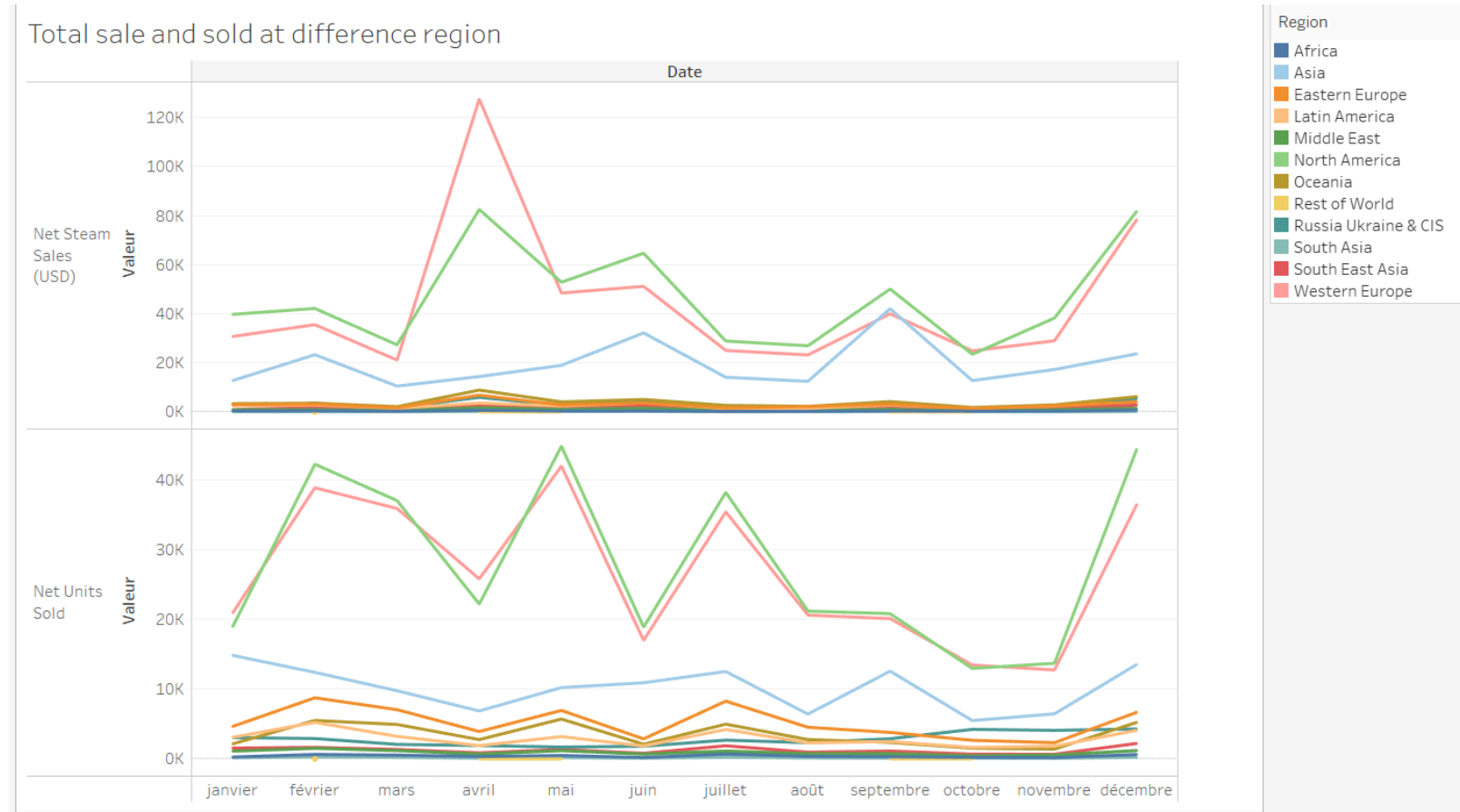


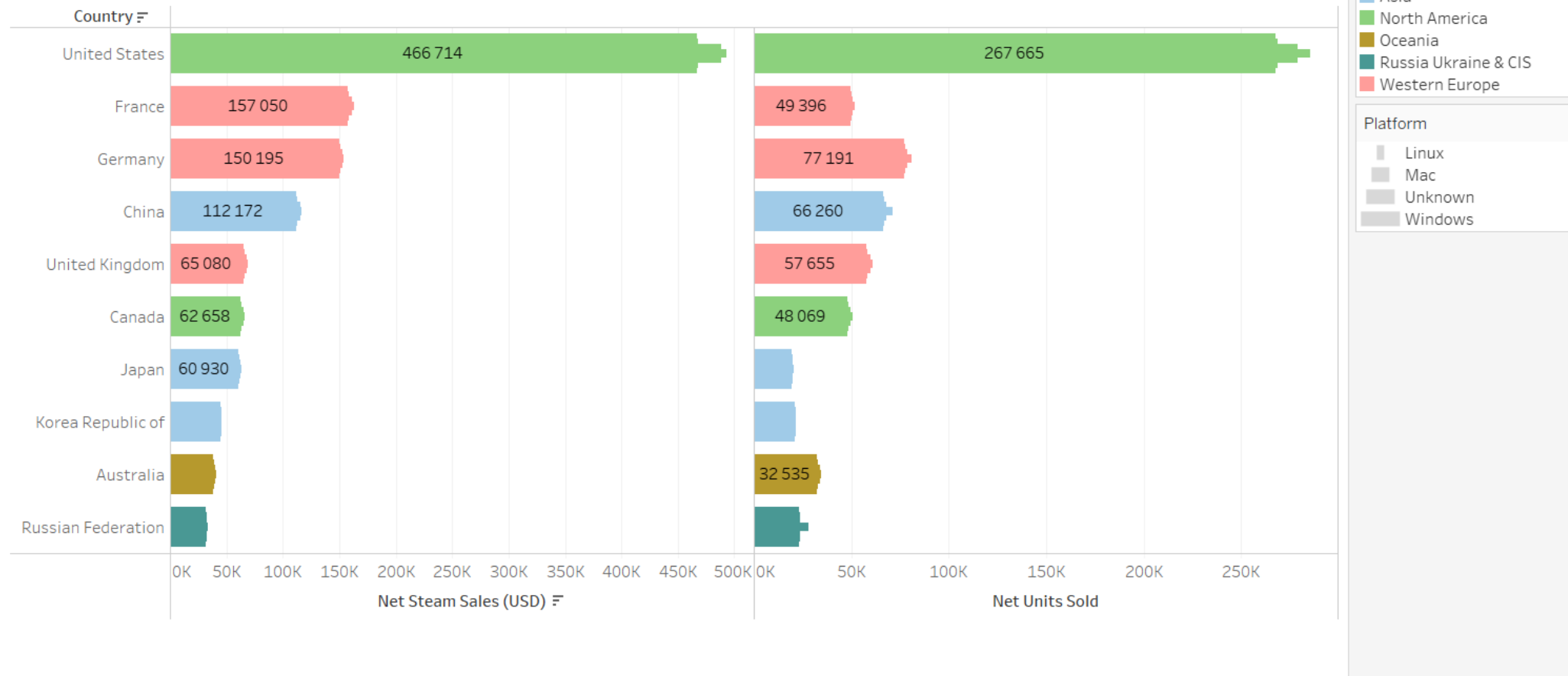
# Game market: analysis and prediction

# Data