TDS3401 Project Proposal

SECTION: TC01/TT3V

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DATA VISUALIZATION

Trending of The Video Games Sales

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The Dataset

The dataset contains data about the Airbnb listings in New York City. Besides the Airbnb data covers from 2008 to 2015. There are total 12 attributes and 1907 rows of records in the dataset. Furthermore, in this dataset, it has least null values in each of the column, so that the rows of the data will be less affected.

Proposed Dataset Link : Click Here

The Table 1.1 below shows the attributes from the dataset:

Attributes	Variable Type	Description
Rank	Integer	Rank of the video games
Game title	String	Title of the video games
Platform	String	Platform of the video games
Year	Int	Year published of the video game
Genre	String	Genre of the video game
Publisher	String	Publisher of the video game
North_america	Float	Sales of the video game in North America
Europe	Float	Sales of the video games in Europe
Japan	Float	Sales of the video games in Japan
Rest of the world	Float	Sales of the video games in rest of the world
Global	Float	Sales of the video games in Global
Review	Float	Review scores of the video games

Table 1.1 Attributes of the Dataset

Project Descriptions

From the proposed title and the dataset, the domain we would like to focus is the retails site of the video game sales. Since the dataset is including the platform, genre and publisher in category form. So that it is possible for us to visualize those features by the ranking of the games, dependency between genre and publisher, number of games published by a particular publisher etc.

Furthermore, in the numerical data, which are sales of the games in each of the countries and the review scores. From this numerical data, we can grab the opportunity to visualize the correlation between the sales of the games and the review scores, best game by the highest reviews, and the sales by the genre, causality of the video games and review scores etc.

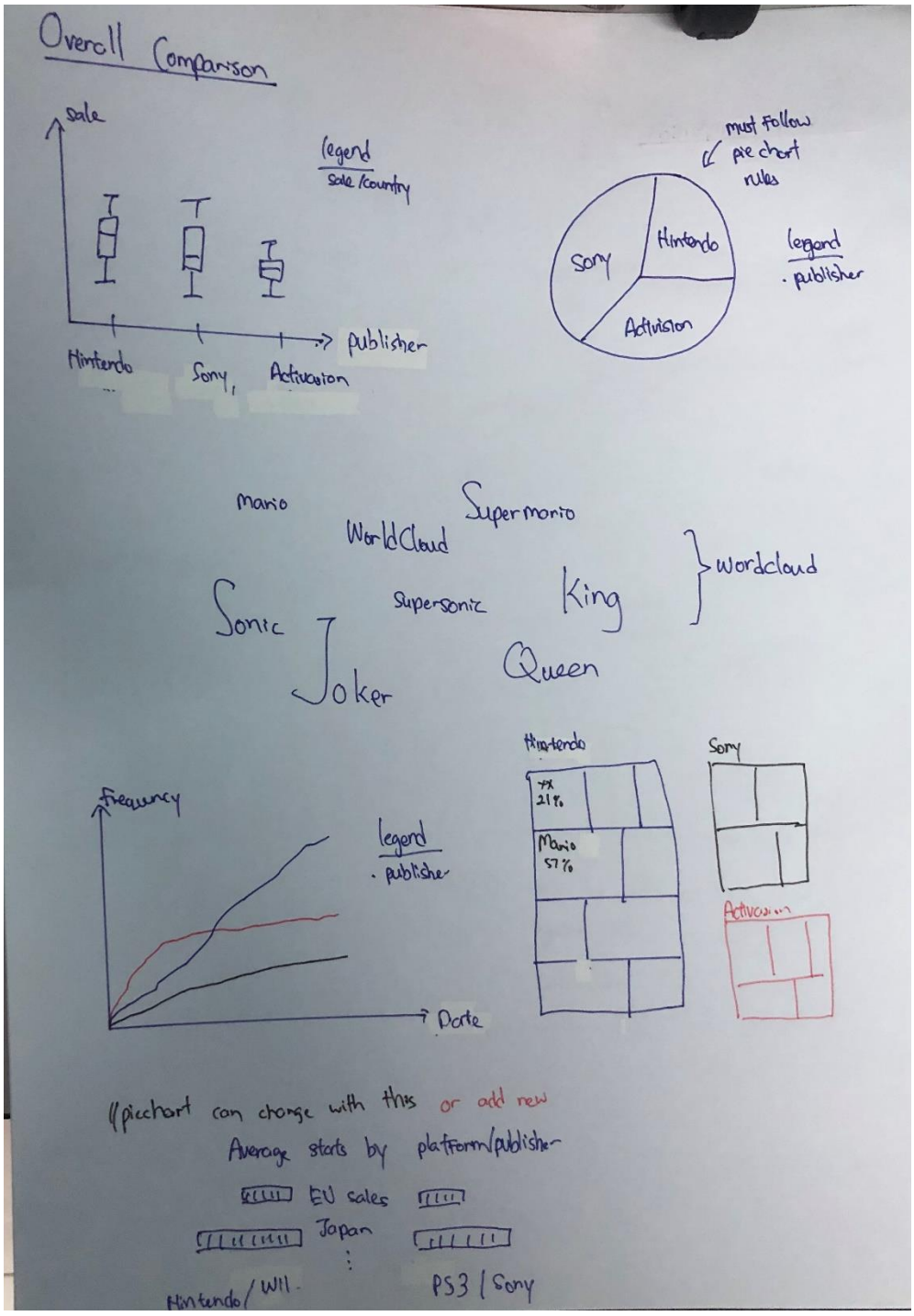
Moreover, by combining the numeric and categorical data, we can visualize the trend of the genre by video games.

