Video Game Sales with Ratings

Brief of dataset:

This dataset contains a list of video games with sales greater than 100,000 copies. It was generated by a scrape of vgchartz.com. and extracted from **Kaggle**. It contains **16** columns (fetcher) and **16720** rows.

Preliminary questions:

Is the platform name increase the sales?

Are the ratings affect sales?

Which country has largest sales over the world?

Is the company background affect the sale in the same region?

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| 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 ESRB ratings.

Tools: There are tools that will be used to achieve the goal of this study, such as: word, google, jupyter, matplotlib, pandas, for discovering the data.