visualization with Tableau



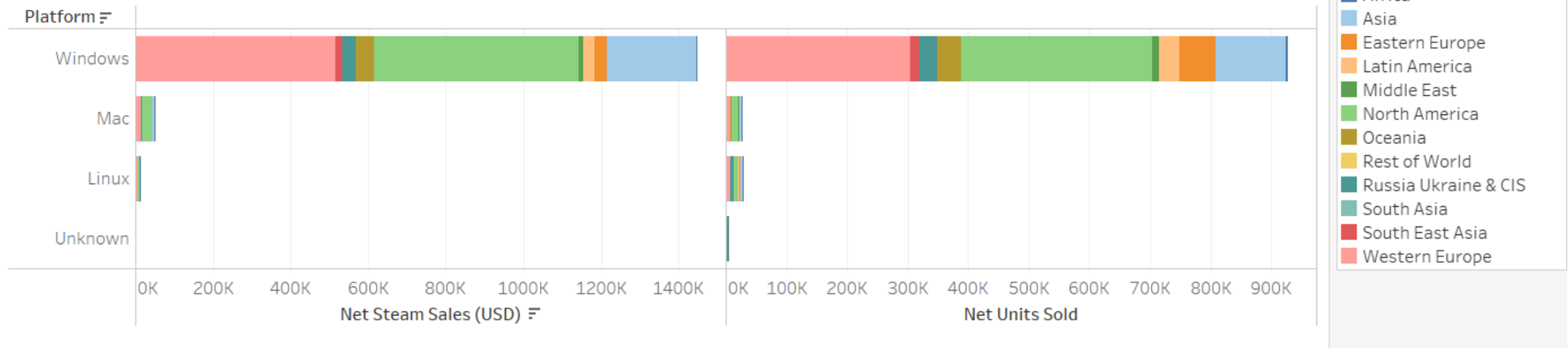
The 2 most region market are Western Europe and North America

