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Time-Series Analysis of Video Games Sales:
Final Report

## Problem Statement

According to a report by game and esports data firm Newzoo (via VentureBeat), the market is expected to drop in 2021 for the first time since the firm began tracking in 2012. Of course, this is following the unprecedented circumstances brought on by the Covid-19 epidemic. People hunkered down and played video games at a level higher than ever before, so the next year could be seen as the market readjusting itself. In this project, I will build models to examine/predict the volatility as well as forecast video game sales.

## Data Cleaning/Transforming

The dataset I'm working with contains a list of video games with sales greater than 100,000 copies. It was generated by a scrape, based on BeautifulSoup using Python, of vgchartz.com.

There are 16,598 records, each containing the fields:
- 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

I started by dropping all null values. I then converted the year column to a datetime in order for it to work correctly in a time series, and combined it with global sales. Here is a simple plot of the data:
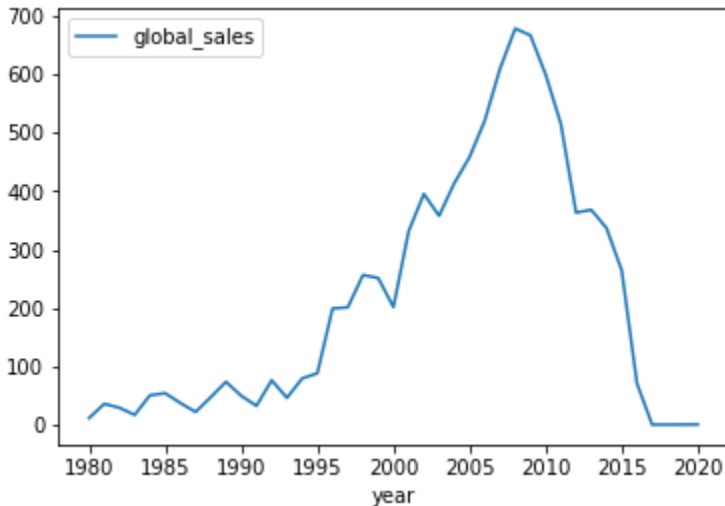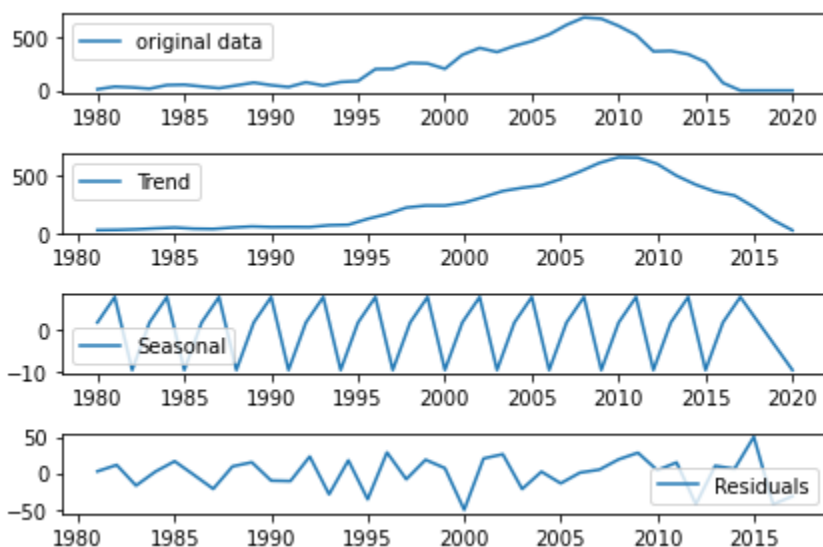


One can spot a steep upwards trend, over the past 25 years especially, followed by a similarly steep dropoff.

## Modeling
### 1.Decomposition

To understand the yearly global sales data better, I used the decompose function, breaking the time series data into trend, seasonality, and noise.

