



VIDEO GAME SALES ANALYSIS USING PYTHON

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A. Data set:

<https://www.kaggle.com/gregorut/videogamesales/version/2#vgsales.csv/>

Data description:

This dataset contains a list of video games with sales greater than 100,000 copies.

Rank - Ranking of overall sales

- **Name** - The games name
- **Platform** - Platform of the games release (i.e. PC, PS4, etc.)
- **Year** - Year of the game's release
- **Genre** - Genre of the game
- **Publisher** - Publisher of the game
- **NA_Sales** - Sales in North America (in millions)
- **EU_Sales** - Sales in Europe (in millions)
- **JP_Sales** - Sales in Japan (in millions)
- **Other_Sales** - Sales in the rest of the world (in millions)
- **Global Sales** - Total worldwide sales.

Field Name	Type	Sample Value	Range of values	Attributes/Form at	Comments
Year	Textual	1-01-1994	1-01-1985 to 1-01-2016	dd-mm-yyyy	OUT OF DATE
rank	Quantitative	3526	1 to 9303	Whole numbers	Some erroneous values
Name	Textual	FIFA 14	NA	Textual FORMAT	
PLATFORM	Textual	X360	NA	Textual FORMAT	MISSING VALUES
PUBLISHER	Textual	UBisoft	NA	Textual FORMAT	
Genre	Textual	Action	NA	Textual FORMAT	
NA_SALES	Quantitative	3.19 MILLION	0.1 - 41.49 (MILLION)	Decimal numbers	Shows no of active users

EU_SALES	Quantitative	0.92 MILLION	0.1 – 29.02 (MILLION)	Decimal numbers	Some values missing
JP_SALES	Quantitative	0.01 MILLION	0.1 – 10.22 (MILLION)	Decimal numbers	Some values missing
OTHER_SALES	Quantitative	0.42 MILLION	0.1 – 10.57 (MILLION)	Decimal numbers	MISSING VALUES
GLOBAL_SALES	Quantitative	4.53 MILLION	0.05 – 82.75 (MILLION)	Decimal numbers	MISSING VALUES

B. Data cleaning

1. Removing rows with null values:

File contained Nan values as shown below in before screenshot, these Nan values was not in one single column but multiple columns through out the data set. To get rid of this null values we used **Drop function** and along with this function we have used **File function**.

The second screenshot displays the data set without Null values, all the Nan/null values in all of the column are been removed.

Before:

neels@MacBook-Pro:spider neelsavia\$ python project.py											
Sound method DataFrame.dropna of Rank											
				Name	Platform	Year	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales
0	1	Wii Sports	Wii	2006.0	Sports	Nintendo	41.49	29.82	NaN	8.46	82.74
