Analyzing Nintendo Switch game sales SQL Query Log

All SQL statements were queried using PostgreSQL and DBeaver.

/*How many games are in each genre*/

SELECT genre, COUNT(name) AS count FROM SwitchGames_CSV GROUP BY genre;

/*Most numerous publishers in dataset*/

SELECT publisher, COUNT(name) AS count FROM SwitchGames_CSV GROUP BY publisher ORDER BY count(name) DESC;

/*Most numerous developers in dataset*/

SELECT developer, COUNT(name) AS count FROM SwitchGames_CSV GROUP BY developer ORDER BY count(name) DESC;

/*Best-selling games based on combining sales for all 3 regions only for games that have complete sales data*/

SELECT name, (na_sales + pal_sales + japan_sales) AS total_sales FROM SwitchGames_CSV WHERE na_sales != 'NA' AND pal_sales != 'NA' AND japan_sales != 'NA';

/*Best-selling games based on total sales where the total sales are known*/

SELECT name, total_sales FROM SwitchGames_CSV WHERE total_sales != 'NA' ORDER BY total_sales DESC;

/*Highest-rated games based on the average of 3 types of scores*/

SELECT name, CASE

WHEN COALESCE(vgchartz_score, critic_score, user_score) IS NOT NULL THEN

(COALESCE(vgchartz_score, 0) + COALESCE(critic_score, 0) + COALESCE(user_score, 0))/

(CASE WHEN vgchartz_score IS NULL THEN 0 ELSE 1 END + CASE WHEN critic_score IS NULL THEN 0 ELSE 1

END + CASE WHEN user_score IS NULL THEN 0 ELSE 1 END)

END AS average_score

FROM SwitchGames_CSV

ORDER BY average_score DESC;

/*Best-selling genres based on total sales where the total sales are known*/

SELECT genre, SUM(total_sales) AS sales_count

FROM SwitchGames_CSV WHERE total_sales != 'NA' GROUP BY genre ORDER BY sales_count DESC;

/*Highest-rated genres based on the average of 3 types of scores*/

SELECT genre, CASE

WHEN COALESCE(vgchartz_score, critic_score, user_score) IS NOT NULL THEN

(COALESCE(vgchartz_score, 0) + COALESCE(critic_score, 0) + COALESCE(user_score, 0))/

(CASE WHEN vgchartz_score IS NULL THEN 0 ELSE 1 END + CASE WHEN critic_score IS NULL THEN 0 ELSE 1

END + CASE WHEN user_score IS NULL THEN 0 ELSE 1 END)

END AS average_score

FROM SwitchGames CSV

GROUP BY genre

ORDER BY average_score DESC;

/*Top-selling games based on total sales where they are known, replace 'Action' with a unique genre*/

SELECT name, CAST(total_sales AS float64)

FROM SwitchGames_CSV

WHERE genre = 'Action' AND total_sales != 'NA'

ORDER BY total_sales DESC:

/*Most shipped games based on the total shipped where this value is known*/

SELECT name, CAST(total_shipped AS float64)

FROM SwitchGames_CSV

WHERE total_shipped != 'NA'

ORDER BY CAST(total_shipped AS float64) DESC;

/*Most sold games in North America, replace with pal_sales and japan_sales for Europe and Japan respectively*/

SELECT name, CAST(na_sales AS float) AS na_sales FROM SwitchGames_CSV ORDER BY CAST(na_sales AS float) DESC;

/*How many games were released per year*/

SELECT year, count(name) AS count FROM SwitchGames_CSV GROUP BY year;

/*How many games were released per month*/

SELECT month, count(name) AS count FROM SwitchGames_CSV GROUP BY month ORDER BY CASE

WHEN month = 'Jan' THEN 1 WHEN month = 'Feb' THEN 2

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WHEN month = 'Mar' THEN 3
      WHEN month = 'Apr' THEN 4
      WHEN month = 'May' THEN 5
      WHEN month = 'Jun' THEN 6
      WHEN month = 'Jul' THEN 7
      WHEN month = 'Aug' THEN 8
      WHEN month = 'Sep' THEN 9
      WHEN month = 'Oct' THEN 10
      WHEN month = 'Nov' THEN 11
      WHEN month = 'Dec' THEN 12
      WHEN month = 'NA' THEN 13
END;
/*Creates a column called quarter and shows how many games were released per quarter*/
SELECT
      CASE month
      WHEN 'Jan' THEN 'Q1'
      WHEN 'Feb' THEN 'Q1'
      WHEN 'Mar' THEN 'Q1'
      WHEN 'Apr' THEN 'Q2'
      WHEN 'May' THEN 'Q2'
      WHEN 'Jun' THEN 'Q2'
      WHEN 'Jul' THEN 'Q3'
      WHEN 'Aug' THEN 'Q3'
      WHEN 'Sep' THEN 'Q3'
      WHEN 'Oct' THEN 'Q4'
      WHEN 'Nov' THEN 'Q4'
      WHEN 'Dec' THEN 'Q4'
      ELSE month
      END AS quarter, COUNT(name) AS count
FROM (
SELECT name, month, release_date
FROM SwitchGames_CSV
WHERE release_date != 'NA')
GROUP BY quarter;
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