Ebrahim Moosa

Malachai Cravens

Cody Gunter

ETL Project

**Inspiration:**

This project took inspiration from the fact that as we have grown older we have had less time to enjoy the pleasure of playing video games. As a result, we tend to play games that tend to be rated the best. We decided that analyzing video games in the scope of review scores given by both critics and users, as well as how successful a game was based on units sold. The final database will look at video games, the genres, units sold, and what platforms they were on.

**Sources of Data:**

Being a major entertainment source, the largest in terms of revenue, there are a plethora of sources to look at. Traditional gaming outlets have a deep well of data, specifically in terms of critic reviews and lists of best games. There are also companies dedicated at looking at the sales of video games. The first data set we pulled from is from Kaggle. The data is a web scrap of sales of video games, per game. The next data set we used was scraped from Business Insider looking at the best games with both critic and user scores.

<https://www.businessinsider.com/best-video-games-metacritic-2017-11#50-world-of-goo-2>

**Extraction:**