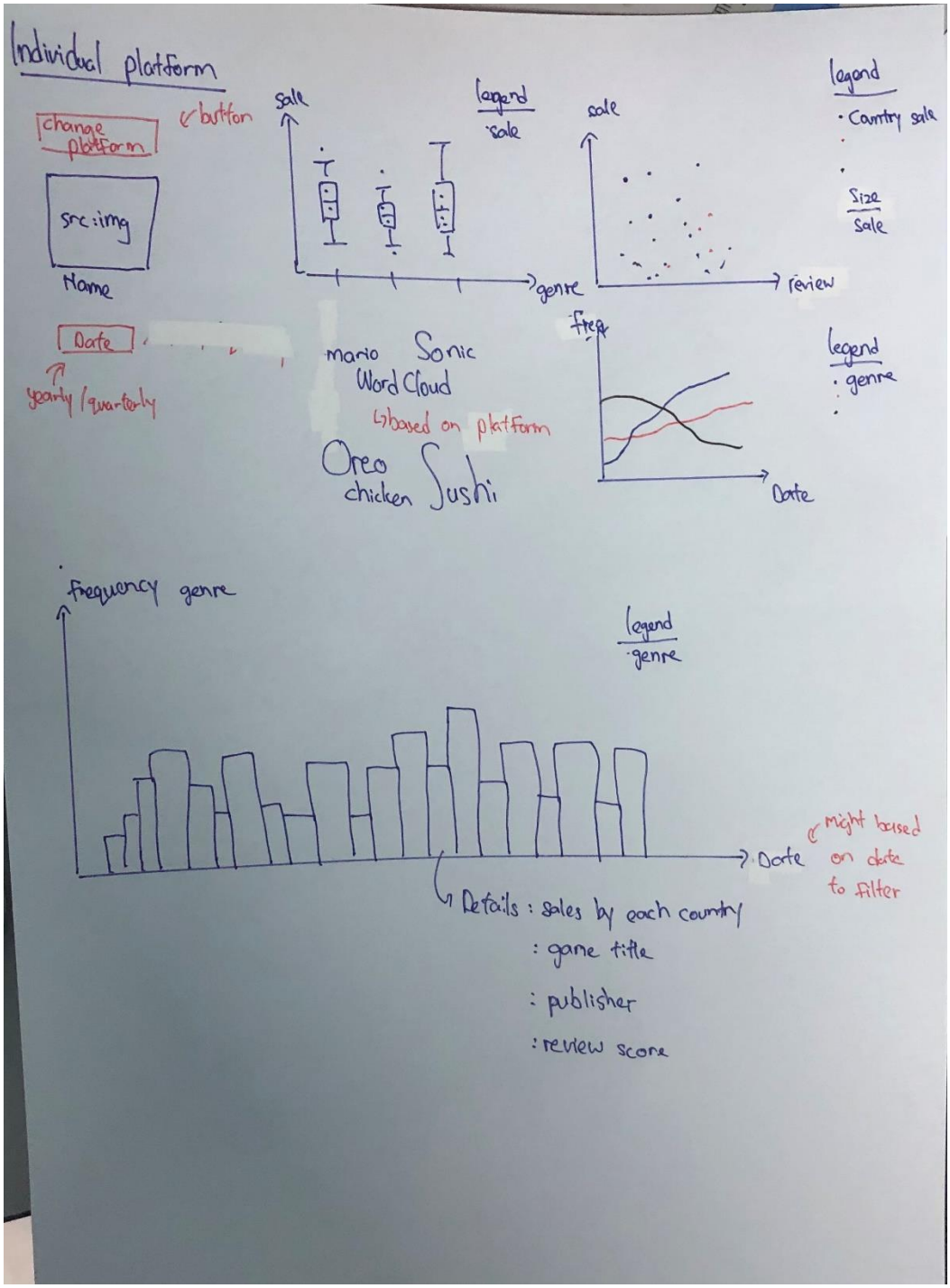
Besides, in this project we tend to visualize the video games sales data in the retails domains. From this visualization, we can analyze the effect of the ranking to the scores, what genre of the video games that the console tends to. Furthermore, we can visualize the sales with the ranking that is based on the console platforms. Besides, we can visualize the data via treemap to determine which of the platforms has built the genre of the video games. By combining all the visualization, we can clearly see out the trends or patterns of the video games of each console.

