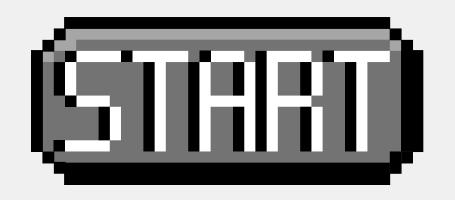
Donkey Games --Game Sales Report



Brief



- Donkey Games are planning their next release and need help deciding what kind of game to make.
- What types of games typically perform well in terms of sales?
- Which direction should they take their company?

Tools



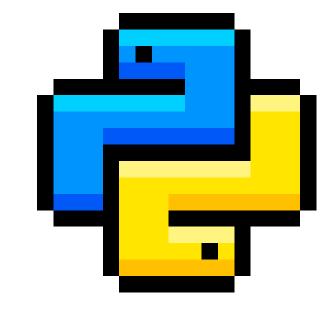
Report: Python, Jupyter notebooks

Data cleaning/wrangling: Pandas, Pyjanitor

Modelling: Pandas Profiling, Scikit Learn, Scipy, Statsmodels

Visualisations: Plotly Express

Dashboard: Streamlit

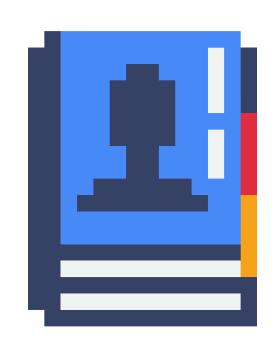


Data Ethics



No personally identifiable information

Links to box art included in the data, potential copyright law considerations



Initial Assumptions

Shooters have been consistently popular in recent years

Resurgence of Metroidvania titles

Rise of open-world survival games

Rise of battle royale games

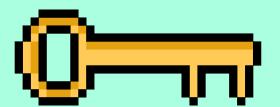
Popularity of Xbox Game Pass and PlayStation Now

Casual gaming (Wii etc.) perhaps not as popular as it once was



Modelling

Insights

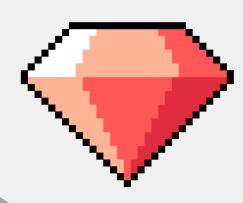


Method:

Multiple Linear Regression

Several models created and refined following an iterative process

Insights gained leading to further streamlining



EU and NA sales good indicators of a game's global sales performance

Critic scores good indicator of how well a game will perform globally

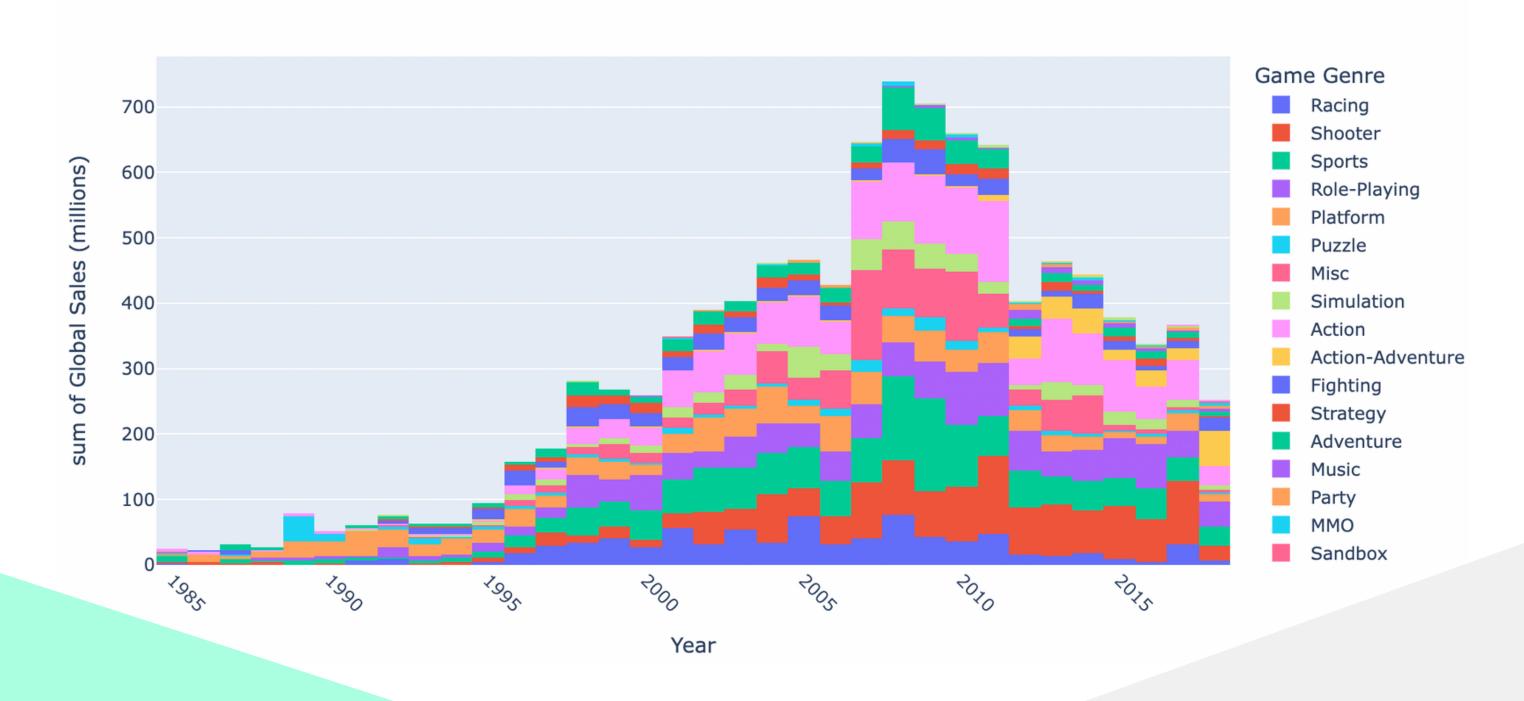
User scores on the other hand less correlated to global sales

