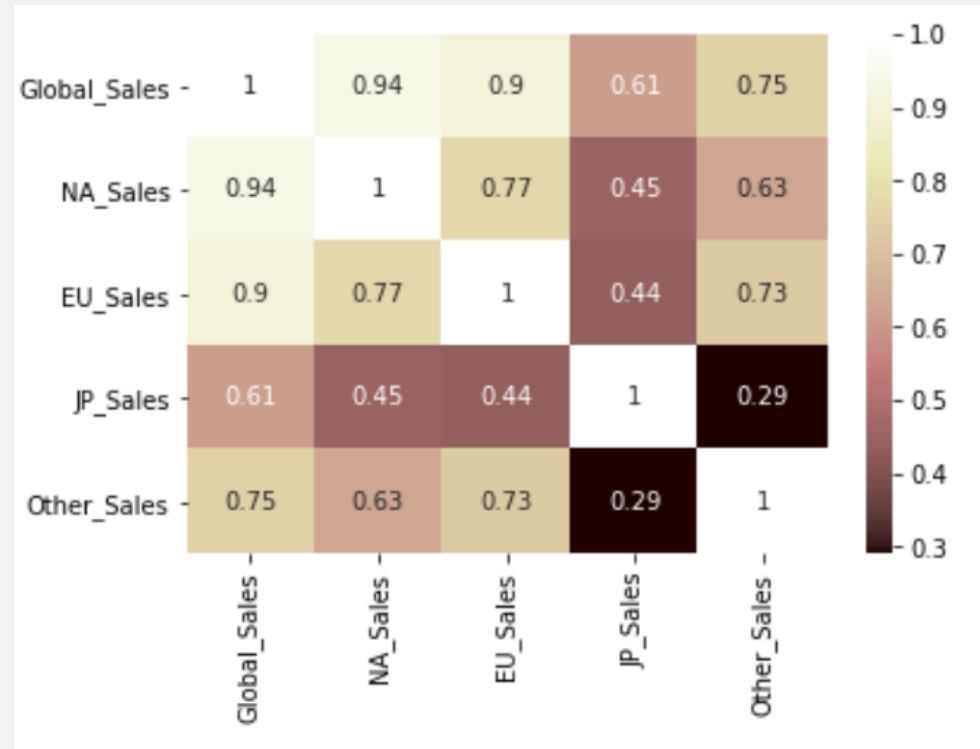


# Predicting Global Video- Game Sales

# QUESTIONS

- Q1: Are there a different local Sales related to each other in countries?
- Q2: What is the highest selling type of video game in global sales and North America?
- Q3: Who are the most popular publishers?
- Q4: Which is the most popular Platform in Global Sales?
- Q5: who are the highest sales?

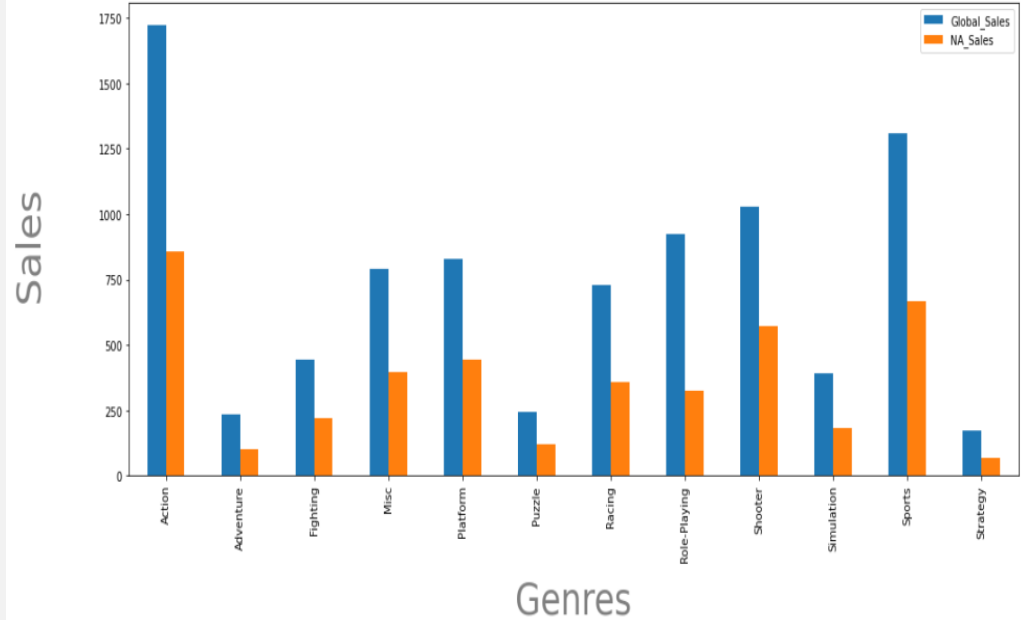
## The Answer to the Q1



Q1: Are there a different local Sales related to each other in countries?