1	2	Super Mario Bros.	NES	1985.0	Platform	Nintendo	29.08	3.58	6.81	0.77	40.24
2	3	Mario Kart Wii	Wii	2008.0	Racing	Nintendo	15.85	12.88	3.79	3.31	35.82
3	4	Wii Sports Resort	Wii	2009.0	Sports	Nintendo	15.75	11.81	3.28	3.00	33.00
4	5	Pokemon Red/Pokemon Blue	GB	1996.0	Role-Playing	Nintendo	11.27	8.89	10.22	NaN	31.37
5	6	Pokemon Red/Pokemon Blue	GB	1989.0	Puzzle	Nintendo	23.20	2.26	4.22	0.88	30.26
6	7	New Super Mario Bros.	DS	2006.0	Platform	Nintendo	11.38	9.23	6.50	2.98	30.81
7	8	Wii Play	Wii	2006.0	Misc	Nintendo	14.03	9.20	2.93	2.85	29.82
8	9	Wii Play	Wii	2006.0	Misc	Nintendo	14.03	9.20	2.93	2.85	29.82
9	10	New Super Mario Bros. Wii	Wii	2009.0	Platform	Nintendo	14.57	7.86	6.00	2.82	28.52
10	11	Duck Hunt	NES	1983.0	Shooter	Nintendo	8.93	0.83	0.28	0.47	20.31
11	12	Nintendogs	DS	2005.0	Simulation	Nintendo	9.07	11.00	1.93	2.75	24.76
12	13	Mario Kart DS	DS	2005.0	Racing	Nintendo	9.81	7.57	4.13	1.92	23.42
13	14	Pokemon Gold/Pokemon Silver	GB	1999.0	Role-Playing	Nintendo	9.00	6.18	7.20	0.71	23.18
14	15	Pokemon Gold/Pokemon Silver	GB	1999.0	Role-Playing	Nintendo	9.00	6.18	7.20	0.71	23.18
15	16	Wii Fit	Wii	2007.0	Sports	Nintendo	8.94	8.83	3.60	2.27	22.72
16	17	Wii Fit Plus	Wii	2009.0	Sports	Nintendo	9.89	8.59	2.53	1.79	22.08
17	18	Kinect Adventures!	X360	2010.0	Misc	Microsoft Game Studios	14.97	4.94	0.24	1.67	21.82
18	19	Grand Theft Auto V	PS3	2013.0	Action	Take-Two Interactive	7.01	9.27	NaN	4.14	21.40
19	20	Grand Theft Auto: San Andreas	PS2	2004.0	Action	Take-Two Interactive	9.43	0.40	8.41	10.57	20.81
20	21	Super Mario World	SNES	1990.0	Platform	Nintendo	12.75	3.75	3.54	0.55	20.61
21	22	Brain Age: Train Your Brain in Minutes a Day	DS	2005.0	Misc	Nintendo	9.26	4.16	2.05	2.02	20.22
22	23	Pokemon Diamond/Pokemon Pearl	DS	2006.0	Role-Playing	Nintendo	6.44	4.52	6.84	1.37	18.36
23	24	Super Mario Land	GB	1989.0	Platform	Nintendo	10.83	2.71	4.18	0.42	18.14
24	25	Super Mario Bros. 3	NES	1988.0	Platform	Nintendo	9.54	3.44	3.84	0.46	17.28
25	26	Grand Theft Auto V	X360	2013.0	Action	Take-Two Interactive	9.63	5.31	0.86	1.38	16.38
26	27	Grand Theft Auto: Vice City	PS2	2002.0	Action	Take-Two Interactive	8.41	5.49	NaN	1.78	16.15
27	28	Pokemon Ruby/Pokemon Sapphire	GBA	2002.0	Role-Playing	Nintendo	5.90	5.90	3.82	0.90	15.56
28	29	Pokemon Black/Pokemon White	DS	2010.0	Role-Playing	Nintendo	5.57	3.28	5.45	0.82	15.32
29	30	Brain Age 2: More Training in Minutes a Day	DS	2005.0	Puzzle	Nintendo	3.44	5.36	5.32	1.18	15.30

code:

```
6 @author: neelsavla
7 """"
8
9 import pandas as pd
10 import matplotlib.pyplot as plt
11 games=pd.read_csv('vgsales.csv')
12 #print(games.head(100))
13 print(games.dropna())
14
```

After:

```
Neels-MacBook-Pro:spider neelsavla$ python project.py
Rank      Name      Platform  Year      Genre      Publisher  NA_Sales  EU_Sales  JP_Sales  Other_Sales  Global_Sales  Rank_2000
1         2      Super Mario Bros.    NES  1985.0    Platform    Nintendo    29.08    3.58    6.81    0.77    40.24    2.0
2         3      Mario Kart Wii      Wii  2008.0    Racing      Nintendo    15.85    12.88    3.79    3.31    35.82    3.0
3         4      Wii Sports Resort    Wii  2009.0    Sports      Nintendo    15.75    11.01    3.28    2.96    33.00    4.0
5         6      Tetris      GB  1989.0    Puzzle      Nintendo    23.20    2.26    4.22    0.58    30.26    6.0
6         7      New Super Mario Bros.    DS  2006.0    Platform    Nintendo    11.38    9.23    6.50    2.90    30.01    7.0
7         8      Wii Play      Wii  2006.0    Misc      Nintendo    14.03    9.20    2.93    2.85    29.02    8.0
8         8      Wii Play      Wii  2006.0    Misc      Nintendo    14.03    9.20    2.93    2.85    29.02    8.0
9         9      New Super Mario Bros. Wii    Wii  2009.0    Platform    Nintendo    14.59    7.06    4.70    2.26    28.62    9.0
10        10      Duck Hunt    NES  1984.0    Shooter     Nintendo    26.93    0.63    0.28    0.47    28.31    10.0
11        11      Nintendogs    DS  2005.0    Simulation  Nintendo    9.07    11.00    1.93    2.75    24.76    11.0
12        12      Mario Kart DS    DS  2005.0    Racing      Nintendo    9.81    7.57    4.13    1.92    23.42    12.0
13        13      Pokemon Gold/Pokemon Silver    GB  1999.0    Role-Playing  Nintendo    9.00    6.18    7.20    0.71    23.10    13.0
14        13      Pokemon Gold/Pokemon Silver    GB  1999.0    Role-Playing  Nintendo    9.00    6.18    7.20    0.71    23.10    13.0
15        14      Wii Fit      Wii  2007.0    Sports      Nintendo    8.94    8.03    3.60    2.15    22.72    14.0
16        15      Wii Fit Plus    Wii  2009.0    Sports      Nintendo    9.09    8.59    2.53    1.79    22.00    15.0
17        16      Kinect Adventures!    X360  2010.0    Misc      Microsoft Game Studios    14.97    4.94    0.24    1.67    21.82    16.0
19        18      Grand Theft Auto: San Andreas    PS2  2004.0    Action      Take-Two Interactive    9.43    9.40    0.41    10.57    20.81    18.0
20        19      Super Mario World    SNES  1990.0    Platform    Nintendo    12.78    3.75    3.54    0.55    20.61    19.0
22        21      Pokemon Diamond/Pokemon Pearl    DS  2006.0    Role-Playing  Nintendo    6.42    4.52    6.04    1.37    18.36    21.0
23        22      Super Mario Land    GB  1989.0    Platform    Nintendo    10.83    2.71    4.18    0.42    18.14    22.0
24        23      Super Mario Bros. 3    NES  1988.0    Platform    Nintendo    9.54    3.44    3.84    0.46    17.23    23.0
25        24      Grand Theft Auto V    X360  2013.0    Action      Take-Two Interactive    9.63    5.31    0.06    1.38    16.38    24.0
27        26      Pokemon Ruby/Pokemon Sapphire    GBA  2002.0    Role-Playing  Nintendo    6.06    3.90    5.38    0.50    15.85    26.0
28        27      Pokemon Black/Pokemon White    DS  2010.0    Role-Playing  Nintendo    5.67    3.28    5.65    0.82    15.32    27.0
29        28      Brain Age 2: More Training in Minutes a Day    DS  2005.0    Puzzle      Nintendo    3.44    5.36    5.32    1.18    15.30    28.0
30        29      Gran Turismo 3: A-Spec    PS2  2001.0    Racing      Sony Computer Entertainment    6.85    5.09    1.87    1.16    14.98    29.0
31        30      Call of Duty: Modern Warfare 3    X360  2011.0    Shooter      Activision    9.03    4.28    0.13    1.32    14.76    30.0
32        31      Pokémon Yellow: Special Pikachu Edition    GB  1998.0    Role-Playing  Nintendo    5.89    5.04    3.12    0.59    14.64    31.0
34        33      Pokemon X/Pokemon Y    3DS  2013.0    Role-Playing  Nintendo    5.17    4.05    4.34    0.79    14.35    33.0
```

2. Remove irrelevant columns:

In the data set there was an irrelevant column which was the copy of the first column 'Rank' named differently as 'Rank_2000' which was not of any use, thus, the column was removed using **del function**, which is a built-in function used to delete the column.

The code we used is `del games['Rank_2000']`, here the game is the instance where we stored the csv and Rank_2000 is the column to be deleted and finally used `del` function to delete the irrelevant column from our data set. We have used **File function** for this code

```
@author: neelsavla
''''

import pandas as pd
import matplotlib.pyplot as plt
games=pd.read_csv('vgsales.csv')
del games['Rank_2000']
print(games.dropna())
```

Before:

Neels-MacBook-Pro:spider neelsavla\$ python project.py														
Rank	Name	Platform	Year	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	Other_Sales	Global_Sales	Rank	Rank_2000		
1	Super Mario Bros.	NES	1985.0	Platform	Nintendo	29.88	3.58	6.81	0.77	40.24	2.0	2.0		
2	Mario Kart Wii	Wii	2008.0	Racing	Nintendo	15.85	12.88	3.79	3.31	35.82	3.0	3.0		
3	Wii Sports Resort	Wii	2009.0	Sports	Nintendo	15.75	11.01	3.28	2.96	33.00	4.0	4.0		
4	Tetris	GB	1989.0	Puzzle	Nintendo	23.20	2.26	4.22	0.58	30.26	5.0	5.0		
5	New Super Mario Bros.	DS	2006.0	Platform	Nintendo	11.38	9.23	6.50	2.90	30.01	7.0	7.0		
6	Wii Play	Wii	2006.0	Misc	Nintendo	14.83	9.20	2.93	2.85	29.82	8.0	8.0		
7	Wii Play	Wii	2006.0	Misc	Nintendo	14.83	9.20	2.93	2.85	29.82	8.0	8.0		
8	New Super Mario Bros. Wii	Wii	2009.0	Platform	Nintendo	14.59	7.06	4.70	2.26	28.62	9.0	9.0		
9	Duck Hunt	NES	1984.0	Shooter	Nintendo	26.93	0.63	0.28	0.47	28.31	10.0	10.0		
10	Nintendogs	DS	2005.0	Simulation	Nintendo	9.87	11.00	1.93	2.75	24.76	11.0	11.0		
11	Mario Kart DS	DS	2005.0	Racing	Nintendo	9.81	7.57	4.13	1.92	23.42	12.0	12.0		
12	Pokemon Gold/Pokemon Silver	GB	1999.0	Role-Playing	Nintendo	9.00	6.18	7.20	0.71	23.10	13.0	13.0		
13	Pokemon Gold/Pokemon Silver	GB	1999.0	Role-Playing	Nintendo	9.00	6.18	7.20	0.71	23.10	13.0	13.0		
14	Wii Fit	Wii	2007.0	Sports	Nintendo	8.94	8.83	3.60	2.15	22.72	14.0	14.0		
15	Wii Fit Plus	Wii	2009.0	Sports	Nintendo	9.09	8.59	2.53	1.79	22.00	15.0	15.0		
16	Kinect Adventures!	X360	2010.0	Misc	Microsoft Game Studios	14.97	4.94	0.24	1.67	21.82	16.0	16.0		
17	Grand Theft Auto: San Andreas	PS2	2004.0	Action	Take-Two Interactive	9.43	0.40	0.41	10.57	20.81	18.0	18.0		
18	Super Mario World	SNES	1990.0	Platform	Nintendo	12.78	3.75	3.54	0.55	20.61	19.0	19.0		
19	Pokemon Diamond/Pokemon Pearl	DS	2006.0	Role-Playing	Nintendo	6.42	4.52	6.04	1.37	18.36	21.0	21.0		
20	Super Mario Land	GB	1989.0	Platform	Nintendo	10.83	2.71	4.18	0.42	18.14	22.0	22.0		
21	Super Mario Bros. 3	NES	1988.0	Platform	Nintendo	9.54	3.44	3.84	0.46	17.28	23.0	23.0		
22	Grand Theft Auto V	X360	2013.0	Action	Take-Two Interactive	9.63	5.31	0.06	1.38	16.38	24.0	24.0		
23	Pokemon Ruby/Pokemon Sapphire	GBA	2002.0	Role-Playing	Nintendo	6.86	3.90	5.38	0.50	15.85	26.0	26.0		
24	Pokemon Black/Pokemon White	DS	2010.0	Role-Playing	Nintendo	5.57	3.28	5.65	0.82	15.32	27.0	27.0		
25	Brain Age 2: More Training in Minutes a Day	DS	2005.0	Puzzle	Nintendo	3.44	5.36	5.32	1.18	15.30	28.0	28.0		
26	Gran Turismo 3: A-Spec	PS2	2001.0	Racing	Sony Computer Entertainment	6.85	5.09	1.87	1.16	14.98	29.0	29.0		
27	Call of Duty: Modern Warfare 3	X360	2011.0	Shooter	Activision	9.83	4.28	0.13	1.32	14.76	30.0	30.0		
28	Pokémon Yellow: Special Pikachu Edition	GB	1998.0	Role-Playing	Nintendo	5.89	5.04	3.12	0.59	14.64	31.0	31.0		
29	Pokemon X/Pokemon Y	3DS	2013.0	Role-Playing	Nintendo	5.17	4.85	4.34	0.79	14.55	33.0	33.0		

