Video Game Sales with Ratings proposal T5 – EDA project | Elham alzahrani

Introduction:



The global video game market size was valued at USD 151.06 billion in 2019 and is expected to grow at a Compound Annual Growth Rate (CAGR) of 12.9% from 2020 to 2027. Technological proliferation and innovation in both hardware and software are expected to be the key factors driving the growth.

Dataset analysis:

This dataset describe a list of video games with sales greater than 100,000 copies. It was generated by a scrape of vgchartz.com. It contains 16 columns (fetcher) and 16720 rows. The data extracted from Kaggle web site and if you want to know more click <u>here</u>.

Main object:



Reach a good study with percentage of video games market, witch describe sales impacts to the economy, Percentage of gamers in the world, developers and publishers orientation.

Tools:

Jupyter, Python: Matplotlib - NumPy - Pandas, power point.

Fetcher's description:

- **_Name**_| video game name.
- -Platform | Platform of the games release (i.e. PC,PS4, etc.)
- -Year of Release | Year of the game's release.
- -Genre | Type 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.
- -Critic_score | Aggregate score compiled by Metacritic staff.
- -Critic_count | The number of critics used in coming up with the Criticscore.
- -**User_score** | Score by Metacritic's subscribers.
- -User_count | Number of users who gave the userscore.
- -Developer | Party responsible for creating the game.
- -Rating | The Entertainment Software Rating Board (ESRB) ratings.



Questions to cover:





