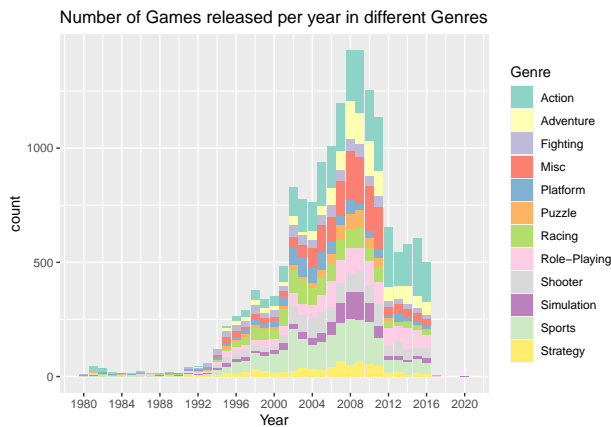


Analysis of Video Game Sales

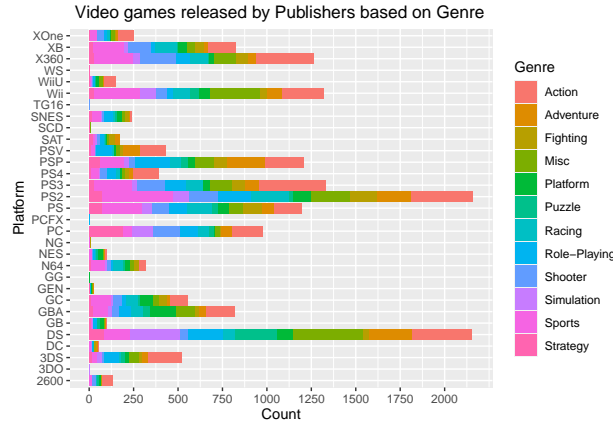
West Ham

16/03/2021

The Data set consists of video game sales from 1980 to 2016 in different countries and regions. Overall, the data set consists of 16719 rows and 16 columns. It emphasizes on various features like publisher, developer, platform, critic score, user score, rating, genre of the games. Initially, during 1985 and 1992, there were only four publisher and the sales were very low too. Gradually, the demand for video game sales started in the mid 90's. Based on the Action genre, a video game published by Take-Two Interactive in 2013 recorded the highest sales globally and sales in Japan were recorded as the lowest. European sales stand second in the race. Each video game consists of different kinds of rating based on the genre like E= Everyone, AO= Adults only, E10+ = Everyone above 10+ age, EC = Early Childhood, M = Mature, T= Teen, RP= Rating Pending.

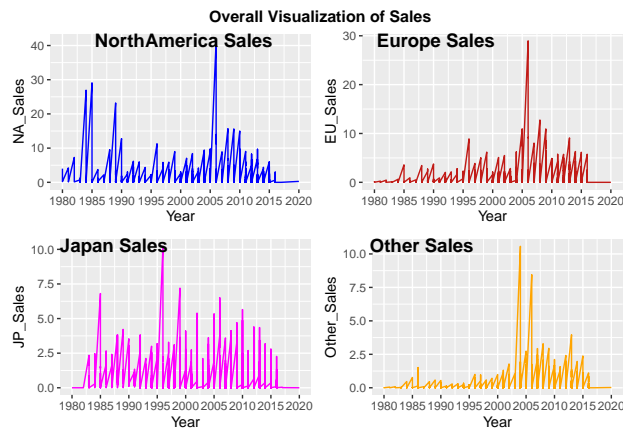


The bar chart illustrates the number of video games released every year during 1980 to 2016 at 4-year interval in accordance with genre. X-axis represents the year of release and Y-axis represents the count of video games. Initially, between 1980 to 1992 there were very a smaller count of games were released and most of the games released on few genres (sports, action, fighting). Between 2002 to 2013 huge number of video games are released. In the year 2002 the video games released are more that 500, Unfortunately the count is dropped little bit in the years 2003 & 2004. Overall, we can observe that, between 2007 to 2011 the video game release count had drastically increased to 1400 approx. From 2012 the release of video games on different genre had diminished. Highest number of video games are released on action, role playing and sports genres.