After:

```
Neels-MacBook-Pro:spider neelsavla$ python project.py
```

Rank		Name	Platform	Year	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	Other_Sales	Global_Sales
1	2	Super Mario Bros.	NES	1985.0	Platform	Nintendo	29.08	3.58	6.81	0.77	40.24
2	3	Mario Kart Wii	Wii	2008.0	Racing	Nintendo	15.85	12.88	3.79	3.31	35.82
3	4	Wii Sports Resort	Wii	2009.0	Sports	Nintendo	15.75	11.01	3.28	2.96	33.00
4	5	Tetris	GB	1989.0	Puzzle	Nintendo	23.20	2.26	4.22	0.58	30.26
5	6	New Super Mario Bros.	DS	2006.0	Platform	Nintendo	11.38	9.23	6.58	2.90	30.01
6	7	Wii Play	Wii	2006.0	Misc	Nintendo	14.03	9.20	2.93	2.85	29.02
7	8	Wii Play	Wii	2006.0	Misc	Nintendo	14.03	9.20	2.93	2.85	29.02
8	9	New Super Mario Bros. Wii	Wii	2009.0	Platform	Nintendo	14.59	7.06	4.70	2.26	28.62
9	10	Duck Hunt	NES	1984.0	Shooter	Nintendo	26.93	0.63	0.28	0.47	28.31
10	11	Nintendogs	DS	2005.0	Simulation	Nintendo	9.07	11.00	1.93	2.75	24.76
11	12	Mario Kart DS	DS	2005.0	Racing	Nintendo	9.81	7.57	4.13	1.92	23.42
12	13	Pokemon Gold/Pokemon Silver	GB	1999.0	Role-Playing	Nintendo	9.00	6.18	7.20	0.71	23.10
13	14	Pokemon Gold/Pokemon Silver	GB	1999.0	Role-Playing	Nintendo	9.00	6.18	7.20	0.71	23.10
14	15	Wii Fit	Wii	2007.0	Sports	Nintendo	8.94	8.03	3.60	2.15	22.72
15	16	Wii Fit Plus	Wii	2009.0	Sports	Nintendo	9.09	8.59	2.53	1.79	22.00
16	17	Kinect Adventures!	X360	2010.0	Misc	Microsoft Game Studios	14.97	4.94	0.24	1.67	21.82
17	18	Grand Theft Auto: San Andreas	PS2	2004.0	Action	Take-Two Interactive	9.43	0.40	0.41	10.57	20.81
18	19	Super Mario World	SNES	1990.0	Platform	Nintendo	12.78	3.75	3.54	0.55	20.61
19	20	Pokemon Diamond/Pokemon Pearl	DS	2006.0	Role-Playing	Nintendo	6.42	4.52	6.04	1.37	18.36
20	21	Super Mario Land	GB	1989.0	Platform	Nintendo	10.83	2.71	4.18	0.42	18.14
21	22	Super Mario Bros. 3	NES	1988.0	Platform	Nintendo	9.54	3.44	3.84	0.46	17.28
22	23	Grand Theft Auto V	X360	2013.0	Action	Take-Two Interactive	9.63	5.31	0.06	1.38	16.38
23	24	Pokemon Ruby/Pokemon Sapphire	GBA	2002.0	Role-Playing	Nintendo	6.06	3.90	5.38	0.50	15.85
24	25	Pokemon Black/Pokemon White	DS	2010.0	Role-Playing	Nintendo	5.57	3.28	5.65	0.82	15.32
25	26	Brain Age 2: More Training in Minutes a Day	DS	2005.0	Puzzle	Nintendo	3.44	5.36	5.32	1.18	15.30
26	27	Gran Turismo 3: A-Spec	PS2	2001.0	Racing	Sony Computer Entertainment	6.85	5.09	1.87	1.16	14.98
27	28	Call of Duty: Modern Warfare 3	X360	2011.0	Shooter	Activision	9.03	4.28	0.13	1.32	14.76
28	29	Pokemon Yellow: Special Pikachu Edition	GB	1998.0	Role-Playing	Nintendo	5.89	5.04	3.12	0.59	14.64
29	30	Pokemon X/Pokemon Y	3DS	2013.0	Role-Playing	Nintendo	5.17	4.05	4.34	0.79	14.35
30	31	Call of Duty: Black Ops 3	PS4	2015.0	Shooter	Activision	5.77	5.81	0.35	2.31	14.24

3. Remove duplicate data:

The data set contained multiple duplicate values as show in screenshot for before in the second column called name contains duplicate data such as ‘Wii Play’ and ‘Pokemon Gold/Pokemon Silver’ which are occurring twice in the data set. The column name ‘Name’ is a column containing unique values thus, it should not have duplicate values. Thus, we are removing the rows with duplicate value occurring only once.

Here we have used ‘**drop_duplicates**’ functions to remove the row with duplicate value. As show in the second screenshot the row with duplicate values is removed. Now the value which was duplicate has only one occurrence in the data set making the column unique which is exactly as per the requirement. We have used **Pandas Data Frame** for this code

