**Task 2 – Video Game Sales**

This dataset consists of numerical data representing the sales of video games both globally and country specific. There is a total of 13 fields and 1907 rows of data. Out of the 1907 rows, none were duplicate rows. However, the dataset consists of null vales and after removing them, the number of rows is 1878. Most of the numerical data are in the data type: float. Numerous data visualizations can be made with this dataset and I have used Pivot Tables and Charts in Microsoft Excel to derive these data visualizations.

* ***Sales of top 10 games globally***

The above graph filters and shows the top 10 games sold across the globe. The sales of each game title are summed and is set to the y-axis, whereas the x-axis represents the names of each game. The highest game sold across the globe is Wii Sports.

* Sales of top 10 games in each country, rest of the world

The above graph shows that Wii Sports seems to be leading in sales not only across the globe, but also in each of the countries separately. North America has a higher number of video game sales when compared to other countries and rest of the world for all of the top 10 games. Japan has lowest video game sales in comparison to the other two countries, but overtakes the sales of Europe with the games Super Mario Bros and Tetris.

* Average game sales by genre over time

The clustered line chart shows the average of game sales globally by genre over the years. It can be seen that Sports seems to be the genre to have had the highest global sales, and has a peak in 2006 and in 2009 again, after which it declined.

* Top 10 publishers globally

Most popular publisher is Nintendo, following which comes EA, Sony Computer Entertainment and Activision. The lowest sales is from the publisher named Capcom.