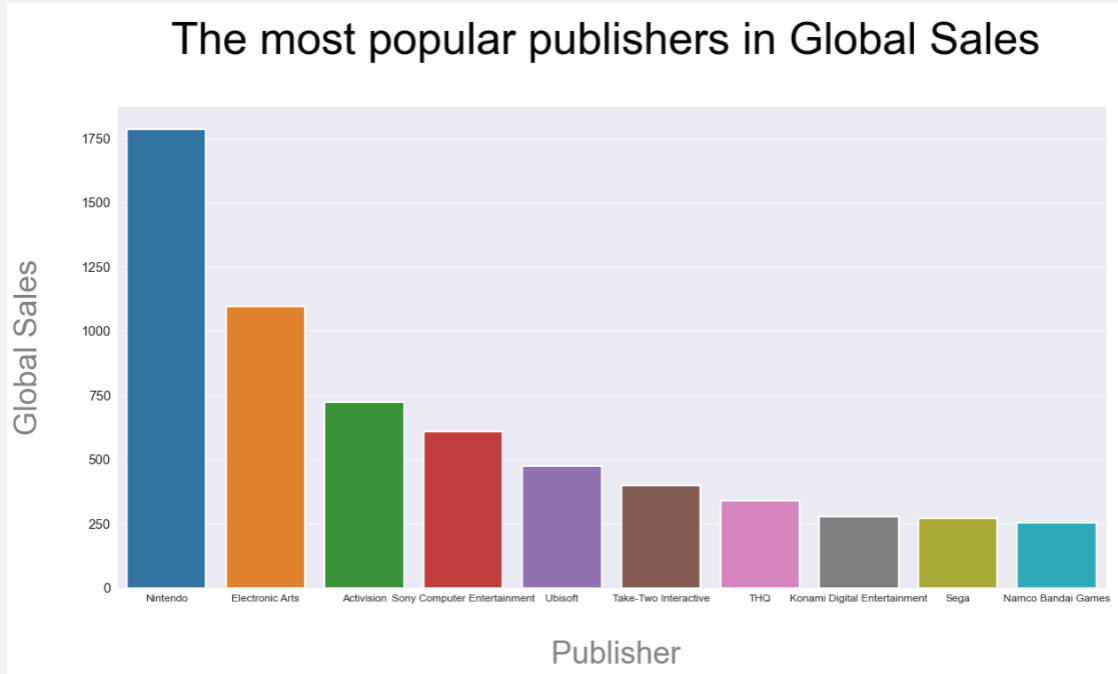
The Answer to the Q2

## Global & North America sales of Games by Genres



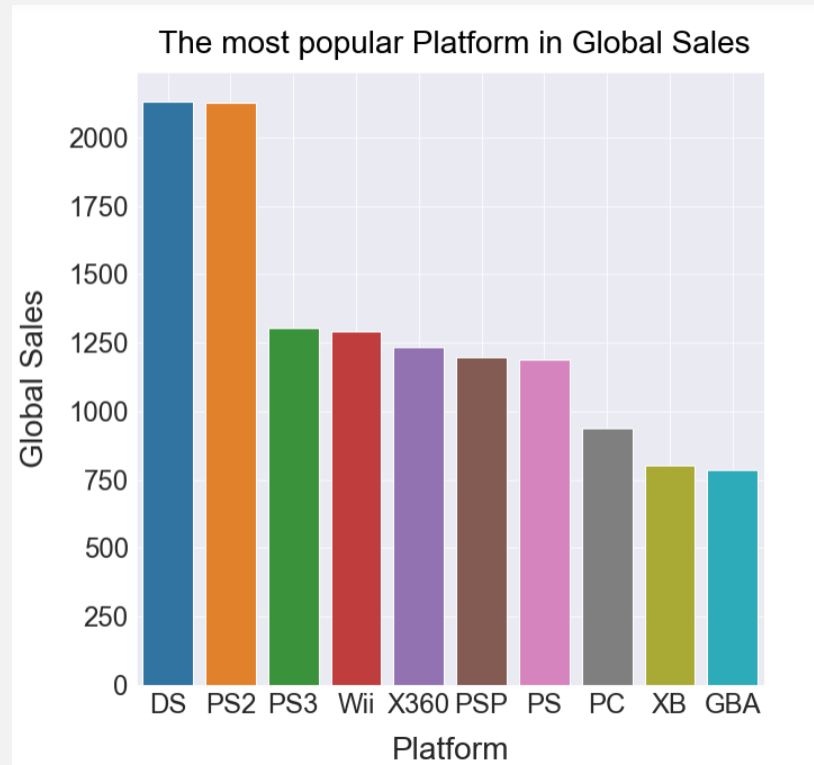
Q2: What is the highest selling type of video game in global sales

