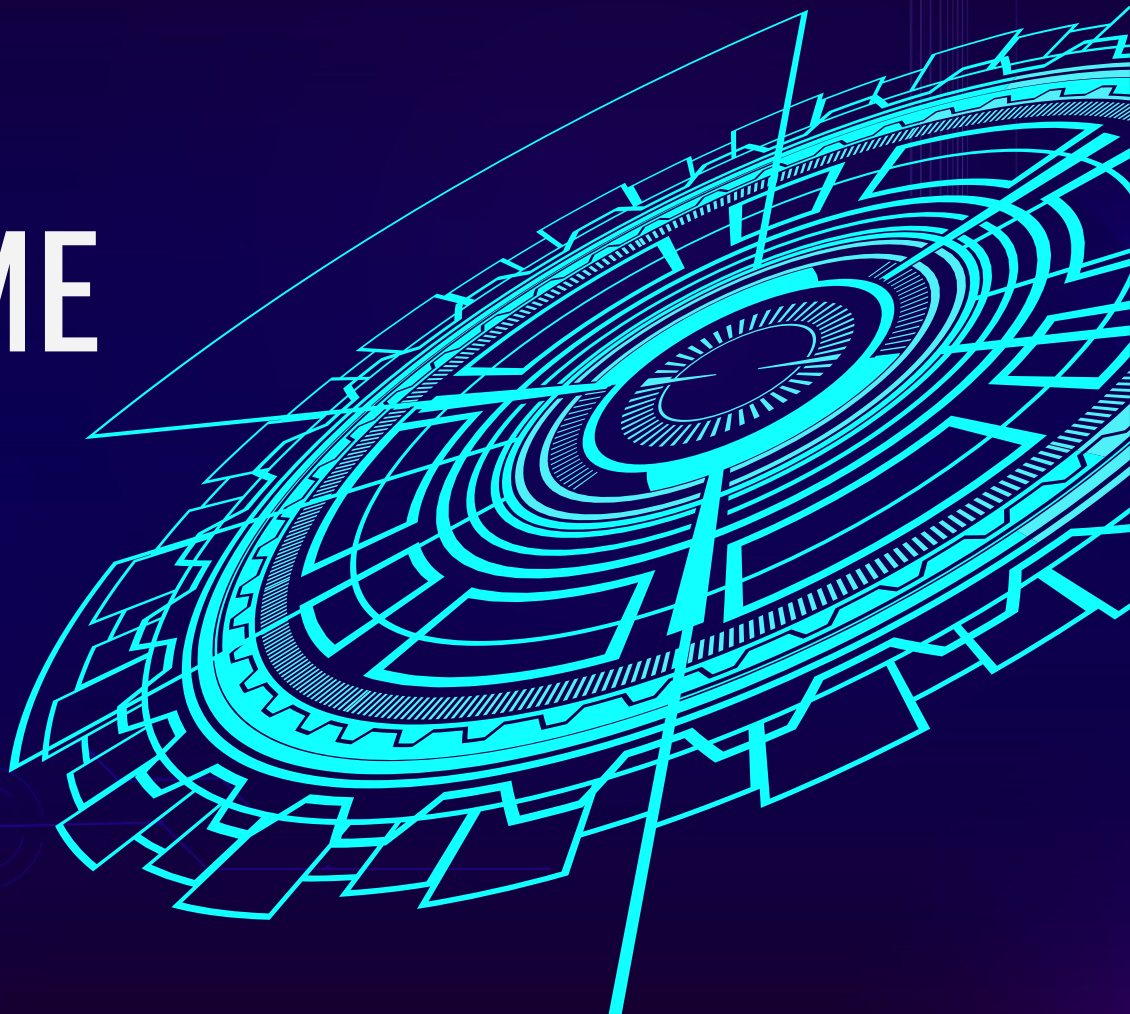


# VIDEO GAME ANALYSIS

Mina J





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## OVERVIEW

**What can we learn?**

**01**

In Japan does Nintendo sell better than Xbox?

**02**

Are shooter Games in USA sell better than sport games?