In a nutshell, there are always more visualizations that can be analysed once we are starting the project. The above visualization techniques are the sketch from the datasets that we proposed.

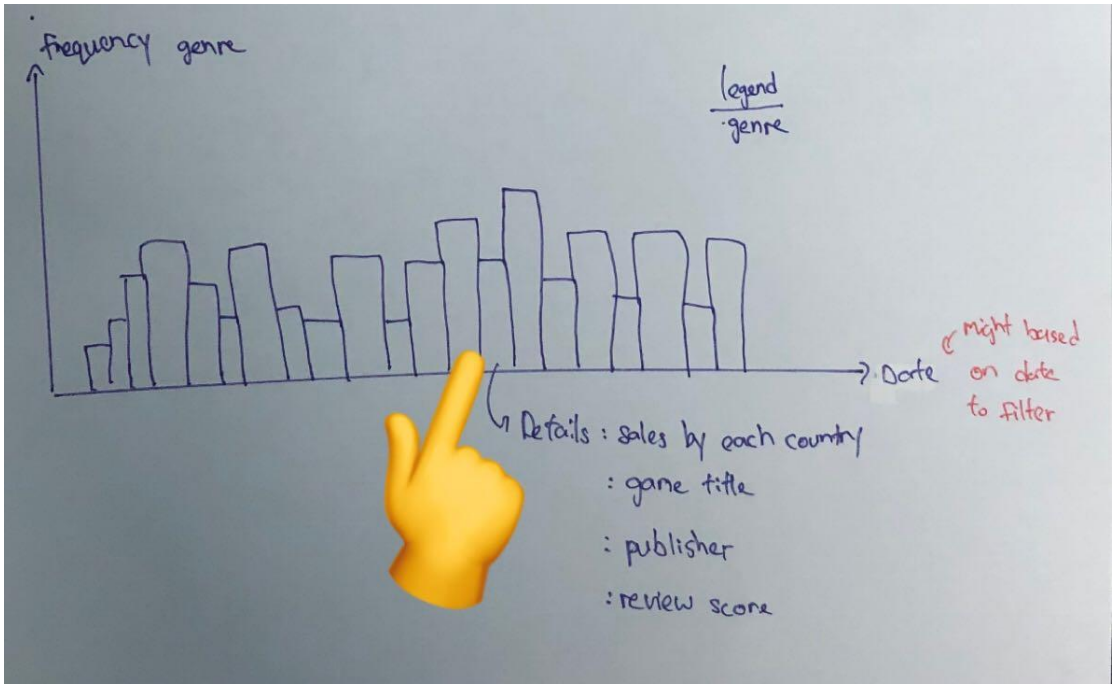
Storyboard

The sketches of our story board are shown above. As we can see in the main dashboard, we tend to focus on the publisher to do the comparison based on the statistic.





After that, we break into the individual platform which user can choose the platform they are interested to view the particular dashboard by select box. The sketches of our dashboard of individual platforms are shown above. Besides, users can sort the ascending and descending order for the bar chart to have a better view. In the individual platform dashboard, users can see the statistics of the sales, trends of video games for the platform, sales of the genre based on the platform and the relationship between the sales and reviews.



By hovering the chart, the user can see the details of the bar chart. The details as we proposed to be in the tooltip are sales by each country, game title, publisher and the review scores of the video games.