

# Project Proposal

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## Analyze the sales for video games

### Introduction:

This dataset contains a list of video games with their sales in particular years that aims to know if the human interest in video games changed by time and to know the type of the games each country interested in, to target their kind of interest.

### Data:

The dataset is provided in .csv format. It contains 16,566 rows, each row has 11 features.

To achieve the goal of this study the dataset Analyze the sales for video games will be used. This dataset can be found at Kaggle. Link:

<https://www.kaggle.com/gregorut/videogamesales>

This dataset contains **11 features**:

- **Rank** - Ranking of overall sales
- **Name** - The games name
- **Platform** - Platform of the games release (i.e. PC,PS4, etc.)
- **Year** - Year of the game's release
- **Genre** - Genre of the game
- **Publisher** - Publisher of the game
- **NA\_Sales** - Sales in North America (in millions)
- **EU\_Sales** - Sales in Europe (in millions)
- **JP\_Sales** - Sales in Japan (in millions)
- **Other\_Sales** - Sales in the rest of the world (in millions)
- **Global\_Sales** - Total worldwide sales.

Rank		Name	Platform	Year	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	Other_Sales	Global_Sales
0	1	Wii Sports	Wii	2006.0	Sports	Nintendo	41.49	29.02	3.77	8.46	82.74

### Tools:

There are tools that will be used to achieve the goal of this study, such as: pandas, numpy, matplotlib for discovering the data, The work will be done through google colab, and canva for presentation.

### Case of study:

1-Are people interest in video games changed by time for each generation?

2-what is the most games sales in each country so the companies can focus on to raise their sales?

3- what is the year that has the highest number of sales?

4-what is the company that has the highest number of games?