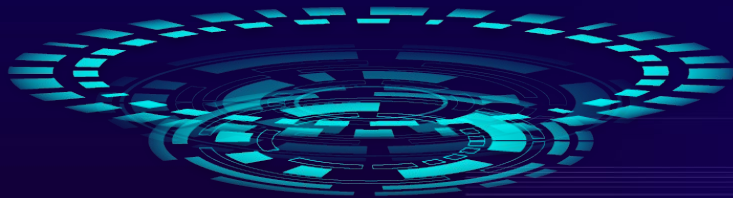
**03**

Do Users and Critics give similar scores?



# MY DATA

Obtained by  
RUSH KIRUBI from MetaCritic  
and VGCHARTZ using Beautiful Soup





## QUESTION 1:

In Japan does Nintendo sell better than Xbox?

$H_0 \Rightarrow$  no difference in the selling number

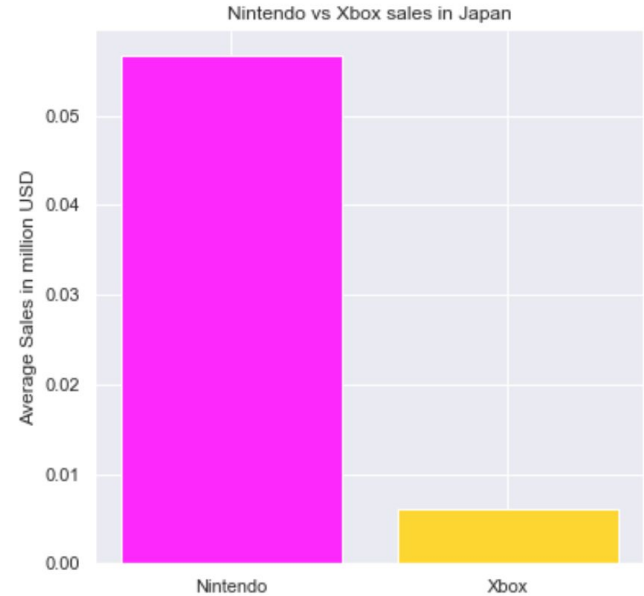
$H_A \Rightarrow$  there is a difference (Nintendo sells better)

Alpha = 0.05

Student's T-test

```
nin = df[df['PlatformCategory'] == 4]
xbox = df[df['PlatformCategory'] == 2]
p_value = stats.ttest_ind(xbox['JP'], nin['JP'])
p_value
```

```
Ttest_indResult(statistic=-8.07246090386077, pvalue=9.218897619927618e-16)
```





## QUESTION 1:

Are shooter Games in USA sell better than sport games?

Alpha = 0.05

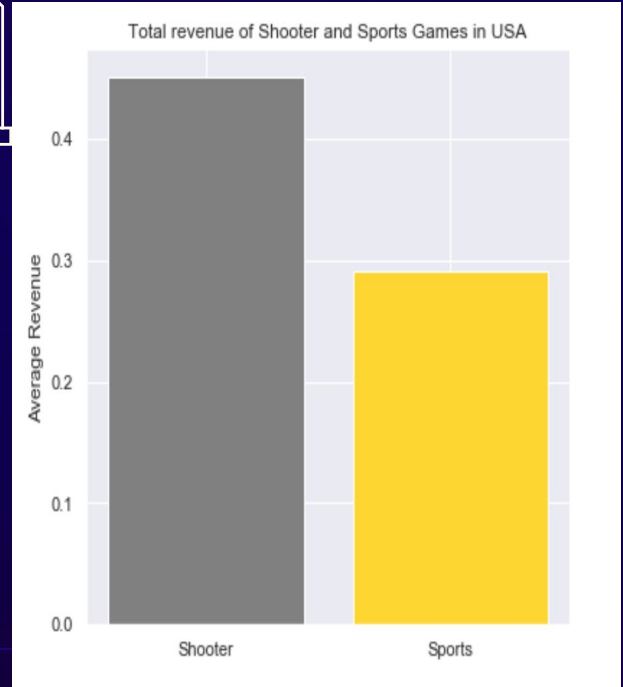
Welch's T-test

```
# calculate t-score and the degrees of freedom for the two samples
t = library.welch_t(shooter, sports)
df = library.welch_df(shooter, sports)
print(t,df)
```

```
4.003541069796452 2370.775843779252
```

```
# calculate p_value
library.p_value(shooter, sports)
```

```
3.2159536640041786e-05
```



# Sales by Region by Genre



### QUESTION 3:

Do Users and Critics give equal scores?