Before:

```
Neels-MacBook-Pro:spider neelsavla$ python project.py
```

Rank		Name	Platform	Year	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	Other_Sales	Global_Sales
1	2	Super Mario Bros.	NES	1985.0	Platform	Nintendo	29.08	3.58	6.81	0.77	40.24
2	3	Mario Kart Wii	Wii	2008.0	Racing	Nintendo	15.85	12.88	3.79	3.31	35.82
3	4	Wii Sports Resort	Wii	2009.0	Sports	Nintendo	15.75	11.01	3.28	2.96	33.00
4	5	Tetris	GB	1989.0	Puzzle	Nintendo	23.20	2.26	4.22	0.58	30.26
5	6	New Super Mario Bros.	DS	2006.0	Platform	Nintendo	11.38	9.23	6.58	2.90	30.01
6	7	Wii Play	Wii	2006.0	Misc	Nintendo	14.03	9.20	2.93	2.85	29.02
7	8	Wii Play	Wii	2006.0	Misc	Nintendo	14.03	9.20	2.93	2.85	29.02
8	9	New Super Mario Bros. Wii	Wii	2009.0	Platform	Nintendo	14.59	7.06	4.70	2.26	28.62
9	10	Duck Hunt	NES	1984.0	Shooter	Nintendo	26.93	0.63	0.28	0.47	28.31
10	11	Nintendogs	DS	2005.0	Simulation	Nintendo	9.07	11.00	1.93	2.75	24.76
11	12	Mario Kart DS	DS	2005.0	Racing	Nintendo	9.81	7.57	4.13	1.92	23.42
12	13	Pokemon Gold/Pokemon Silver	GB	1999.0	Role-Playing	Nintendo	9.00	6.18	7.20	0.71	23.10
13	14	Pokemon Gold/Pokemon Silver	GB	1999.0	Role-Playing	Nintendo	9.00	6.18	7.20	0.71	23.10
14	15	Wii Fit	Wii	2007.0	Sports	Nintendo	8.94	8.03	3.60	2.15	22.72
15	16	Wii Fit Plus	Wii	2009.0	Sports	Nintendo	9.09	8.59	2.53	1.79	22.00
16	17	Kinect Adventures!	X360	2010.0	Misc	Microsoft Game Studios	14.97	4.94	0.24	1.67	21.82
17	18	Grand Theft Auto: San Andreas	PS2	2004.0	Action	Take-Two Interactive	9.43	0.40	0.41	10.57	20.81
18	19	Super Mario World	SNES	1990.0	Platform	Nintendo	12.78	3.75	3.54	0.55	20.61
19	20	Pokemon Diamond/Pokemon Pearl	DS	2006.0	Role-Playing	Nintendo	6.42	4.52	6.04	1.37	18.36
20	21	Super Mario Land	GB	1989.0	Platform	Nintendo	10.83	2.71	4.18	0.42	18.14
21	22	Super Mario Bros. 3	NES	1988.0	Platform	Nintendo	9.54	3.44	3.84	0.46	17.28
22	23	Grand Theft Auto V	X360	2013.0	Action	Take-Two Interactive	9.63	5.31	0.06	1.38	16.38
23	24	Pokemon Ruby/Pokemon Sapphire	GBA	2002.0	Role-Playing	Nintendo	6.06	3.90	5.38	0.50	15.85
24	25	Pokemon Black/Pokemon White	DS	2010.0	Role-Playing	Nintendo	5.57	3.28	5.65	0.82	15.32
25	26	Brain Age 2: More Training in Minutes a Day	DS	2005.0	Puzzle	Nintendo	3.44	5.36	5.32	1.18	15.30
26	27	Gran Turismo 3: A-Spec	PS2	2001.0	Racing	Sony Computer Entertainment	6.85	5.09	1.87	1.16	14.98
27	28	Call of Duty: Modern Warfare 3	X360	2011.0	Shooter	Activision	9.03	4.28	0.13	1.32	14.76
28	29	Pokemon Yellow: Special Pikachu Edition	GB	1998.0	Role-Playing	Nintendo	5.89	5.04	3.12	0.59	14.64
29	30	Pokemon X/Pokemon Y	3DS	2013.0	Role-Playing	Nintendo	5.17	4.05	4.34	0.79	14.35
30	31	Call of Duty: Black Ops 3	PS4	2015.0	Shooter	Activision	5.77	5.81	0.35	2.31	14.24

Code:

```
import pandas as pd
import matplotlib.pyplot as plt
games=pd.read_csv('vgsales.csv')
del games['Rank_2000']
games.drop_duplicates(subset="Name",keep= 'first' ,inplace= True)
print(games.dropna())
```