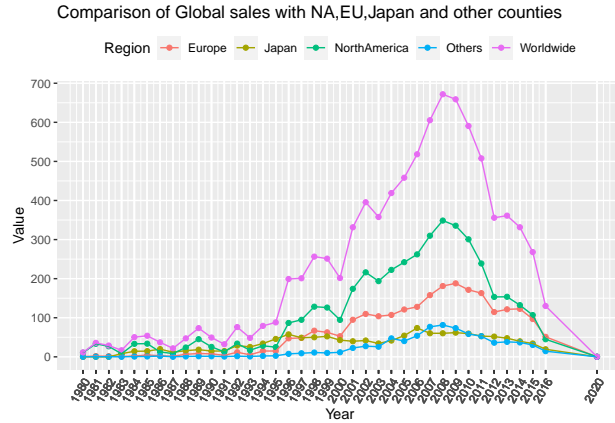


The bar graph demonstrates the number of video games released by different publishers based on different genres. X-axis represents Platform(publishers), Y-axis represents the count. PS3 and DS publishers had released significant number of games as compared to others and fewer games were released by WS, TG16, SCD, PCFX, NG, GG and 3DO publishers.

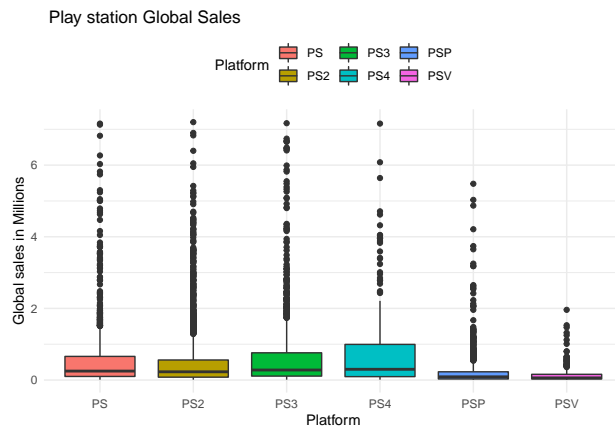
This graph describes the number of games released by each platform; we had plotted the graph based on condition (games count > 250).



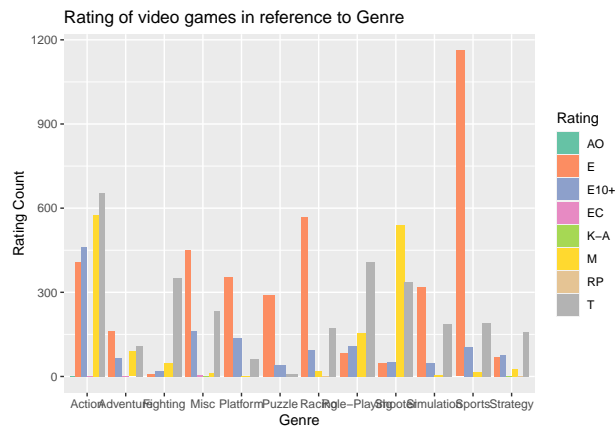
The line graph illustrates about the sales of video games in North America, Europe, Japan and other countries. X- axis represents the year and Y-axis represent the sales measured in millions. In the year 1995 japan had recorded highest sales more than 10 million. North America had also recorded 30 million sales in the year 1983 and 1985. Compared to Japan in the year 2005 north America, Europe and other country sales records the highest number.



The line graph represents the comparison of Global video game sale with North America, Europe, japan and other region sales. X-axis is represented as years and y-axis is represented as value. During 1980 and 1983 North America sales and Global sales are almost equal. Overall, irrespective of Global sales North America tops in video game sales as compared to Europe, japan and other regions. Europe had the moderate video game sales. As there is no data between 2017 to 2020, we can ignore.