## Total Sale and Sold



The United States is the biggest market for game publisher.

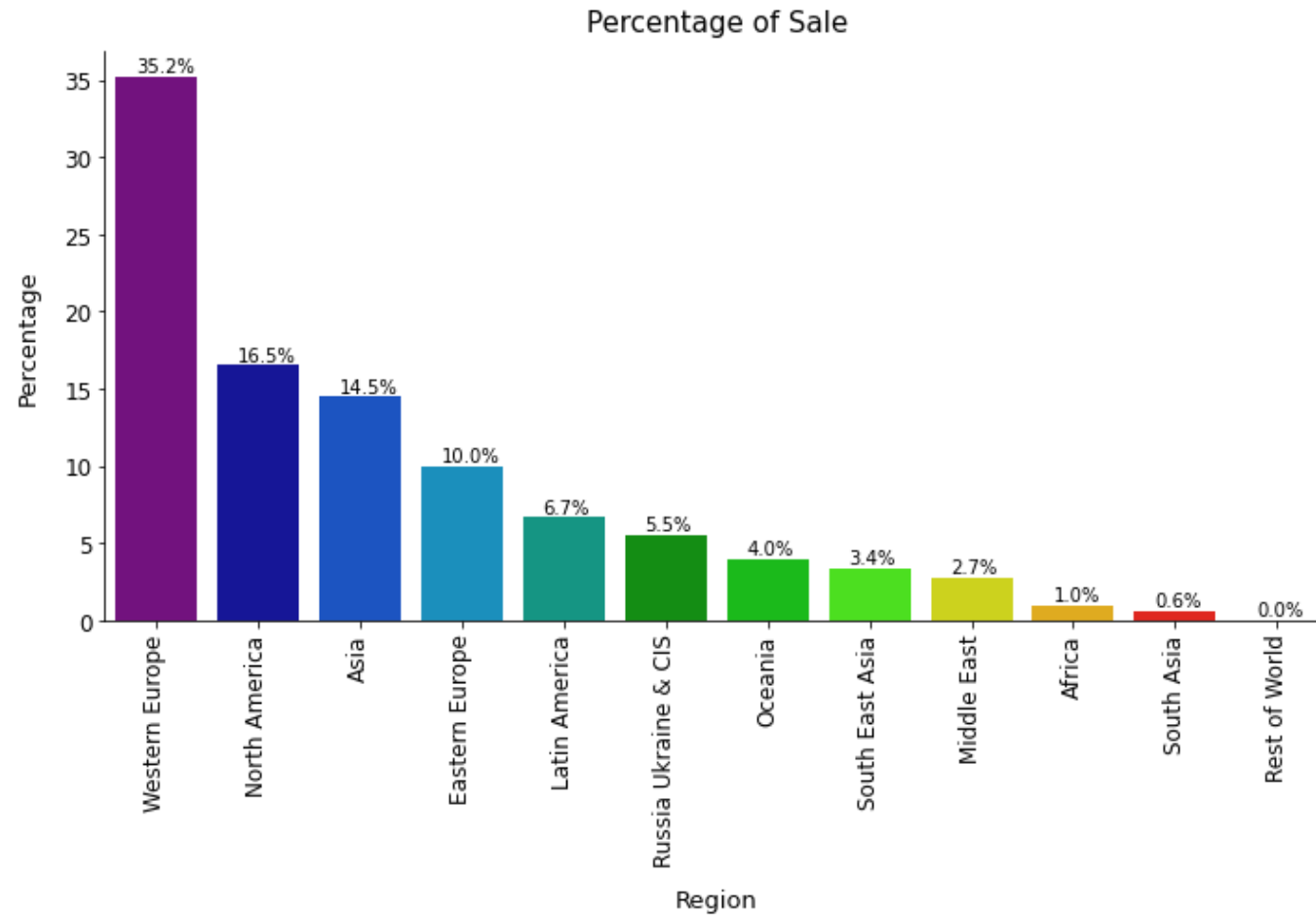
## Total sale and sold

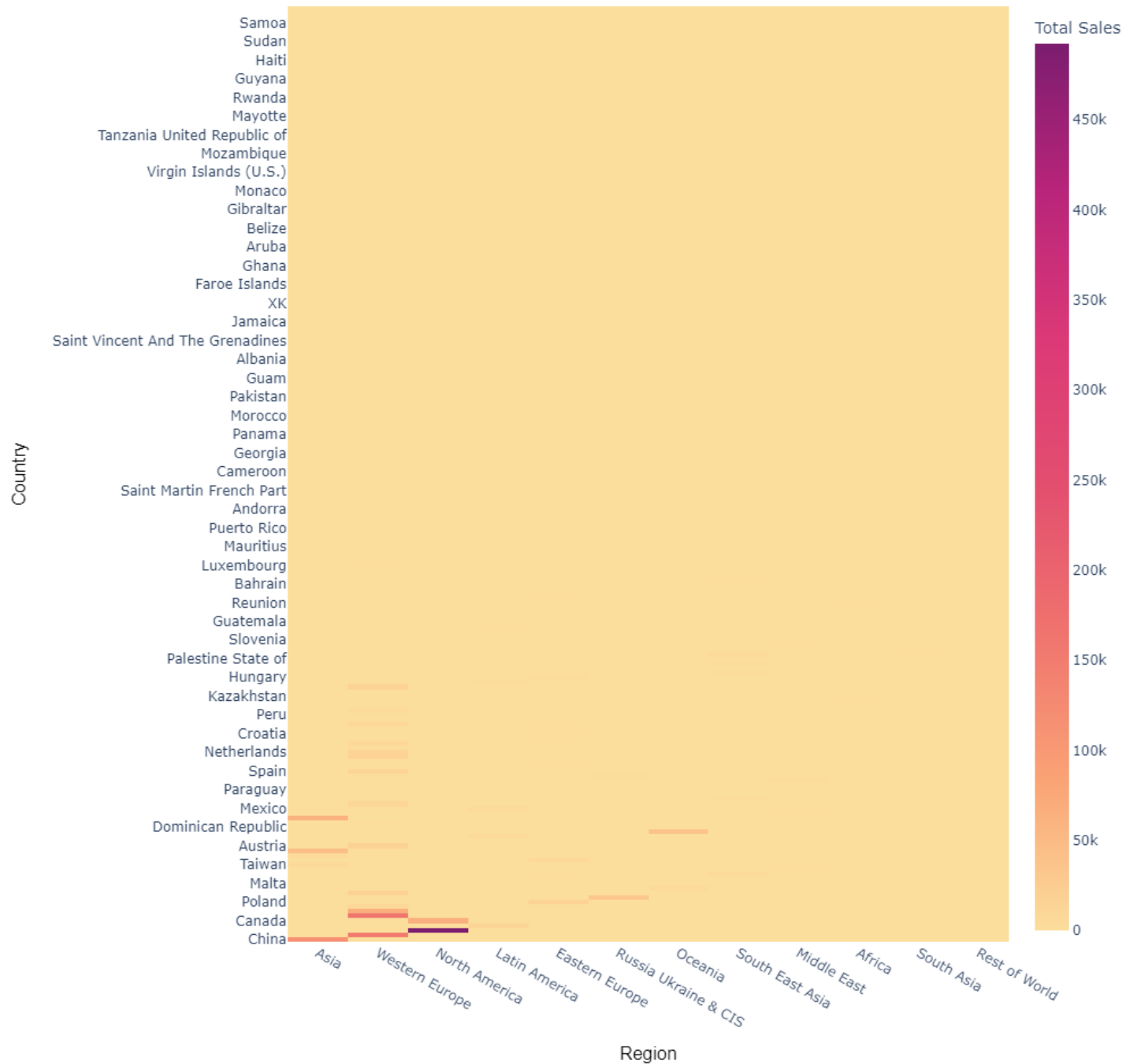


| Region            | Platform |       |       |         |
|-------------------|----------|-------|-------|---------|
|                   | Windows  | Mac   | Linux | Unknown |
| Asia              | 97.44%   | 2.41% | 0.15% | 0.00%   |
| Western Europe    | 96.45%   | 2.61% | 0.93% | 0.00%   |
| Latin America     | 96.39%   | 2.05% | 1.57% | 0.00%   |
| Eastern Europe    | 96.28%   | 1.87% | 1.85% | 0.00%   |
| Middle East       | 95.91%   | 2.99% | 1.10% | 0.00%   |
