data_science

December 1, 2024

[1]:
```
import pandas as pd
import matplotlib.pyplot as plt
import seaborn as sns
```

[2]:
```
df = pd.read_csv('./vgsales.csv')
```

[3]:
```
df.head(10)
```

[3]:

	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
1	2	Super Mario Bros.	NES	1985.0	Platform	Nintendo	29.08	3.58	6.81	0.77	40.24
2	3	Mario Kart Wii	Wii	2008.0	Racing	Nintendo	15.85	12.88	3.79	3.31	35.82
3	4	Wii Sports Resort	Wii	2009.0	Sports	Nintendo	15.75	11.01	3.28	2.96	33.00
4	5	Pokemon Red/Pokemon Blue	GB	1996.0	Role-Playing	Nintendo	11.27	8.89	10.22	1.00	31.37
5	6	Tetris	GB	1989.0	Puzzle	Nintendo	23.20	2.26	4.22	0.58	30.26
6	7	New Super Mario Bros.	DS	2006.0	Platform	Nintendo	11.38	9.23	6.50	2.90	30.01
7	8	Wii Play	Wii	2006.0	Misc	Nintendo	14.03	9.20	2.93	2.85	29.02
8	9	New Super Mario Bros. Wii	Wii	2009.0	Platform	Nintendo	14.59	7.06	4.70	2.26	28.62
9	10	Duck Hunt	NES	1984.0	Shooter	Nintendo	26.93	0.63	0.28	0.47	28.31

[4]:
```
# Display the first few rows
print("Dataset Preview:")
display(df.head())

# 1. Dataset Overview
print("\nDataset Information:")
```

```
df.info()

print("\nChecking for Missing Values:")
print(df.isnull().sum())

# 2. Statistical Summary
print("\nStatistical Summary of Numerical Columns:")
print(df.describe())

# 3. Distribution of Numerical Data
numerical_cols = ['NA_Sales', 'EU_Sales', 'JP_Sales', 'Other_Sales',␣
 ↪'Global_Sales']
plt.figure(figsize=(14, 8))
for i, col in enumerate(numerical_cols, 1):
    plt.subplot(2, 3, i)
    sns.histplot(df[col], kde=True, bins=20)
    plt.title(f'Distribution of {col}')
plt.tight_layout()
plt.show()

# 4. Top 10 Publishers by Global Sales
top_publishers = df.groupby('Publisher')['Global_Sales'].sum().nlargest(10)
plt.figure(figsize=(10, 6))
top_publishers.plot(kind='bar', color='skyblue')
plt.title('Top 10 Publishers by Global Sales')
plt.xlabel('Publisher')
plt.ylabel('Global Sales (Millions)')
plt.show()

# 5. Sales Trend Over Years
# Drop rows with missing 'Year' values
df_yearly_sales = df.dropna(subset=['Year'])
yearly_sales = df_yearly_sales.groupby('Year')['Global_Sales'].sum()

plt.figure(figsize=(12, 6))
yearly_sales.plot(kind='line', color='green')
plt.title('Global Sales Over Years')
plt.xlabel('Year')
plt.ylabel('Global Sales (Millions)')
plt.show()

# 6. Genre Distribution
plt.figure(figsize=(12, 6))
sns.countplot(data=df, x='Genre', order=df['Genre'].value_counts().index,␣
 ↪palette='viridis')
plt.title('Distribution of Game Genres')
plt.xticks(rotation=45)
```

```
plt.show()

# 7. Platform Analysis - Top 10 Platforms by Total Sales
top_platforms = df.groupby('Platform')['Global_Sales'].sum().nlargest(10)
plt.figure(figsize=(10, 6))
top_platforms.plot(kind='bar', color='salmon')
plt.title('Top 10 Platforms by Global Sales')
plt.xlabel('Platform')
plt.ylabel('Global Sales (Millions)')
plt.show()

# 8. Correlation Analysis
plt.figure(figsize=(10, 6))
sns.heatmap(df[numerical_cols].corr(), annot=True, cmap='coolwarm', fmt='.2f')
plt.title('Correlation Matrix of Sales Data')
plt.show()
```