## 2. KPSS Test for Stationarity

As is essential with Time Series data, I tested whether it was stationary using a KPSS test. The resulting p-value was over 0.05, which meant the data was stationary and suitable for the next step.

## 3. ARIMA Model

Once I knew the data was stationary, I then wanted to use an ARIMA model to forecast, which required finding the best parameters. To do this I made functions to find the MSE of a single ARIMA model and try different models with different parameters. Eventually I obtained the optimum model ARIMA model for my data.

Summary of the model:

ARIMA Model Results

| Dep. Variable: | D.#CigSales | No. Observations: | 143 |
|---|---|---|---|
| Model: | ARIMA(2, 1, 1) | Log Likelihood | 1263.116 |
| Method: | css-mle | S.D. of innovations | 0.000 |
| Date: | Wed, 28 Jul 2021 | AIC | -2516.233 |
| Time: | 15:17:09 | BIC | -2501.418 |
| Sample: | 02-01-1949 | HQIC | -2510.213 |
| | - 12-01-1960 | | |

| | coef | std err | z | P>|z| | [0.025 | 0.975] |
|---|---|---|---|---|---|---|
| const | 2.624e-06 | 5.06e-07 | 5.184 | 0.000 | 1.63e-06 | 3.62e-06 |
| ar.L1.D.#CigSales | 0.4681 | 0.156 | 3.003 | 0.003 | 0.163 | 0.774 |
| ar.L2.D.#CigSales | -0.2640 | 0.109 | -2.413 | 0.016 | -0.478 | -0.050 |
| ma.L1.D.#CigSales | -0.8693 | nan | nan | nan | nan | nan |

Roots

| | Real | Imaginary | Modulus | Frequency |
|---|---|---|---|---|
| AR.1 | 0.8866 | -1.7326j | 1.9463 | -0.1747 |
| AR.2 | 0.8866 | +1.7326j | 1.9463 | 0.1747 |
| MA.1 | 1.1504 | +0.0000j | 1.1504 | 0.0000 |

Original dataset plotted against my model:
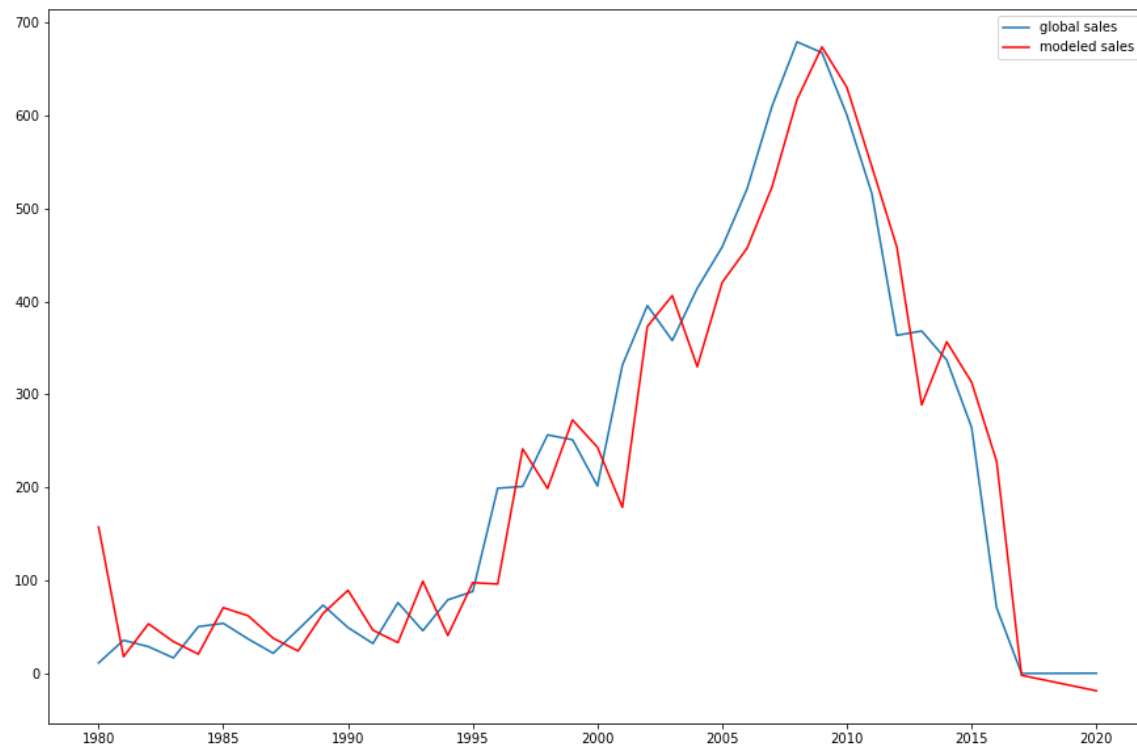


