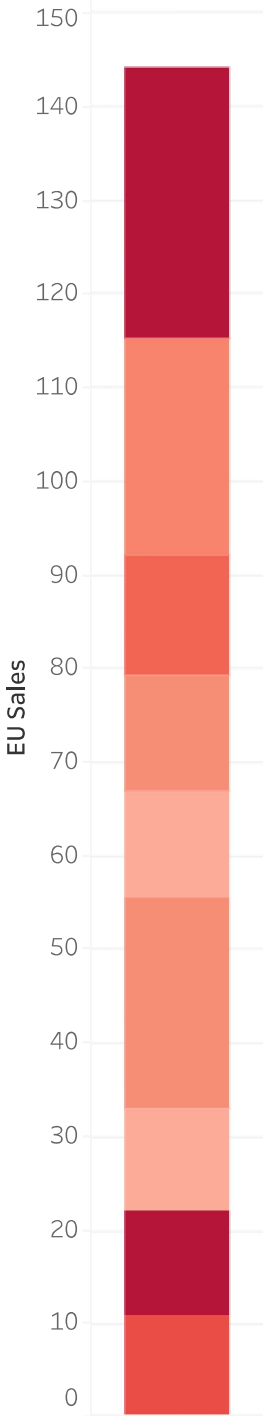


UNCOVERING THE GAMING INDUSTRY

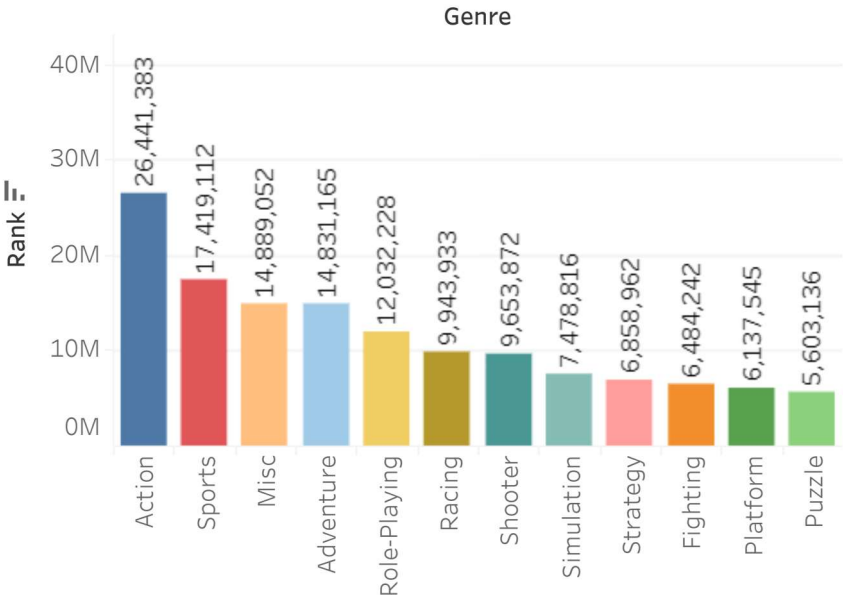
INTRODUCTION:- OVERVIEW:- Video game sales analysis is the process of collecting and analysing data about the video games in order to understand market trends and consumer behaviour. This type of analysis can be useful for variety of purpose including identifying the most popular games and genres, predicting future sale and developing marketing strategies. Video games sales analysis typically involves collecting data from Kaggle sources. It was generated by scrape of vgcharts.com. This data may include information about the number of units sold, the retail price and the platforms on which the games are played. Once the data has been collected it is typically analysed using tableau. It is an important part of the video game industries, as it helps to understand the needs and preference of consumers and to identify opportunities for growth and innovation. **PURPOSE:-** Studies show that playing games in the classroom can increase overall motivation. Students become more motivated to learn, pay attention and participate in class activities. They can also be a great classroom management tool helping to motivate the class The video game industry encompasses the development, marketing and monetization of video games. The industry encompasses dozens of job disciplines and thousands of jobs worldwide.

Dashboard

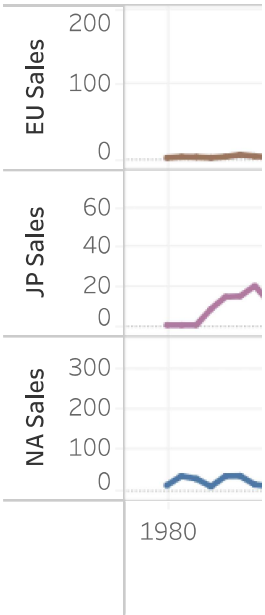
Top 10 EU
selling Video
Games



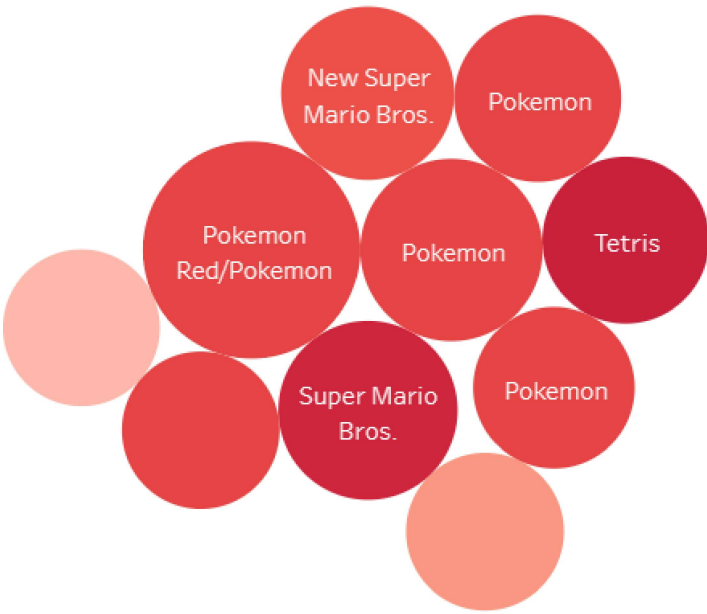
Genre with Rank



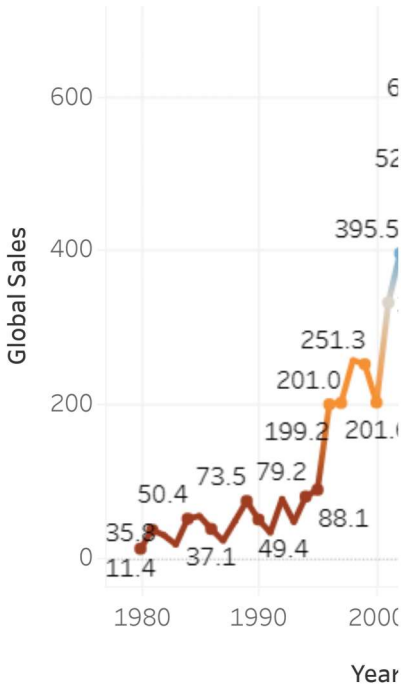
Video Game Sales in
Sales in



Top 10 Japan selling Video Games



Total Sales



Story

Video Game



PUBLISHER VS PLATFORM : This is a Gantt chart which shows the games published on every platforms since 1980. The highest games are published on platforms like PS2,PS3,PS4, GB and PC.It

SALES BASED ON PLATFORMS : This tree map shows the games sold globally by the publisher over time. Nintendo is the clear winner but also Electronic Arts

