GameCo Sales Analysis for the 2017 Marketing Budget



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CURRENT UNDERSTANDING

- The current understanding of global sales assumes that all the regions will have the same market-share thus the same budget requirements for 2017.
- This assumption needs to be confirmed or a redistribution of the marketing budget might be required if this assumption is proven otherwise.

KEY POINTS OF INTEREST

- ► Have sales for the regions stayed the same over time?
- If not, the marketing budget is to be redistributed among the regions.
- This analysis provides a deeper meaning of the data.
- The analytical process used.
- A selection of data visualizations providing a sense of how the recommendations were developed.

HELLO! I am Mark Daniels

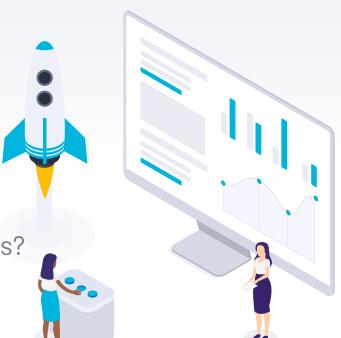
I am here because I love to give presentations.

You can find me at @gameco.mark



Historical Context

What has been our Video Game successes?

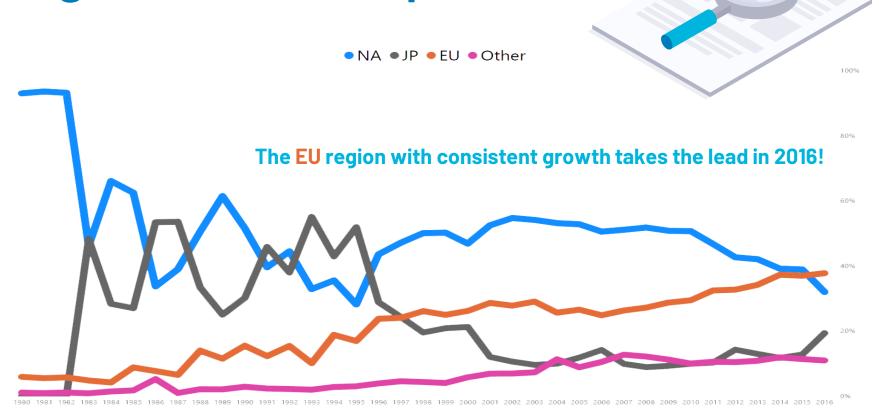




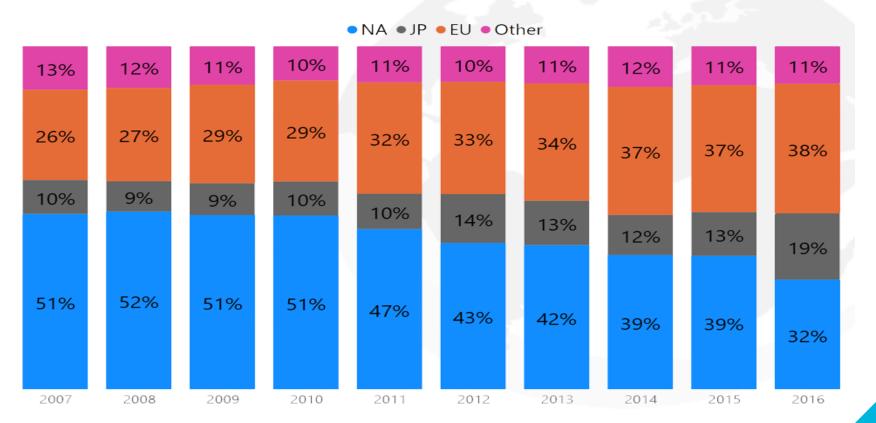
From the line chart we can see that our Video Game sales have grown phenomenally until 2008/2009, most notably the **North America** (NA) and **European Union** (EU) regions, but since then sales have been on a decline.

You'll notice that the NA, EU, and Other regions tend to follow a similar pattern over time, with the **Japan** (JP) region following its own unique path.

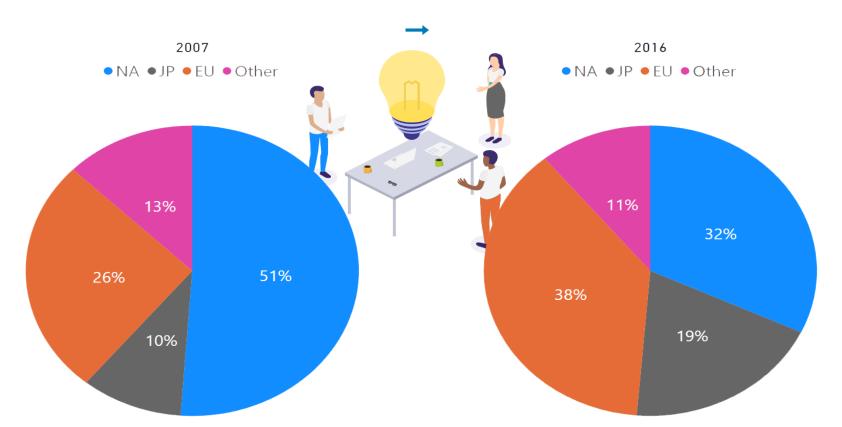
Regional Sales Proportions



Steady EU Growth vs Sharp NA Decline

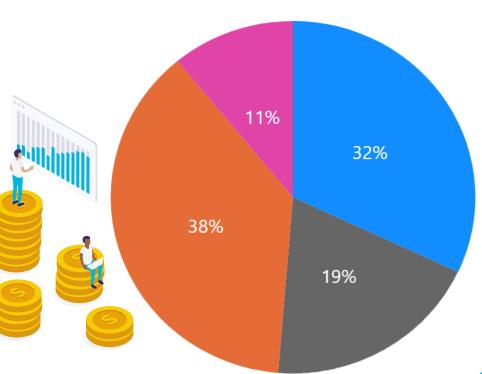


How to Split Budget 2017



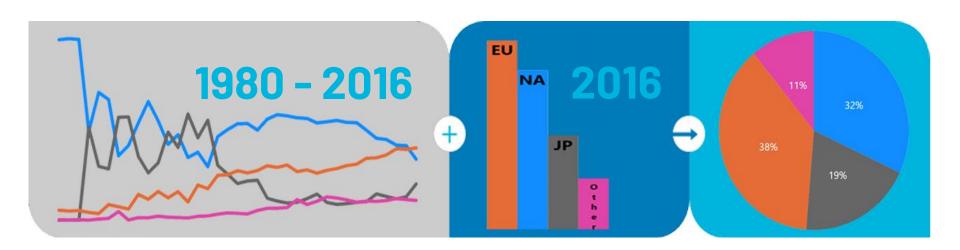
Budget 2017 Split Proposal

Given its consistent market-share growth and most recent performance the European Union region should be allocated the lionshare of 38%, North America 32%, Japan 19%, and Other 11%.



Budget 2017 Split Summary

In summary, region performance plus the most recent results allow for a budget split based on the proportional results of 2016.



THANKS!

Any questions?

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