| Russia Ukraine .. | 95.07%   | 3.38% | 1.54% | 0.00%   |
| North America     | 94.78%   | 4.35% | 0.86% | 0.00%   |
| South East Asia   | 94.45%   | 4.93% | 0.62% | 0.00%   |
| Oceania           | 94.30%   | 4.82% | 0.88% | 0.00%   |
| Africa            | 93.27%   | 4.50% | 2.23% | 0.00%   |
| South Asia        | 91.03%   | 6.43% | 2.54% | 0.00%   |

Window is the biggest platform for game player with over 90% for all the region

# Data visualization with Python





The United States is the biggest market for game publisher.

# Machine Learning

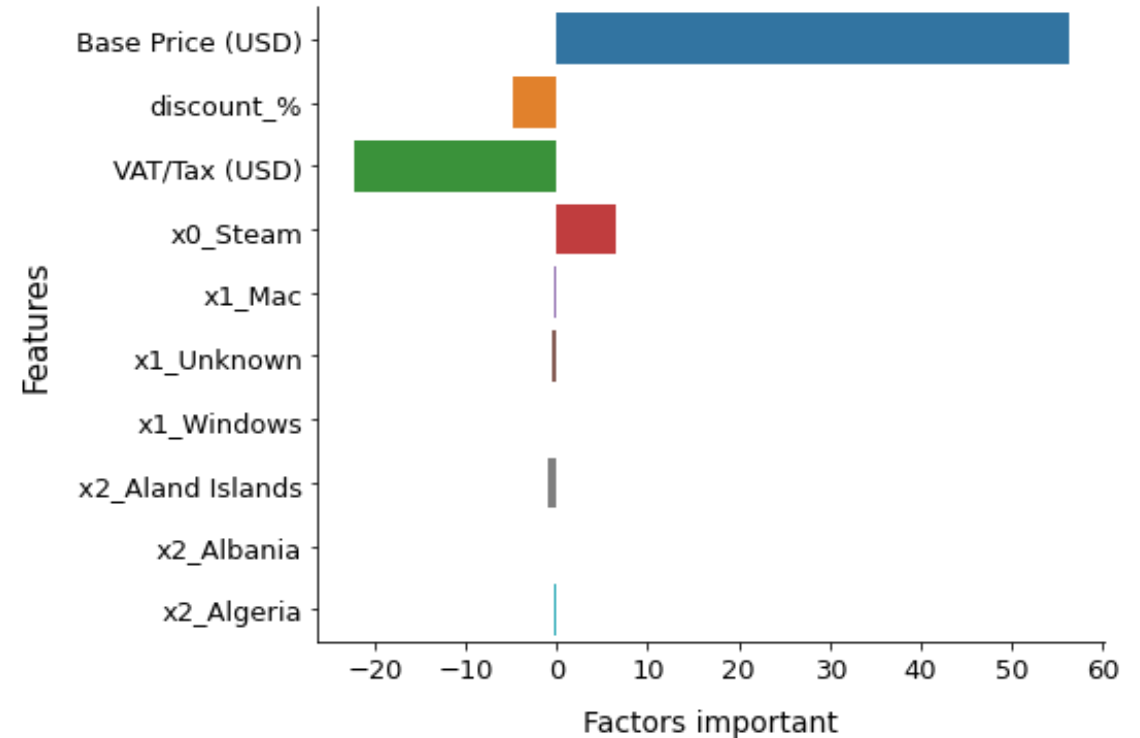
## Prediction total sale

```
# calculate discount percentage
df["discount_%"] = ((df["Base Price"]-df["Sale Price"])/df["Base Price"])*100
df["discount_%"] = df["discount_%"].fillna(0)
```

```
# convert Base Price to USD
df["Base Price (USD)"] = df["Base Price"]*(df["Gross Steam Sales (USD)"]/df["Sale Price"])
df["Base Price (USD)"] = df["Base Price (USD)"].fillna(0)
```

```
# all the country having value count < 10 is convert to "other"
mask = df["Country"].map(df["Country"].value_counts()) < 10
df["Country"] = df["Country"].mask(mask, "other")
```

```
numeric features: ['Base Price (USD)', 'discount_%', 'VAT/Tax (USD)']
categorical features ['Type', 'Platform', 'Country']
```



