



Exploring Video Game Sales

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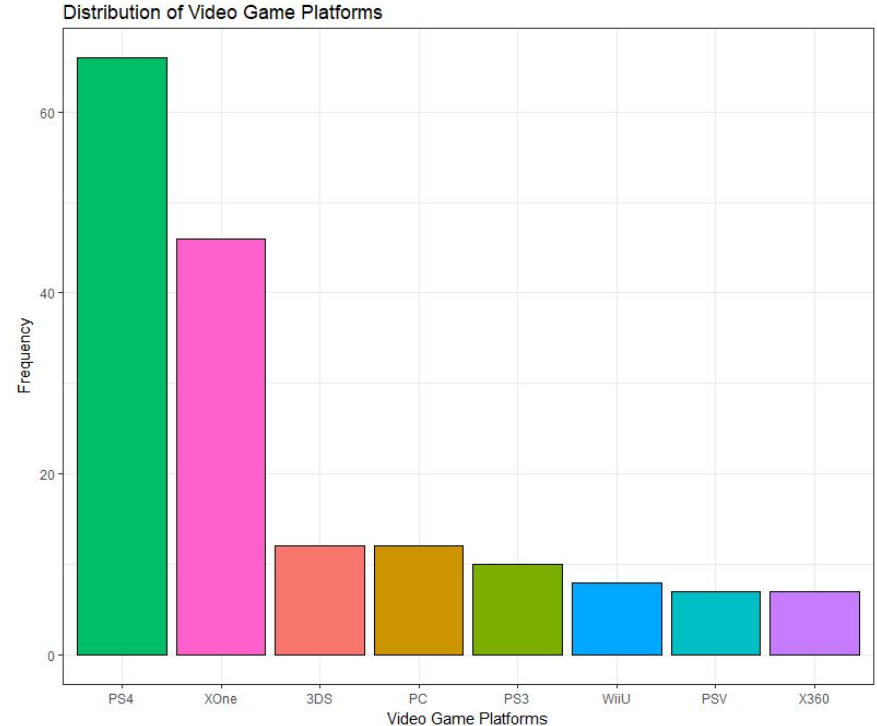
Exploring Video Game Sales

Rank	Name	Platform	Year	Global_Sales
1	Wii Sports	Wii	2006	82.74
2	Super Mario Bros.	NES	1985	40.24
3	Mario Kart Wii	Wii	2008	35.82
4	Wii Sports Resort	Wii	2009	33.00
5	Pokemon Red/Pokemon Blue	GB	1996	31.37
6	Tetris	GB	1989	30.26

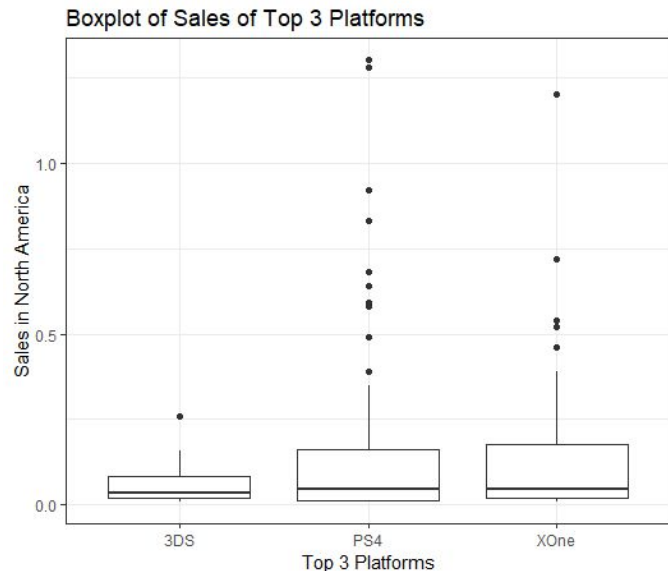
(above) Top 6 best selling games of all time

(right) Distribution of Video Game Platform

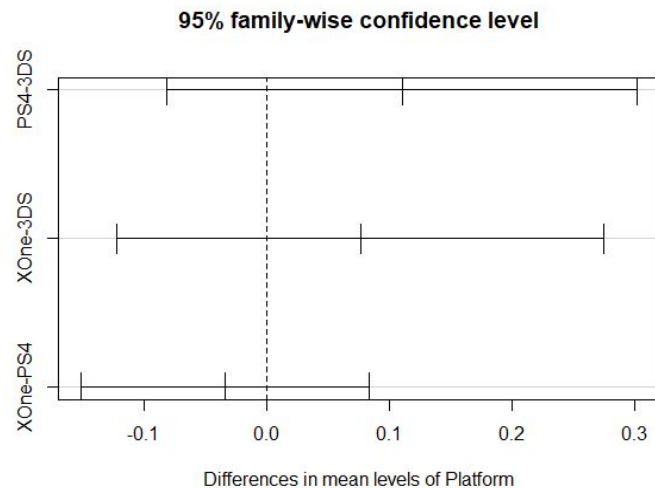
Original dataset has 16,000 data, so I made my dataset smaller by only looking at **video game sales in 2016 with only 168 datapoints**



Analysis of Video Game Sales



	Df	Sum Sq	Mean Sq	F value	Pr(>F)
Platform	2	0.133	0.06633	0.997	0.372
Residuals	121	8.049	0.06652		



Tukey multiple comparisons of means
95% family-wise confidence level

Fit: aov(formula = NA_Sales ~ Platform, data = anova1_df)

\$`platform`	diff	lwr	upr	p adj
PS4-3DS	0.11053030	-0.08153264	0.30259325	0.3621854
xone-3DS	0.07626812	-0.12211437	0.27465060	0.6336254
xone-PS4	-0.03426219	-0.15181066	0.08328629	0.7688233