Genres likely to perform well: action, MMO, RPG, sandbox, shooter

Difficult to determine publishers likely to perform well

Global Overview

Global Game Sales Across All Platforms



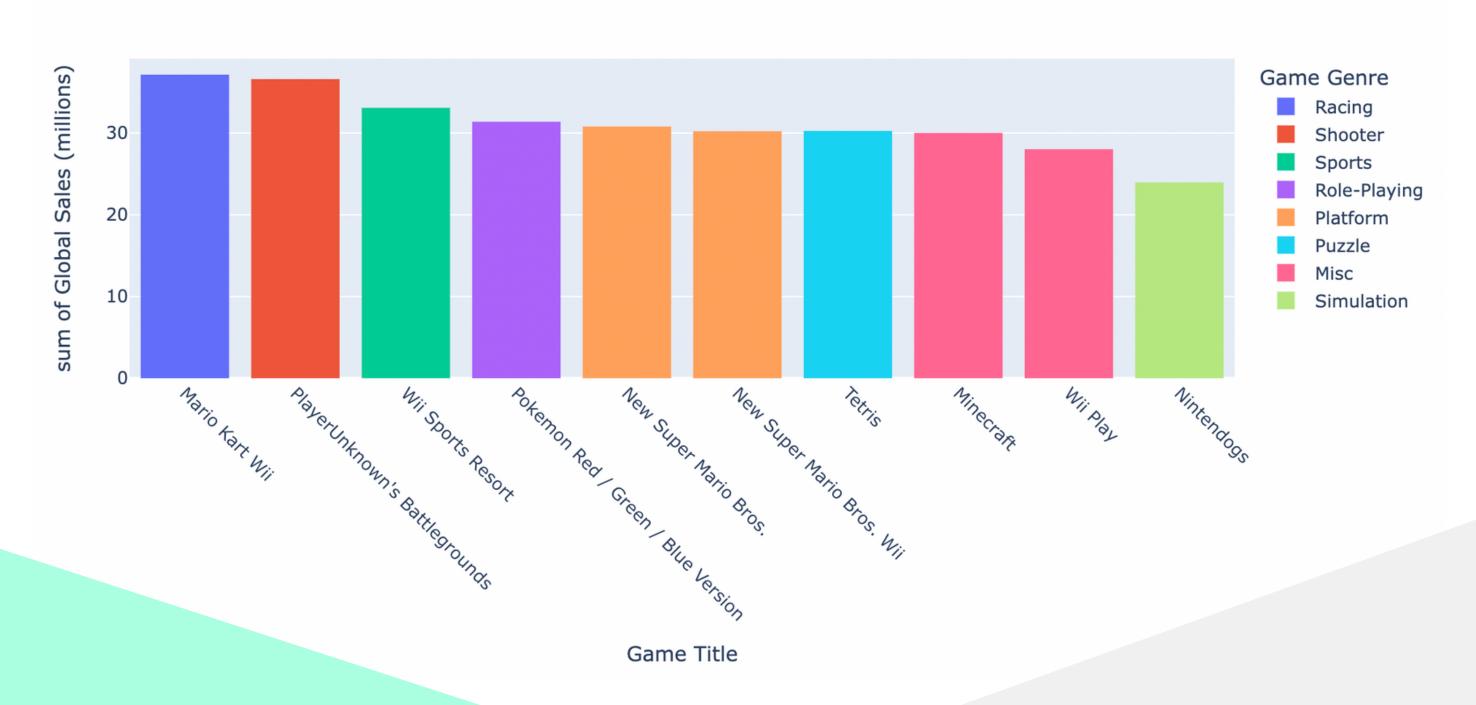
Global Overview

Global Game Sales by Average Critic Score

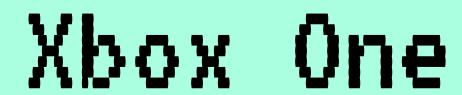