Alpha = 0.05

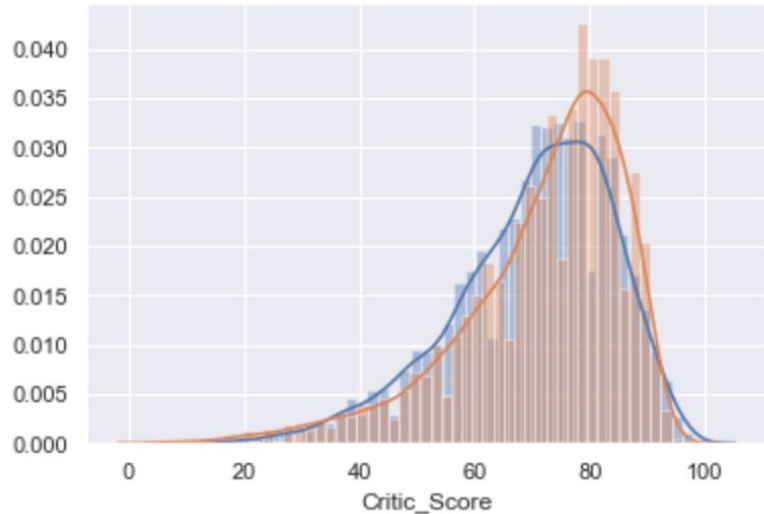
Sampling

Student's T-test 2x

p-value =

2.923141954160524e-06

```
sns.distplot(df_3.Critic_Score);  
sns.distplot(np.array(df_3.User_Score)/0.10);
```

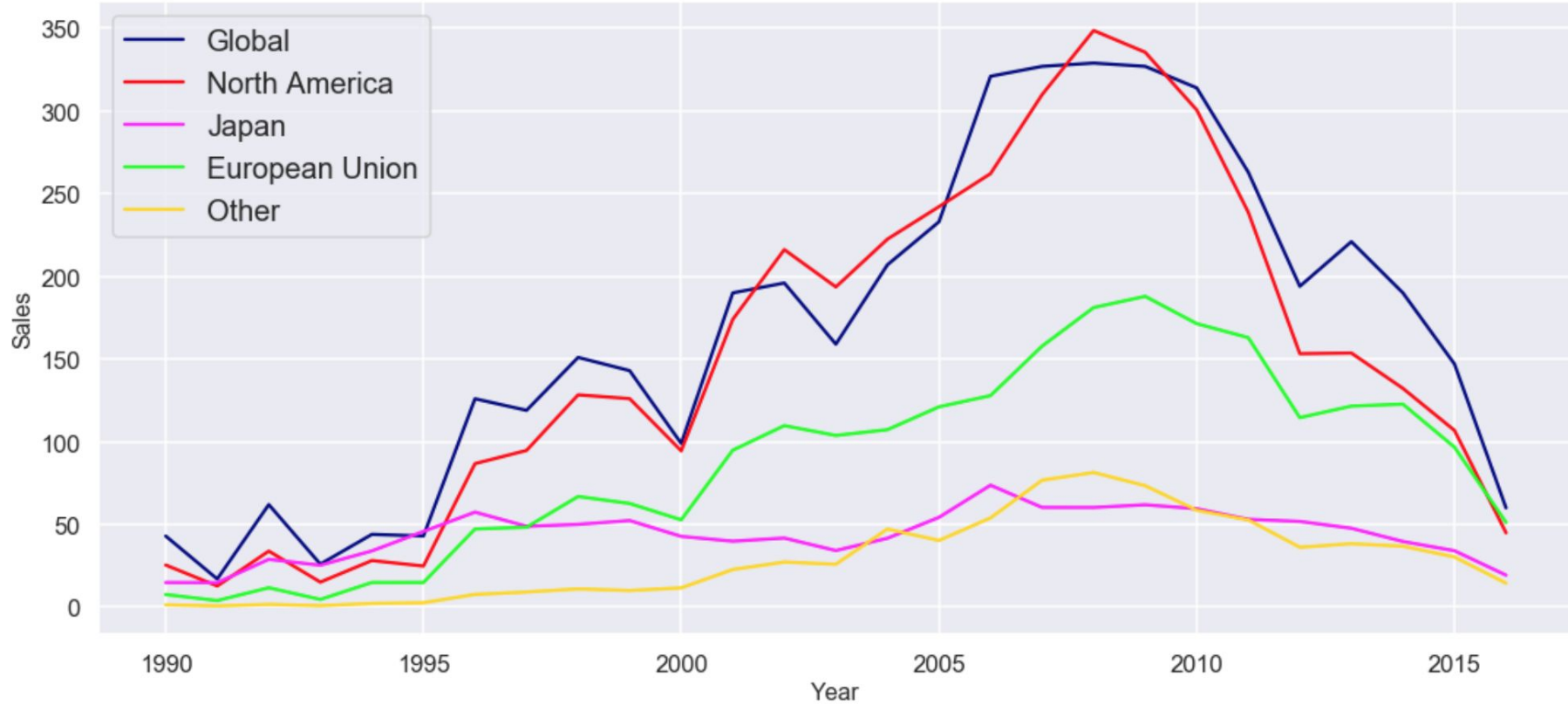




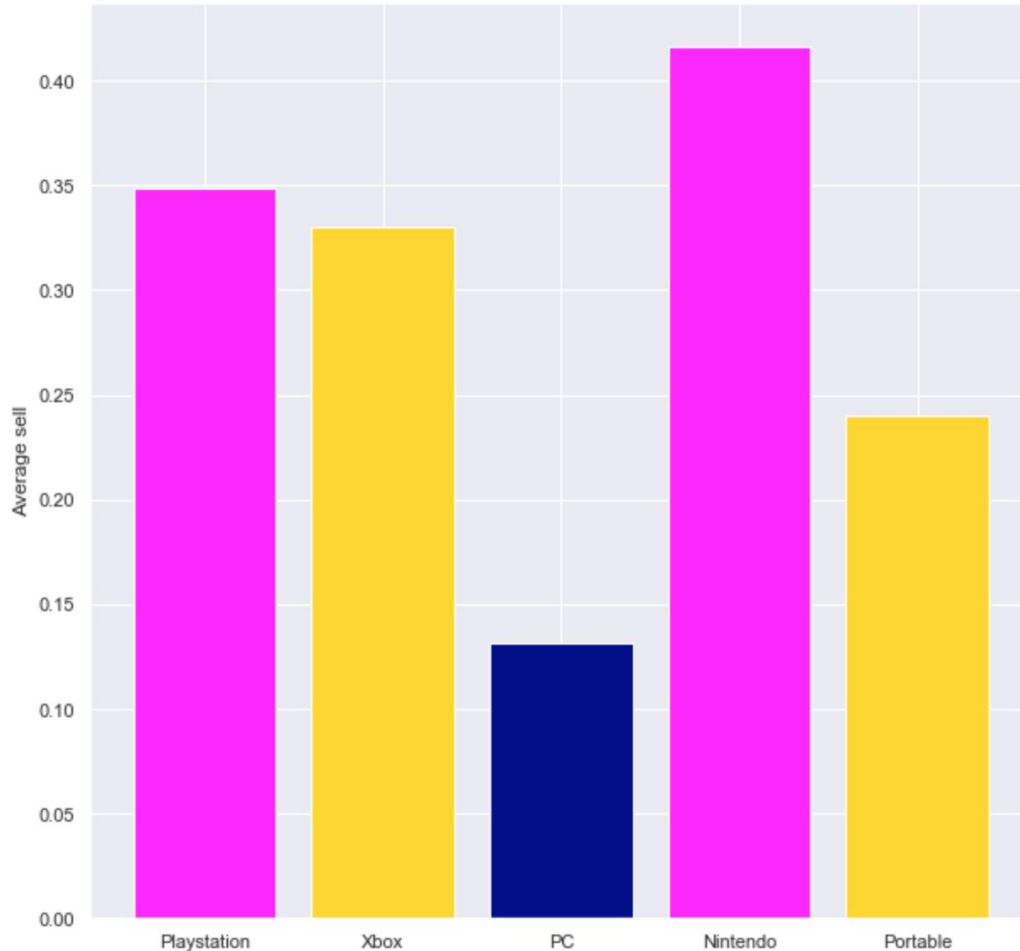


Thank you  
for watching

Total Sales in Millions \$



Different platforms



We would need more data on PC

PC games still can be downloaded, or sales are mostly on Steam, or on other platforms