Past sales including 5-year forecast, predicting a comeback in sales:
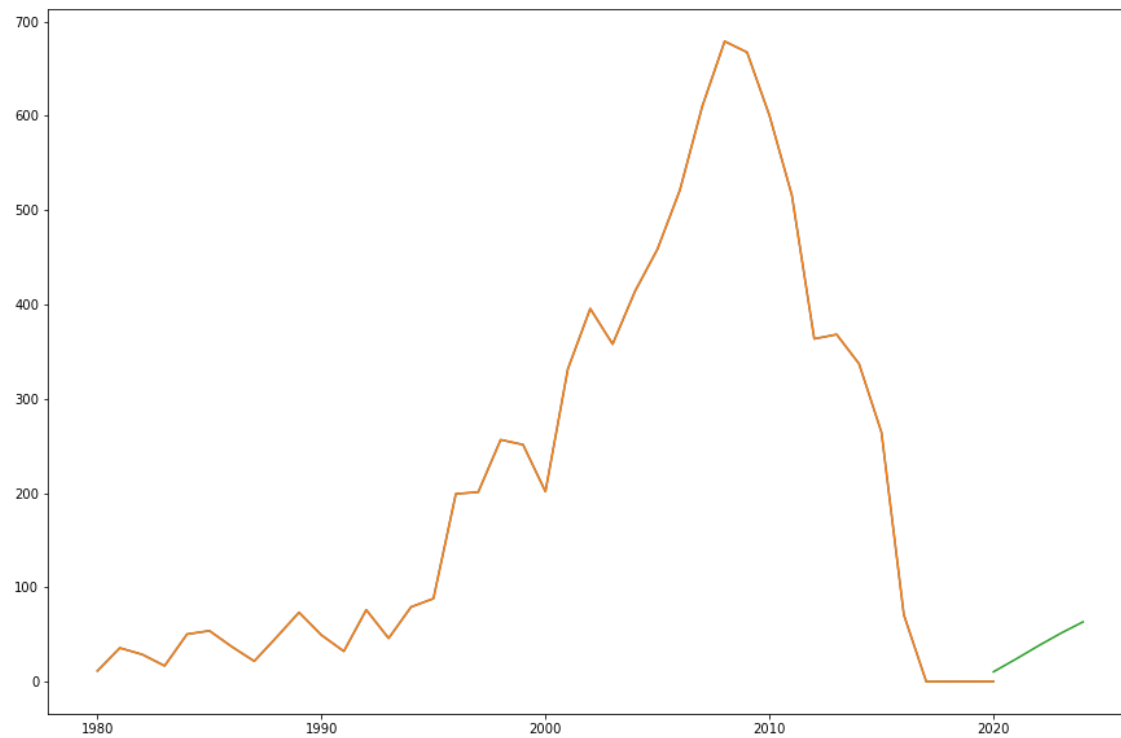
## 4. ARCH Model

Constant Mean - ARCH Model Results

| Dep. Variable: | global_sales | R-squared: | 0.000 |
|---|---|---|---|
| Mean Model: | Constant Mean | Adj. R-squared: | 0.000 |
| Vol Model: | ARCH | Log-Likelihood: | -171.643 |
| Distribution: | Normal | AIC: | 355.286 |
| Method: | Maximum Likelihood | BIC: | 363.490 |
| | | No. Observations: | 29 |
| Date: | Fri, Jul 30 2021 | Df Residuals: | 28 |
| Time: | 09:04:20 | Df Model: | 1 |

