Project Team

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DESIGN

Video Games Sales

Aimes to use dataset contains a list of video games with sales greater than 100,000 copies and more than 16500 games from 1980 to 2020.

Project Objectives

predict sales in North America, Japan, Europe, other sales, and global sales and interpret customer behaviors using machine learning models.

Fields include

- Rank - Ranking of overall sales
- Name - The games name
- Platform - Platform of the game’s release
- 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.

Summary

- 11 columns
- 16598 Rows
- 5 String
- 5 Decimal
- 1 Integer
- Type of dataset .csv

Features

Rank,Name,Platform,Year,Genre,Publisher

Output:

NA_Sales, EU_Sales, JP_Sales, Other_Sales, Global_Sales.

Libraries

- Pandas
- Numpy
- matplotlib
- seaborn
- sklearn

Algorithms

- Polynomial Regression
- Linear Regression model
- Ridge regression
- Random Forest
- Decision Tree
- Xgboost

Reference :

Dataset: video games sales
https://www.kaggle.com/gregorut/videogamesales?select=vgsales.csv