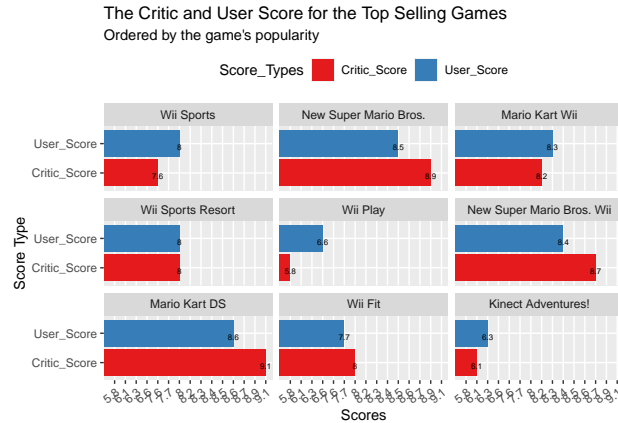


This box plot portrays the information of the play station video game sales globally. X-axis represents the different play station modules (PS, PS2, PS3, PS4, PSP, PSV) and Y-axis represents the Global sales represented in millions. PS4 has the highest number of sales globally as compared to other and PSP and PSV records the miserable sales in the play station platform.

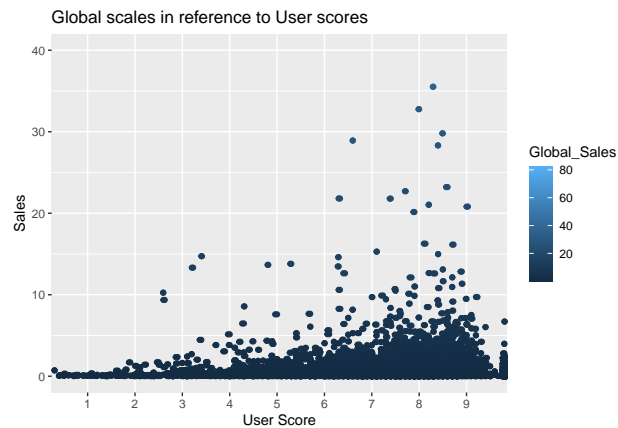


The bar graph illustrates the information about the rating of video games in reference to genre. Different

kinds of rating available for each genre (E= Everyone, AO= Adult's only, E10+ = Everyone above 10+ age, EC = Early Childhood, M = Mature, T= Teen, RP= Rating Pending). Sports genre is rated E which is the highest and implies everyone is eligible to play. In Action genre games Teens are represented as high in count and in Racing genre is rated as E which means every once can play. Shooting genre is rated as M by most of them which means only mature persons need to play.



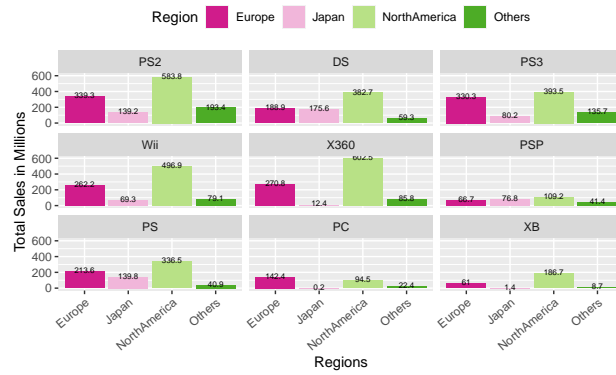
The graph elucidates the information of the top selling games based on critic score and user score. Mario Kart DS game is having the highest critic and user compared to others and New Super Maria Bros stands just below. Kinect Adventures and Wii play had got the least critic and user score. critic and user scores were almost similar for remaining top selling games.



The scatter/jitter plot depicts the information regarding video game sales in refence to user scores. Approximately 8.3 is the highest given by user's and sales is more that 35 million, one more is rated as 8 and it sales is approximately 33 million. There are very few video game sales in which user score is between 6 to 9 and sales is between 15 to 30 million. Most of the videogame sale is below 10 million even if the user score is between 7 to 9.

The Total Sales for each Region

For each platform ordered by (desc) the platform's number of releases



The bar graph illustrates the information about the total sales in each region(Europe, Japan, North America, Others) and platforms number of releases. Overall total sales is major in North America with respect of all platforms. Considerably, Japan and Others reports the minimal sales in all platforms and Europe has the decent sales in all platforms. PSP platform has the lowest sales in all the regions.