

The relationship of Video Game types to increase sales

Abstract

The goal of this project is to understand the types of video games that are most important in increasing sales of video games in the world, and how they relate to increasing.

QUESTIONS

Q1: What is the highest selling type of video game in global sales and another world?

Q2: Who are the most popular publishers?

Design

The understand the characteristics in the data set that I have, and through them I can understand and relate the relationship between the most popular type of video games and its importance in global sales.

Based on the results, any programmer in the future can develop or program video games according to the increased demand in sales

Data

a) Description of Dataset:

Dataset I obtained was from 'kaggle' that contains 16,598 datapoints and 11 features for each, including features:

Ranking of overall sales

The games name

Genre

Publisher

Sales in North America

Sales in Europe

Sales in Japan

Sales in rest of the world

Sales in global.

b) Dataset source:

[Sales Of Video Games | Kaggle](#)

Tools

There are tools I will use in the datasets, such as:

Panda, Numpy, process and Scikit-Learn to process the data and modeling.

And may be use more tools.

MVP goal

- Data will be cleaned by removing duplicates and some unimportant features.
- Handling missing data.
- EDA