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VIDEO GAMES DATASET

Project Proposal

Analyze the sales for video games

Introduction:

This dataset contains a list of video games with their publisher names and the amount of sales for each game that aims to understand the video games market and study the type of games that people prefer more.

Project Target:

The project target to understand the video games market to increase the companies' profits by redirect them to the type of people interest in games based on where they live.

About The Dataset:

Resources:

The dataset is provided in .csv format. It contains 16,566 rows, each rows 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:

- Jupyter (Python: pandas, matplotlib, seaborn)
- canva for presentation.

Case of study:

-What is the year that has the highest global sales in video games market around over the world?

-What are the companies that are dominant the market for 40 years?

-What is the most type of games has the highest sales in each country so the companies can focus on to raise their sales?

-Are people interest in games changed by time?