The Answer to the Q3



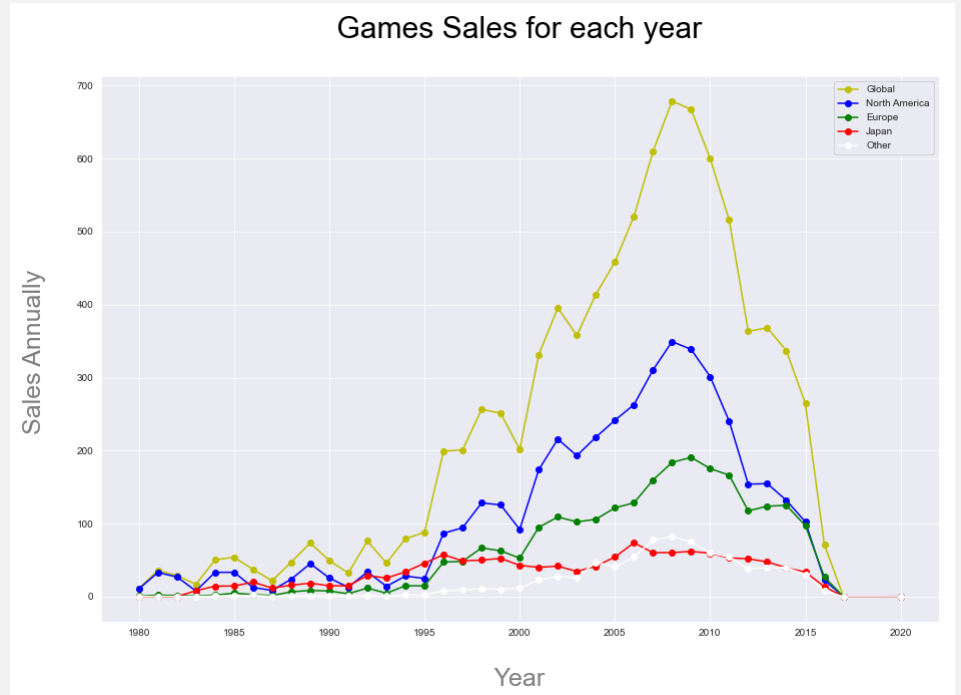
Q3: Who are the most popular publishers?

The Answer to the Q4



Q4: Which is the most popular Platform in Global Sales?