Global Overview

Top 10 Best Selling Games Across All Platforms







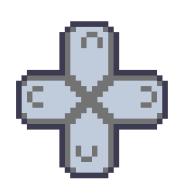


















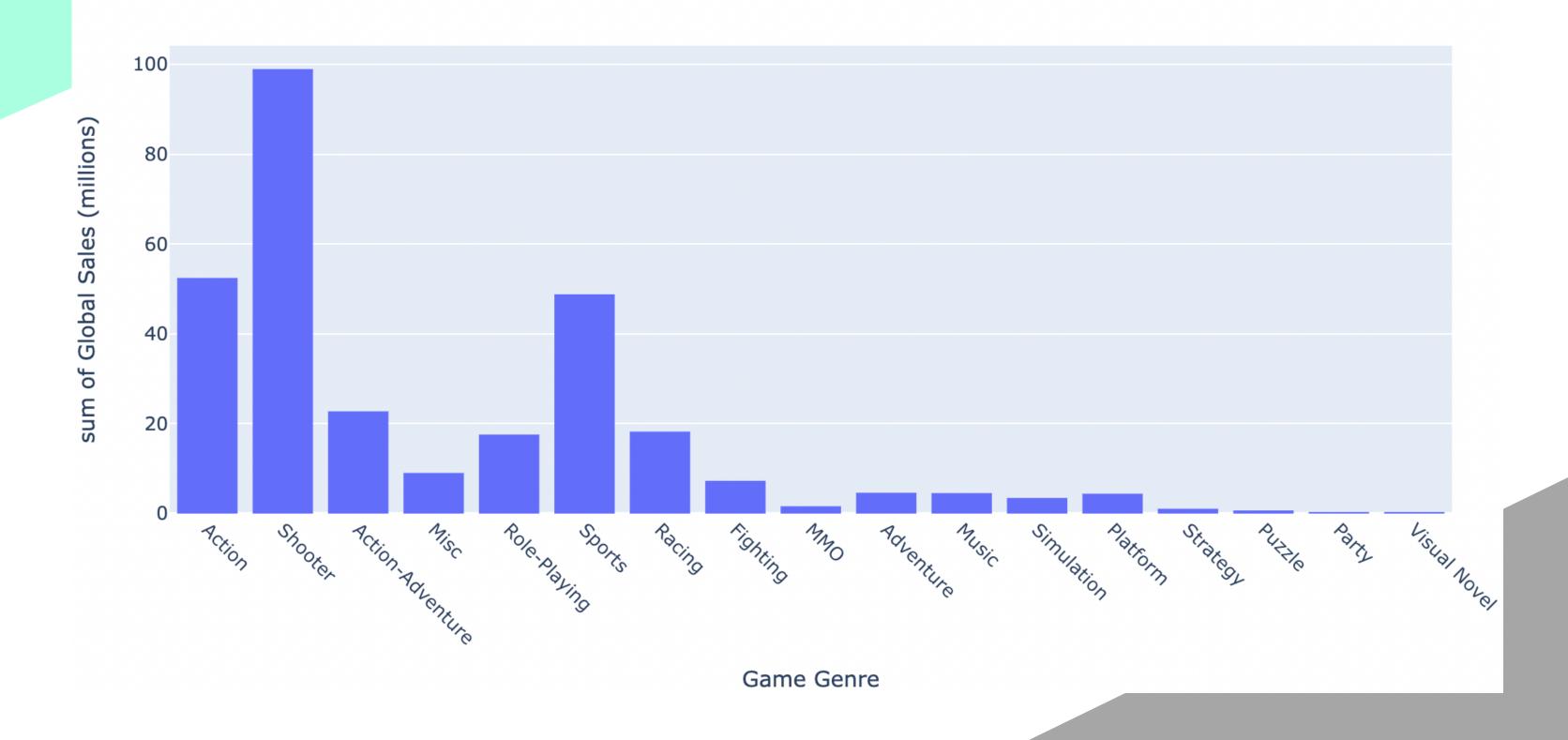




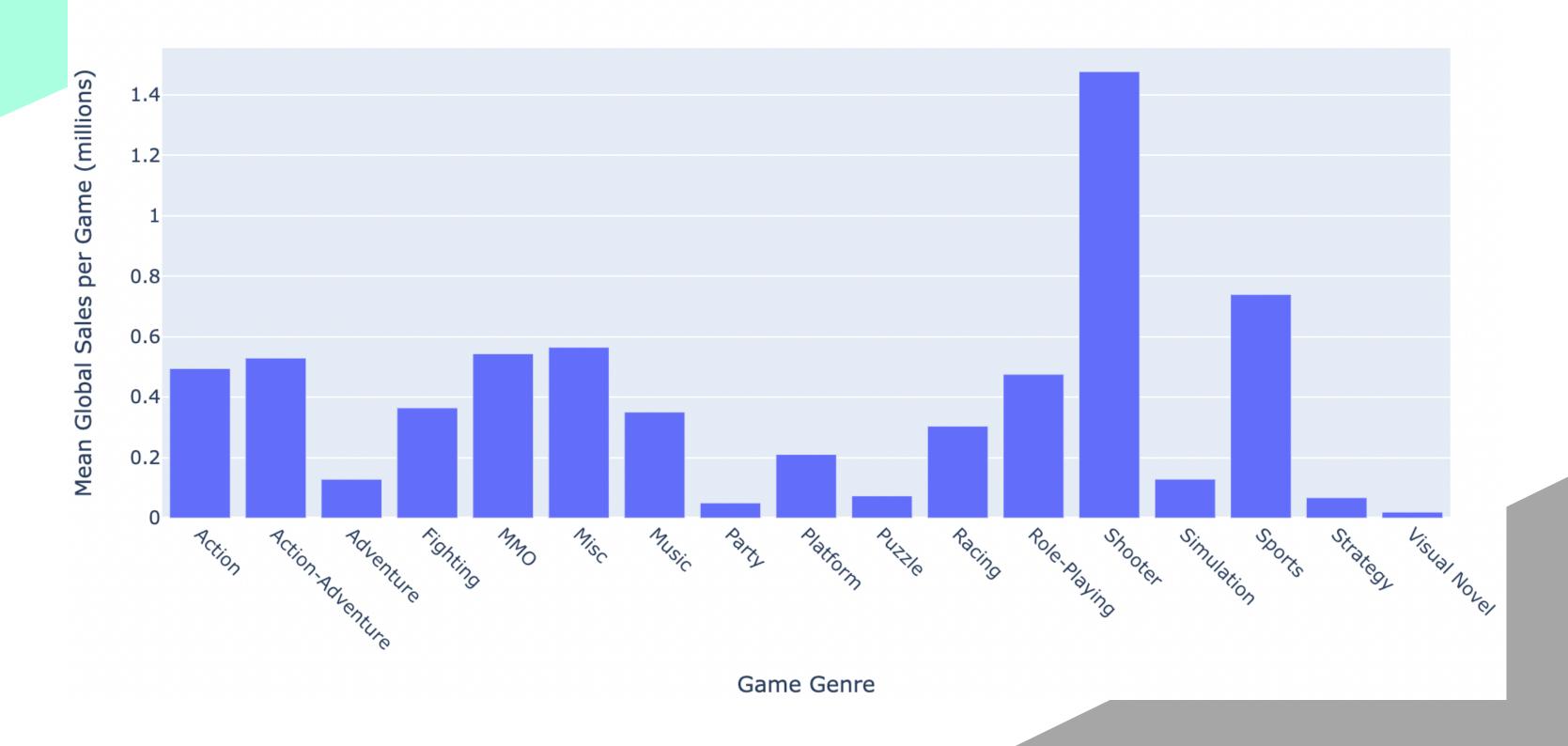




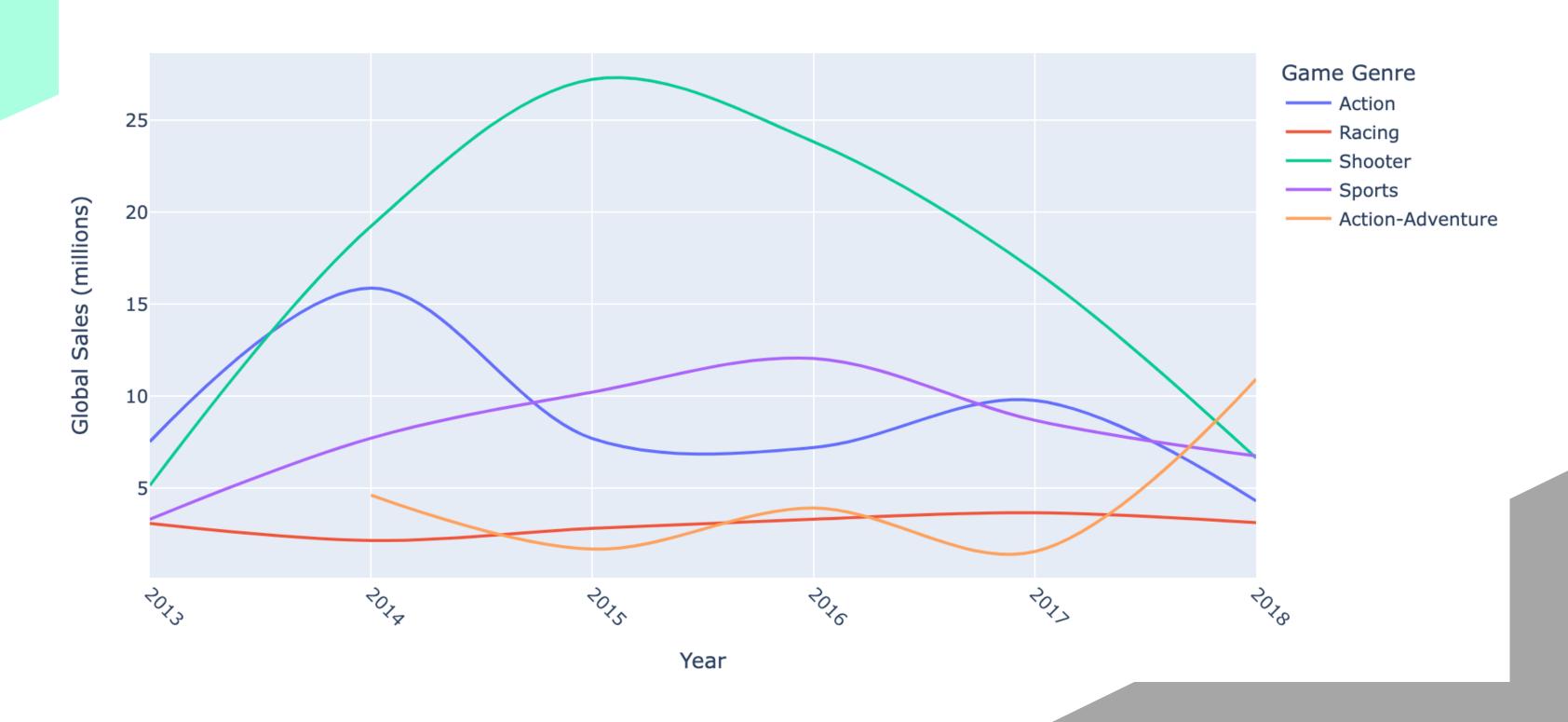
Global Sales by Game Genre (Xbox One)