# Machine Learning

## Prediction total sold

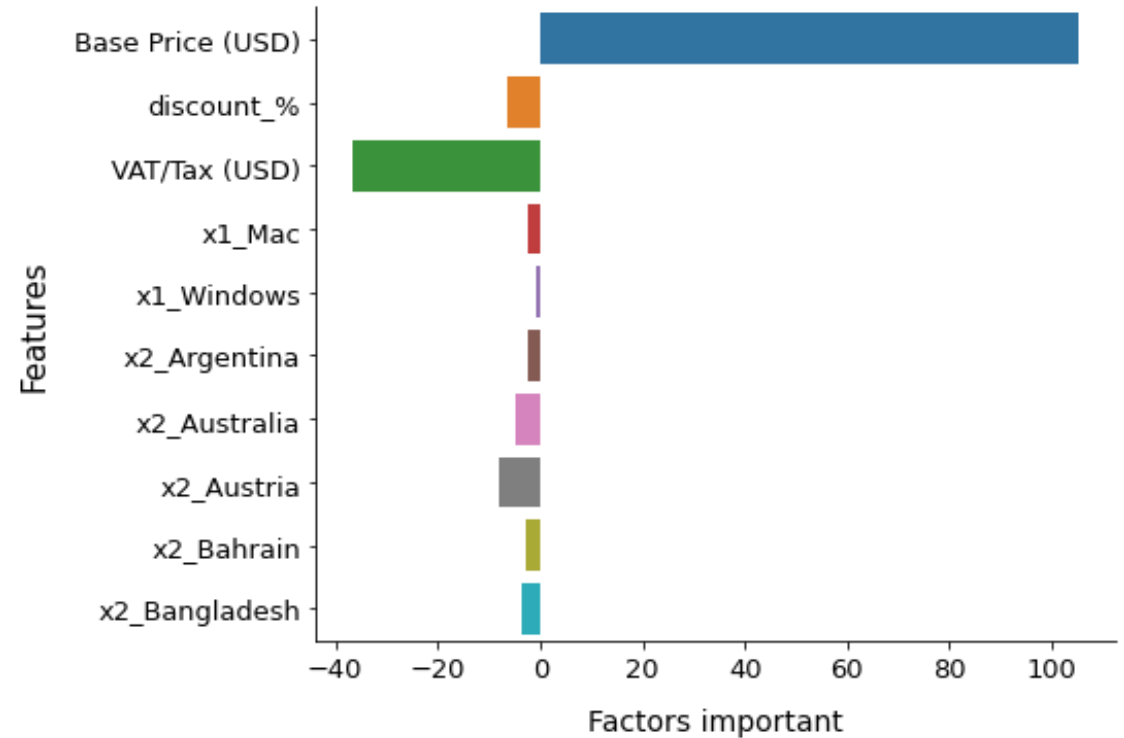
```
# calculate discount percentage
df["discount_%"] = ((df["Base Price"]-df["Sale Price"])/df["Base Price"])*100
df["discount_%"] = df["discount_%"].fillna(0)
```

```
# convert Base Price to USD
df["Base Price (USD)"] = df["Base Price"]*(df["Gross Steam Sales (USD)"]/df["Sale Price"])
df["Base Price (USD)"] = df["Base Price (USD)"].fillna(0)
```

```
df_ML1 = df_ML[df_ML["Base Price (USD)"] != 0]
```

```
# all the country having value count < 10 is convert to "other"
mask = df_ML1["Country"].map(df_ML1["Country"].value_counts()) < 10
df_ML1["Country"] = df_ML1["Country"].mask(mask, 'other')
```

```
numeric features: ['Base Price (USD)', 'discount_%', 'VAT/Tax (USD)']
categorical features ['Type', 'Platform', 'Country']
```



In both case, the most importance feature is « base price » of product.