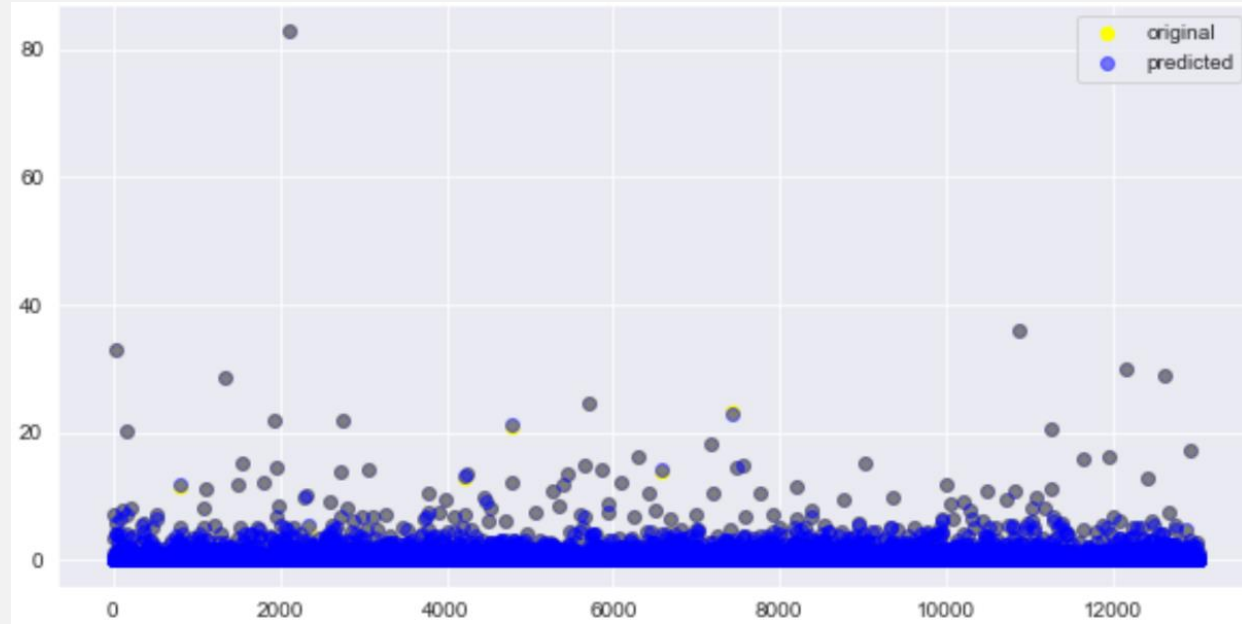
The Answer to the Q5



Q5: who are the highest sales?

# LinearRegression

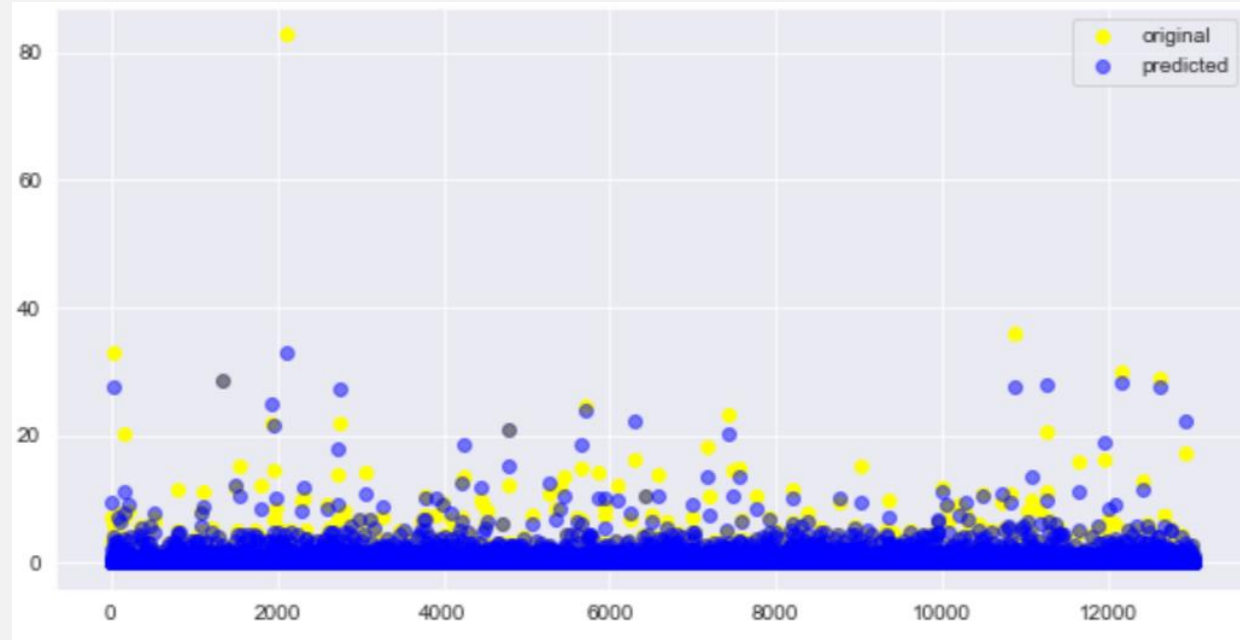
Comparison between Actual  
and Predicted value.





# RandomForest

Comparison between Actual  
and Predicted value.



# Conclusion

- Global, North American, European and Other countries sales (Except Japan),
- have strong correlation.
- Action genre is the highest sale in each country.
- The most publisher in global is Nintendo.
- DS platform is having highest values.
- Global has higher sales over the years for video games and the lowest sales is Japan.
- LinearRegression gives a better result more than RandomForestRegression.