After:

```
Neels-MacBook-Pro:spider neelsavla$ python project.py
Rank      Name Platform Year Genre Publisher NA_Sales EU_Sales JP_Sales Other_Sales Global_Sales
1         2      Super Mario Bros. NES 1985.0 Platform Nintendo 29.08 3.58 6.81 0.77 40.24
2         3      Mario Kart Wii Wii 2008.0 Racing Nintendo 16.85 12.88 3.79 3.31 35.82
3         4      Wii Sports Resort Wii 2009.0 Sports Nintendo 15.75 11.01 3.28 2.96 33.00
4         5         Tetris GB 1989.0 Puzzle Nintendo 23.20 2.26 4.22 0.88 30.26
5         6      New Super Mario Bros. DS 2006.0 Platform Nintendo 11.38 9.23 6.50 2.90 30.01
6         7      Wii Play Wii 2006.0 Misc Nintendo 14.03 9.20 2.93 2.85 29.02
7         8      New Super Mario Bros. Wii Wii 2009.0 Platform Nintendo 14.59 7.06 4.70 2.26 28.62
8         9      Duck Hunt NES 1984.0 Shooter Nintendo 26.93 0.63 0.28 0.47 28.31
9        10      Nintendo DS DS 2005.0 Simulation Nintendo 9.07 11.00 1.93 2.75 24.76
10       11      Mario Kart DS DS 2005.0 Racing Nintendo 9.81 7.57 4.13 1.92 23.42
11       12      Pokemon Gold/Pokemon Silver GB 1999.0 Role-Playing Nintendo 9.00 6.18 7.20 0.71 23.10
12       13      Wii Fit Wii 2007.0 Sports Nintendo 8.94 8.03 3.60 2.15 22.72
13       14      Wii Fit Plus Wii 2009.0 Sports Nintendo 9.09 8.59 2.53 1.79 22.00
14       15      Kinect Adventures! X360 2010.0 Misc Microsoft Game Studios 14.97 4.94 0.24 1.67 21.82
15       16      Grand Theft Auto: San Andreas PS2 2004.0 Action Take-Two Interactive 9.43 0.40 0.41 10.57 20.81
16       17      Super Mario World SNES 1990.0 Platform Nintendo 12.78 3.75 3.54 0.55 20.61
17       18      Pokemon Diamond/Pokemon Pearl DS 2006.0 Role-Playing Nintendo 6.42 4.52 6.04 1.37 18.36
18       19      Super Mario Land GB 1989.0 Platform Nintendo 10.83 2.71 4.18 0.42 18.14
19       20      Super Mario Bros. 3 NES 1988.0 Platform Nintendo 9.54 3.44 3.84 0.46 17.28
20       21      Pokemon Ruby/Pokemon Sapphire GBA 2002.0 Role-Playing Nintendo 6.06 3.90 5.38 0.50 15.85
21       22      Pokemon Black/Pokemon White DS 2010.0 Role-Playing Nintendo 5.57 3.28 5.65 0.82 15.32
22       23      Brain Age 2: More Training in Minutes a Day DS 2005.0 Puzzle Nintendo 3.44 5.36 5.32 1.18 15.30
23       24      Gran Turismo 3: A-Spec PS2 2001.0 Racing Sony Computer Entertainment 6.85 5.09 1.87 1.16 14.98
24       25      Call of Duty: Modern Warfare 3 X360 2011.0 Shooter Activision 9.03 4.28 0.13 1.32 14.76
25       26      Pokémon Yellow: Special Pikachu Edition GB 1998.0 Role-Playing Nintendo 5.89 5.04 3.12 0.59 14.64
26       27      Pokémon X/Pokemon Y 3DS 2013.0 Role-Playing Nintendo 5.17 4.05 4.34 0.79 14.35
27       28      Call of Duty: Black Ops 3 PS4 2015.0 Shooter Activision 5.77 5.81 0.35 2.31 14.24
28       29      Call of Duty: Black Ops II PS3 2012.0 Shooter Activision 4.99 5.88 0.65 2.52 14.03
29       30      Call of Duty: Modern Warfare 2 X360 2009.0 Shooter Activision 8.52 3.63 0.08 1.29 13.51
```

C. Statistical Summary:

To find the statistical summary **.describe()** function is used and is applied to the required columns such as for sales in North America, Sales in Europe, Sales in Japan, Other sales and Global Sales. Using **.describe()** we found the count, mean, standard deviation, minimum, 25%, 50%, 75% and maximum value for each of the columns specified above.

For example, if we see the Sales for North America in the screenshot below we can see that the count of sale is 16599, mean of sales is 0.265753, standard deviation is 0.825670, minimum sales is 0.0000, 25% of the sales is 0.00000, 50% of the sales is 0.80000, 75% of the sales is 0.240000 and finally maximum value of sales for North America is 41.490000.

```
project_cleaning.py x project_statistics.py x
1 import pandas as pd
2 import matplotlib.pyplot as plt
3 games=pd.read_csv('vgsales1.csv')
4 print(" Summary Statistics Sales for North America :\n",games['NA_Sales'].describe())
5 print(" Summary Statistics Sales for Europe:\n",games['EU_Sales'].describe())
6 print(" Summary Statistics Sales for Japan:\n",games['JP_Sales'].describe())
7 print(" Summary Statistics Sales for Other Sales:\n",games['Other_Sales'].describe())
8 print(" Summary Statistics Global Sales:\n",games['Global_Sales'].describe())
```

```
[Neels-MacBook-Pro:spider neelsavla$ python project_statistics.py
Summary Statistics Sales for North America :
count      16599.000000
mean        0.265753
std         0.825670
min         0.000000
25%         0.000000
50%         0.080000
75%         0.240000
max         41.490000
Name: NA_Sales, dtype: float64
Summary Statistics Sales for Europe:
count      16600.000000
mean        0.147561
std         0.512327
min         0.000000
25%         0.000000
50%         0.020000
75%         0.110000
max         29.020000
Name: EU_Sales, dtype: float64
Summary Statistics Sales for Japan:
count      16597.000000
mean        0.078083
std         0.313583
min         0.000000
25%         0.000000
50%         0.000000
75%         0.040000
max         10.220000
Name: JP_Sales, dtype: float64
Summary Statistics Sales for Other Sales:
count      16598.000000
mean        0.048149
std         0.189578
min         0.000000
25%         0.000000
50%         0.010000
75%         0.040000
max         10.570000
Name: Other_Sales, dtype: float64
Summary Statistics Global Sales:
count      16600.000000
mean        0.540516
std         1.580302
min         0.010000
25%         0.060000
50%         0.170000
75%         0.470000
max         82.740000
Name: Global_Sales, dtype: float64
```