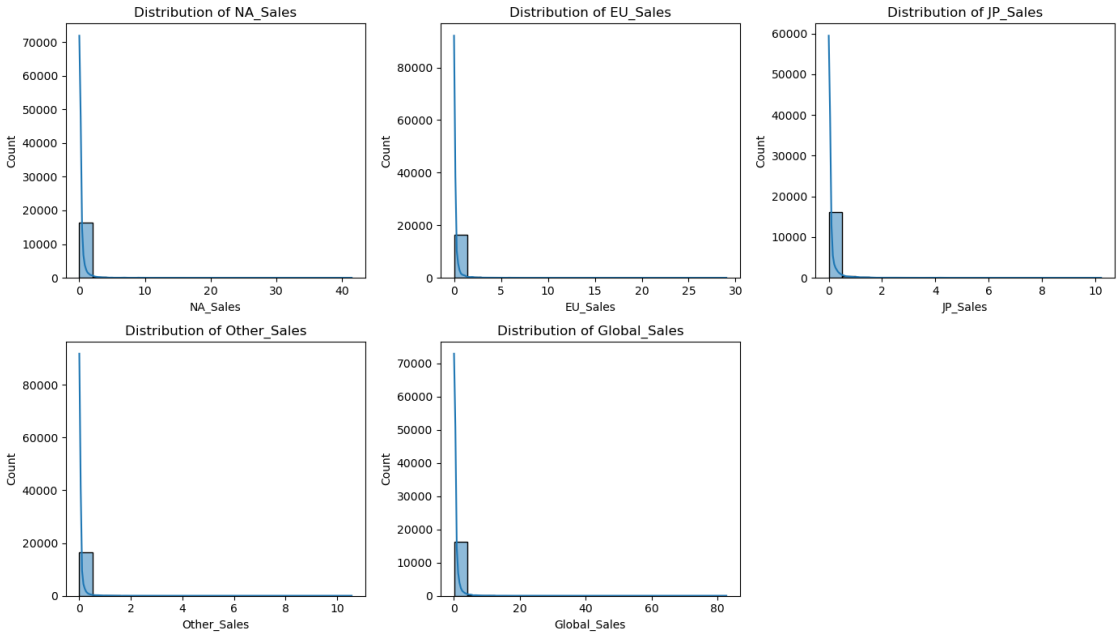
```
Dataset Preview:
```

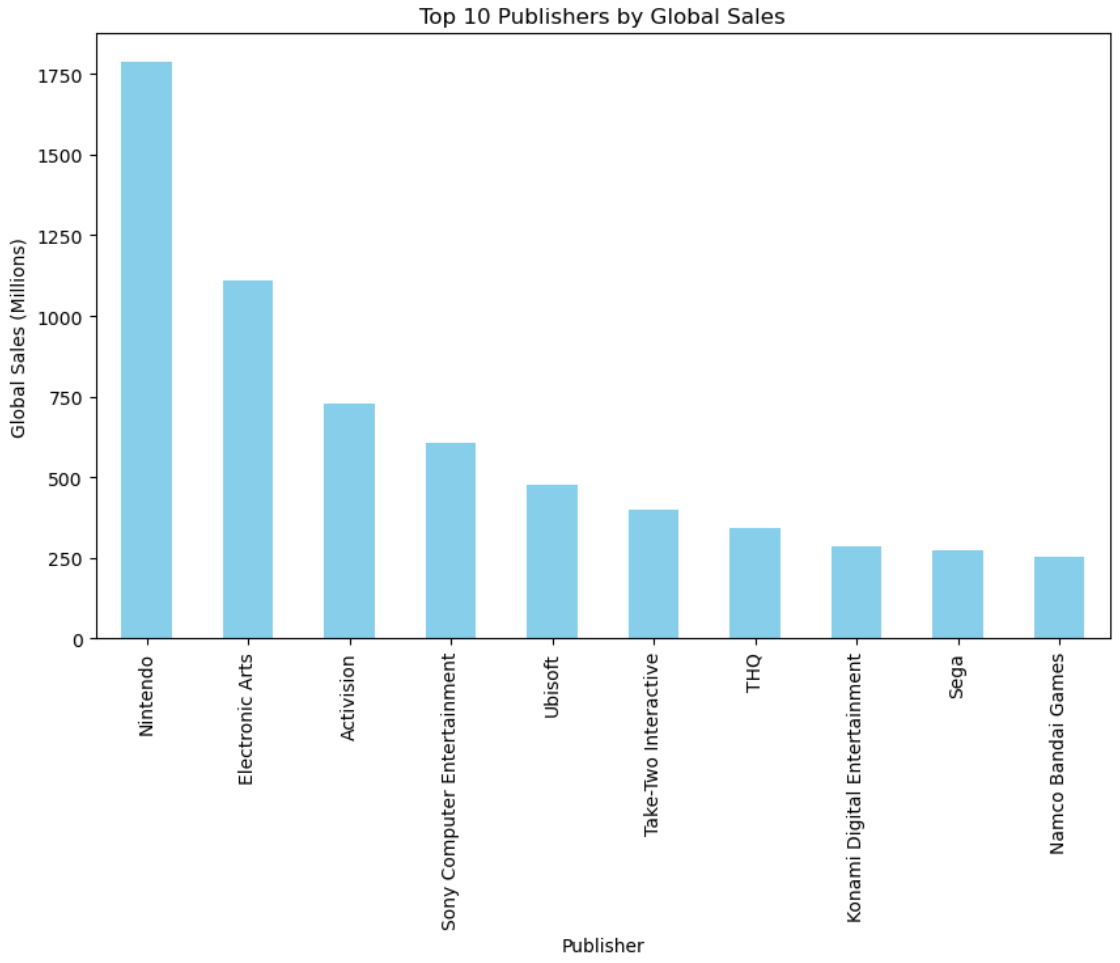
	Rank	Name	Platform	Year	Genre	Publisher	\
0	1	Wii Sports	Wii	2006.0	Sports	Nintendo	
1	2	Super Mario Bros.	NES	1985.0	Platform	Nintendo	
2	3	Mario Kart Wii	Wii	2008.0	Racing	Nintendo	
3	4	Wii Sports Resort	Wii	2009.0	Sports	Nintendo	
4	5	Pokemon Red/Pokemon Blue	GB	1996.0	Role-Playing	Nintendo	

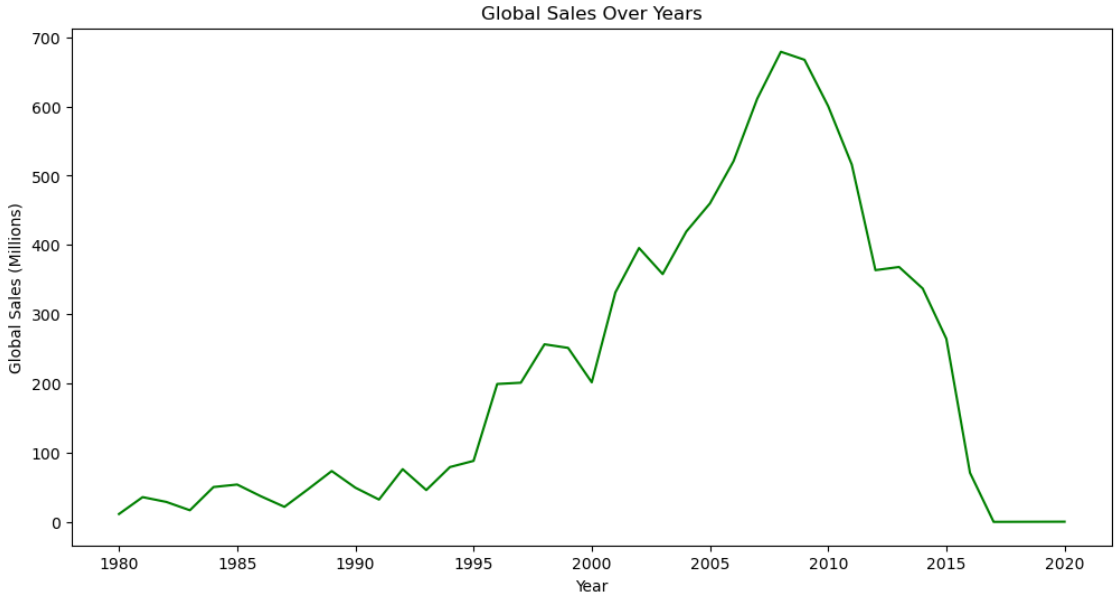
	NA_Sales	EU_Sales	JP_Sales	Other_Sales	Global_Sales
0	41.49	29.02	3.77	8.46	82.74
1	29.08	3.58	6.81	0.77	40.24
2	15.85	12.88	3.79	3.31	35.82
3	15.75	11.01	3.28	2.96	33.00
4	11.27	8.89	10.22	1.00	31.37

```
Dataset Information:
<class 'pandas.core.frame.DataFrame'>
RangeIndex: 16598 entries, 0 to 16597
Data columns (total 11 columns):
 #   Column        Non-Null Count  Dtype
---  ------        --------------  -----
 0   Rank          16598 non-null  int64
 1   Name          16598 non-null  object
 2   Platform      16598 non-null  object
 3   Year          16327 non-null  float64
 4   Genre         16598 non-null  object
 5   Publisher     16540 non-null  object
 6   NA_Sales      16598 non-null  float64
 7   EU_Sales      16598 non-null  float64
 8   JP_Sales      16598 non-null  float64
```