Mean Model

| | coef | std err | t | P>|t| | 95.0% Conf. Int. |
|---|---|---|---|---|---|
| mu | 45.4172 | 6.179 | 7.350 | 1.982e-13 | [ 33.306, 57.528] |

Volatility Model

| | coef | std err | t | P>|t| | 95.0% Conf. Int. |
|---|---|---|---|---|---|
| omega | 477.0653 | 208.198 | 2.291 | 2.194e-02 | [ 69.005,8.851e+02] |
| alpha[1] | 1.0000 | 0.256 | 3.901 | 9.582e-05 | [ 0.498, 1.502] |
| alpha[2] | 3.7836e-13 | 0.162 | 2.331e-12 | 1.000 | [ -0.318, 0.318] |
| alpha[3] | 1.9860e-12 | 0.141 | 1.410e-11 | 1.000 | [ -0.276, 0.276] |
| alpha[4] | 1.8119e-12 | 1.030e-02 | 1.759e-10 | 1.000 | [-2.019e-02,2.019e-02] |

Covariance estimator: robust

Judging from the high Log-Likelihood value, this model is a relatively good fit. Combined with the fact that all of our mean and volatility coefficients were significant, this model should be able to reliably predict future variance.

## 5. GARCH Model

| Dep. Variable: | global_sales | R-squared: | 0.000 |
|---|---|---|---|
| Mean Model: | Constant Mean | Adj. R-squared: | 0.000 |
| Vol Model: | GARCH | Log-Likelihood: | -182.947 |
| Distribution: | Normal | AIC: | 379.894 |
| Method: | Maximum Likelihood | BIC: | 389.465 |
| | | No. Observations: | 29 |
| Date: | Fri, Jul 30 2021 | Df Residuals: | 28 |
| Time: | 09:11:50 | Df Model: | 1 |

Mean Model

| | coef | std err | t | P>|t| | 95.0% Conf. Int. |
|---|---|---|---|---|---|
| mu | 69.9772 | 15.926 | 4.394 | 1.114e-05 | [ 38.762,1.012e+02] |

Volatility Model

| | coef | std err | t | P>|t| | 95.0% Conf. Int. |
|---|---|---|---|---|---|
| omega | 1.1193e+04 | 4359.510 | 2.568 | 1.024e-02 | [2.649e+03,1.974e+04] |
| alpha[1] | 0.9523 | 1.209 | 0.788 | 0.431 | [ -1.417, 3.322] |
| alpha[2] | 7.7184e-14 | 1.713 | 4.506e-14 | 1.000 | [ -3.357, 3.357] |
| alpha[3] | 8.7270e-14 | 1.614 | 5.407e-14 | 1.000 | [ -3.163, 3.163] |
| alpha[4] | 1.0349e-13 | 1.161 | 8.917e-14 | 1.000 | [ -2.275, 2.275] |
| beta[1] | 3.1899e-13 | 0.319 | 1.001e-12 | 1.000 | [ -0.624, 0.624] |

The Log_Likelihood of the GARCH model is slightly less than the ARCH alternative, making it a worse fit.

Due to a relatively small amount of data, ARCH is the more appropriate model to use because of the complexity for which the GARCH model typically accounts.

**Takeaways**

       The conclusions that I draw from my analysis of video game sales over the past 40 years are that while the market suffered a dip over the last decade, it will likely turn back to reflect positive growth. The data also suggests a significant level of volatility in future sales.

**Future Research**

       For the next project, I would like to get a much bigger dataset of sales to work with, down to month/week/daily sales. Only having annual sales, I obviously was not able to examine seasonal trends, just the long-term growth and decay.

       It would also be interesting to look at other media sales' performance over the last decade and see whether there is any correlation between sets of data.