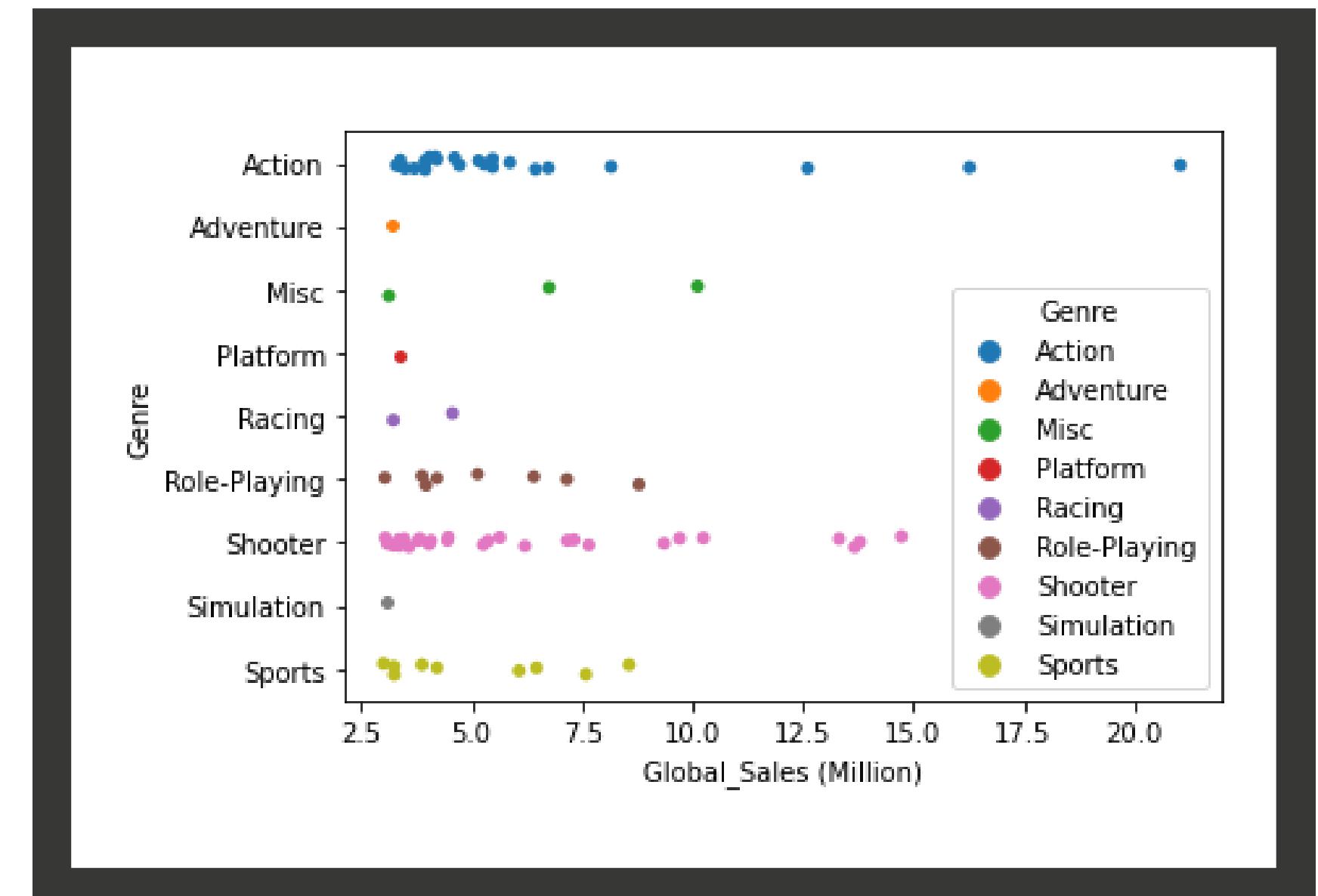
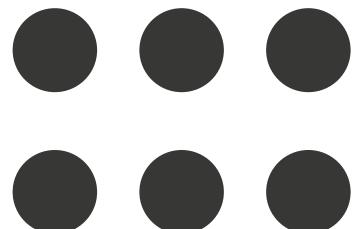
Then I decided to change things  
by plotting important information  
in distribution graph



# DATA VISUALIZATION

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This is another graph showing the relation between global sales and genre.



# CHAPTER 3



# DATA ANALYSIS

After visualizing I started to analyze what genre would it be if I wanted to create a game?



# CHAPTER 3



# SUMMARY

I've concluded that Action is the most desirable game genre on the market, followed by Shooter games based on sales data and a heat map of user and critic ratings.



THANK YOU  
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