Project Proposal

This repo is one of the T5 Bootcamp requirements

Abstract

**The video games market has grown at a rapid rate(covid-19) during the pandemic, with everyone having to stay at home for extended periods as a result of the closures.**

**Saudi Arabia aims to consolidate its position as a regional technical center for the most important entrepreneurs, innovators and programmers from the region and the world, enhance the digital capabilities of Saudi youth, and encourage innovation and creativity; As part of efforts to achieve Vision 2030.**

Dataset(Features)

##### **to achieve the goal of this study the dataset Video\_Games\_Sales will be used. This dataset can be found at [Kaggle](https://www.kaggle.com/gpreda/all-covid19-vaccines-tweets)**

**This dataset contains**

* **Video Games**
* **region sales**
* **Platform**
* **Year**

## Tools

**There are tools that will be used to achieve the goal of this study, such as: seabern**

**, matplotlib, pandas, numpy for analyze**

**the data and train a model. The work will be done through Jupyter notebook.**