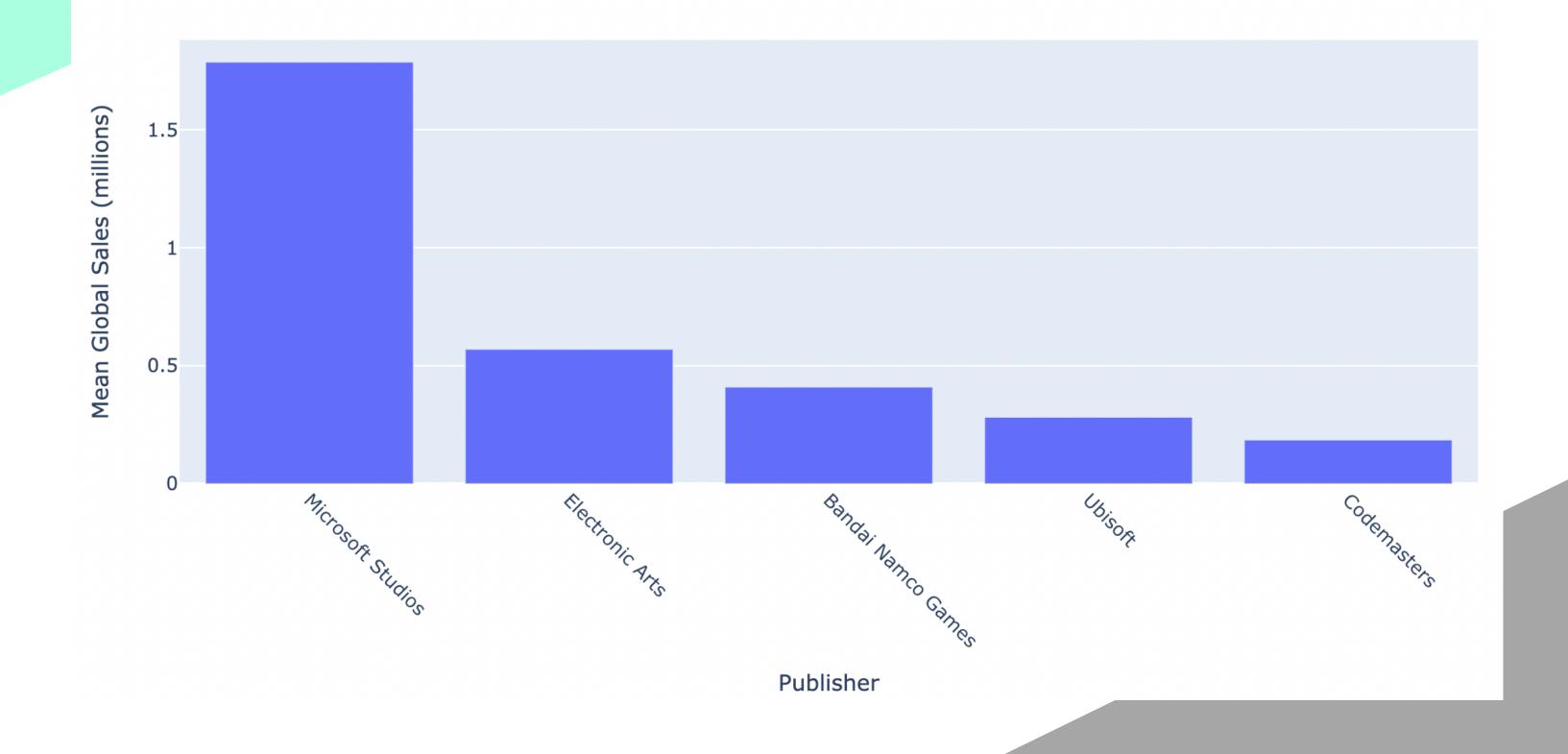
Mean Global Sales by Game Genre (Xbox One)



Global Sales by Year and Genre - Top 5 Xbox One Game Genres



Mean Global Sales by Publisher - Racing Games (Xbox One)



Recommendations



Select platform based on report insights, team's strengths and prior experience

Consider whether exclusive or multi-platform release

Select game genre based on sales and trends observed

Select publisher based on sales numbers within chosen game genre

Consider releasing in a test market

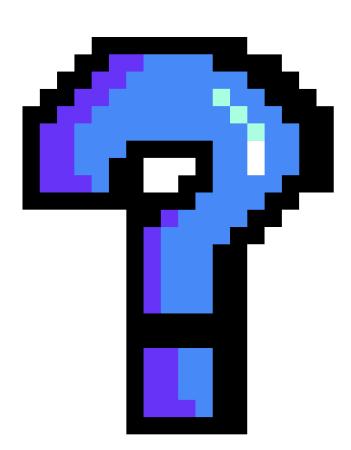
Limitations



No quarterly sales

No revenue figures

No budget data



Challenges

Time Management

Modelling

Python

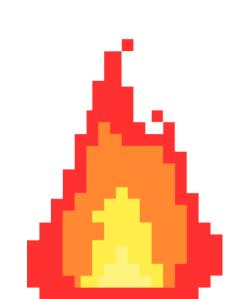






My Anaconda Environment





Thank You!