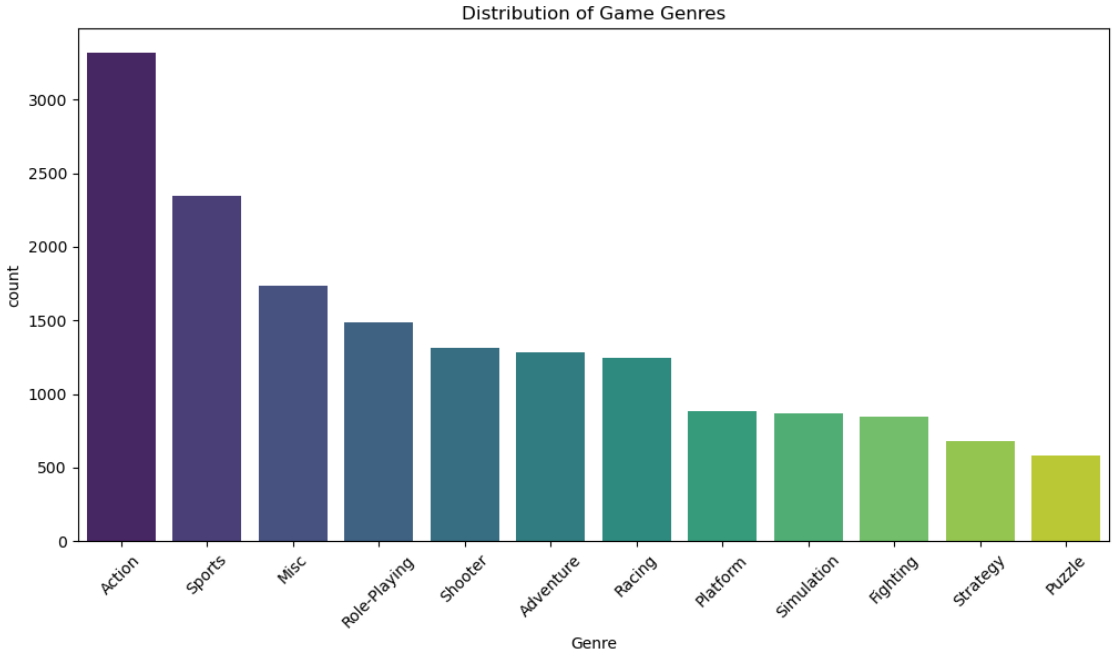
```
 9   Other_Sales   16598 non-null  float64
 10  Global_Sales  16598 non-null  float64
dtypes: float64(6), int64(1), object(4)
memory usage: 1.4+ MB

Checking for Missing Values:
Rank              0
Name              0
Platform          0
Year            271
Genre             0
Publisher        58
NA_Sales          0
EU_Sales          0
JP_Sales          0
Other_Sales       0
Global_Sales      0
dtype: int64

Statistical Summary of Numerical Columns:
               Rank          Year      NA_Sales      EU_Sales      JP_Sales  \
count  16598.000000  16327.000000  16598.000000  16598.000000  16598.000000
mean    8300.605254   2006.406443      0.264667      0.146652      0.077782
std     4791.853933      5.828981      0.816683      0.505351      0.309291
min        1.000000   1980.000000      0.000000      0.000000      0.000000
25%     4151.250000   2003.000000      0.000000      0.000000      0.000000
50%     8300.500000   2007.000000      0.080000      0.020000      0.000000
75%    12449.750000   2010.000000      0.240000      0.110000      0.040000
max    16600.000000   2020.000000     41.490000     29.020000     10.220000

        Other_Sales  Global_Sales
count  16598.000000  16598.000000
mean       0.048063      0.537441
std        0.188588      1.555028
min        0.000000      0.010000
25%        0.000000      0.060000
50%        0.010000      0.170000
75%        0.040000      0.470000
max       10.570000     82.740000
```

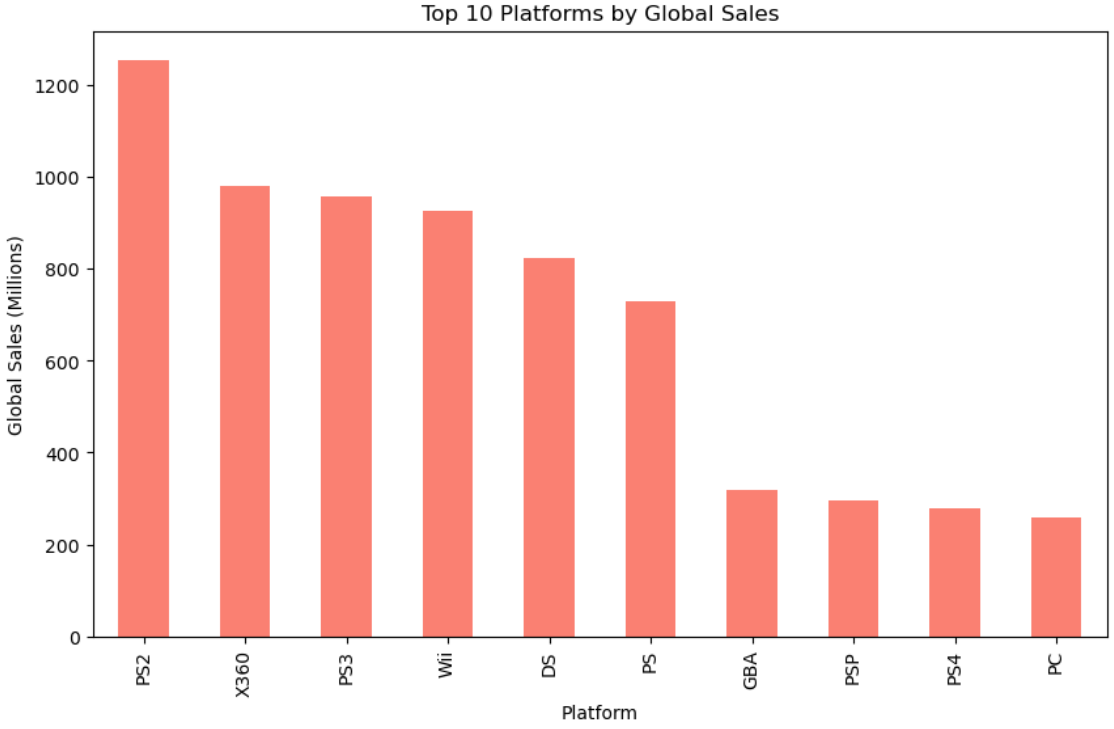

Distribution of NA_Sales
NA_Sales
Count
Distribution of EU_Sales
EU_Sales
Count
Distribution of JP_Sales
JP_Sales
Count
Distribution of Other_Sales
Other_Sales
Count
Distribution of Global_Sales
Global_Sales
Count

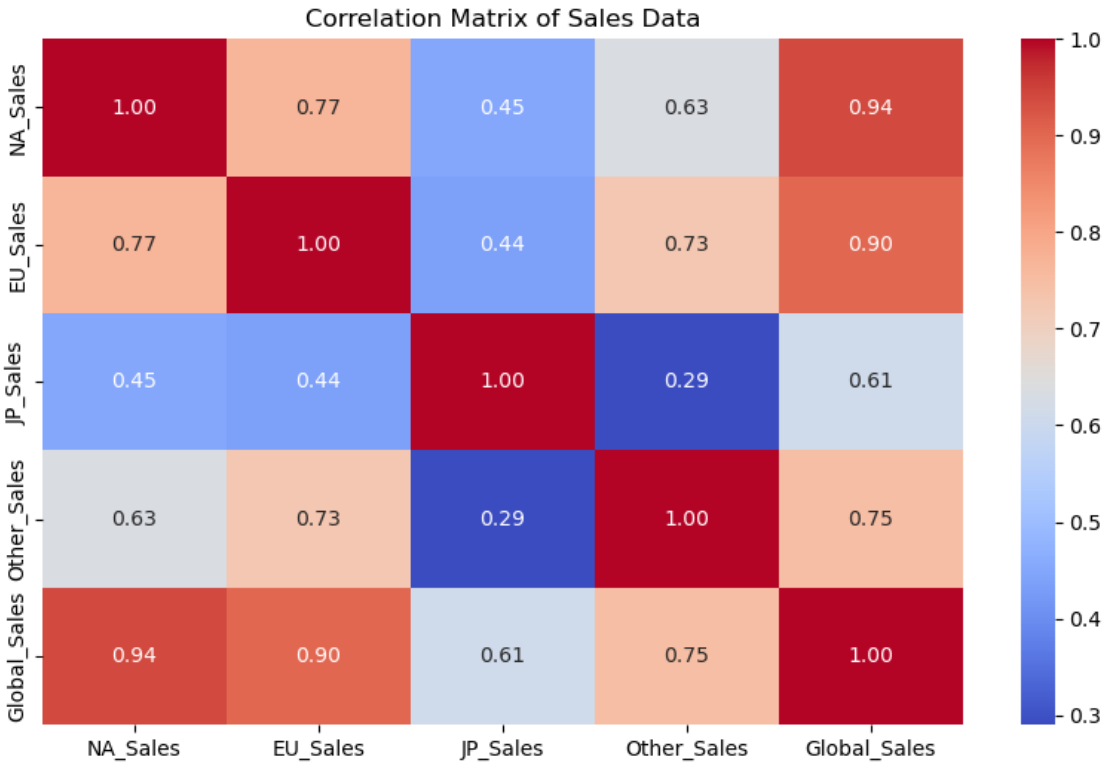

Top 10 Publishers by Global Sales
Global Sales (Millions)
Publisher
Nintendo
Electronic Arts
Activision
Sony Computer Entertainment
Ubisoft
Take-Two Interactive
THQ
Konami Digital Entertainment
Sega
Namco Bandai Games




```
/tmp/ipykernel_636145/2204207068.py:49: FutureWarning:

Passing `palette` without assigning `hue` is deprecated and will be removed in
v0.14.0. Assign the `x` variable to `hue` and set `legend=False` for the same
effect.

  sns.countplot(data=df, x='Genre', order=df['Genre'].value_counts().index,
palette='viridis')
```


Distribution of Game Genres
count
3000
2500
2000
1500
1000
500
0
Action
Sports
Misc
Role-Playing
Shooter
Adventure
Racing
Platform
Simulation
Fighting
Strategy
Puzzle
Genre


Top 10 Platforms by Global Sales
Global Sales (Millions)
1200
1000
800
600
400
200
0
PS2
X360
PS3
Wii
DS
PS
GBA
PSP
PS4
PC
Platform


Correlation Matrix of Sales Data
NA_Sales
EU_Sales
JP_Sales
Other_Sales
Global_Sales
1.00 0.77 0.45 0.63 0.94
0.77 1.00 0.44 0.73 0.90
0.45 0.44 1.00 0.29 0.61
0.63 0.73 0.29 1.00 0.75
0.94 0.90 0.61 0.75 1.00
NA_Sales
EU_Sales
JP_Sales
Other_Sales
Global_Sales
1.0
0.9
0.8
0.7
0.6
0.5
0.4
0.3