D. Data cleaning Analysis & Visualization

Question 1:

What is the Video game sales pattern in entire world?

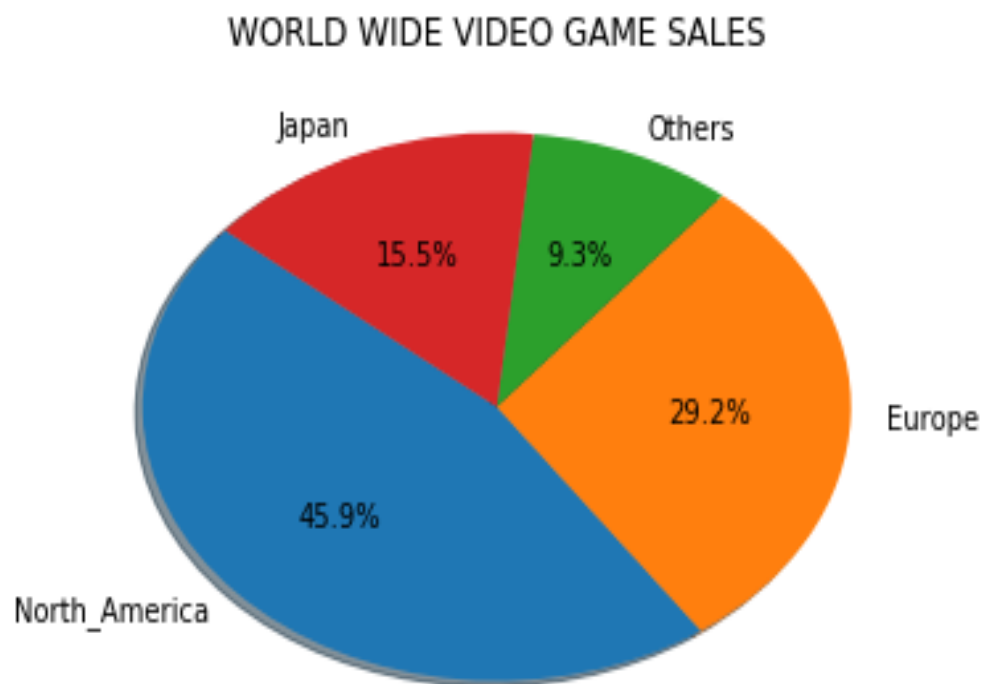
- 1) Chart use- Pie Chart

```
viz.py x
1 import pandas as pd
2 import matplotlib.pyplot as plt
3 game=pd.read_csv('vgsales.csv')
4 na=game['NA_Sales']
5 na_game=sum(game['NA_Sales'])
6 jp=game['JP_Sales']
7 jp_game=sum(game['JP_Sales'])
8 eu=game['EU_Sales']
9 eu_game=sum(game['EU_Sales'])
10 ot=game['Other_Sales']
11 ot_game=sum(game['Other_Sales'])
12 region=('North_America','Europe','Others','Japan')
13 pie=(na_game,eu_game,ot_game,jp_game)
14 colors = ["#1f77b4", "#ff7f0e", "#2ca02c", "#d62728", "#8c564b"]
15 plt.pie(pie, labels=region, colors=colors,
16 autopct='%1.1f%%', shadow=True, startangle=140)
17 plt.title("WORLD WIDE VIDEO GAME SALES")
18 plt.show()
19
20
```

To get Insight of the data, we need to compare some important statistic of the data. This Visualization helps us to understand the the global sales pattern. We have divided world into four major region, those region are North America, Japan, Europe and Other part.

Not plotting the **Pie chart** with the attributes of region which is mentioned previously, We see the best region to concentrate that's the region with major sales.

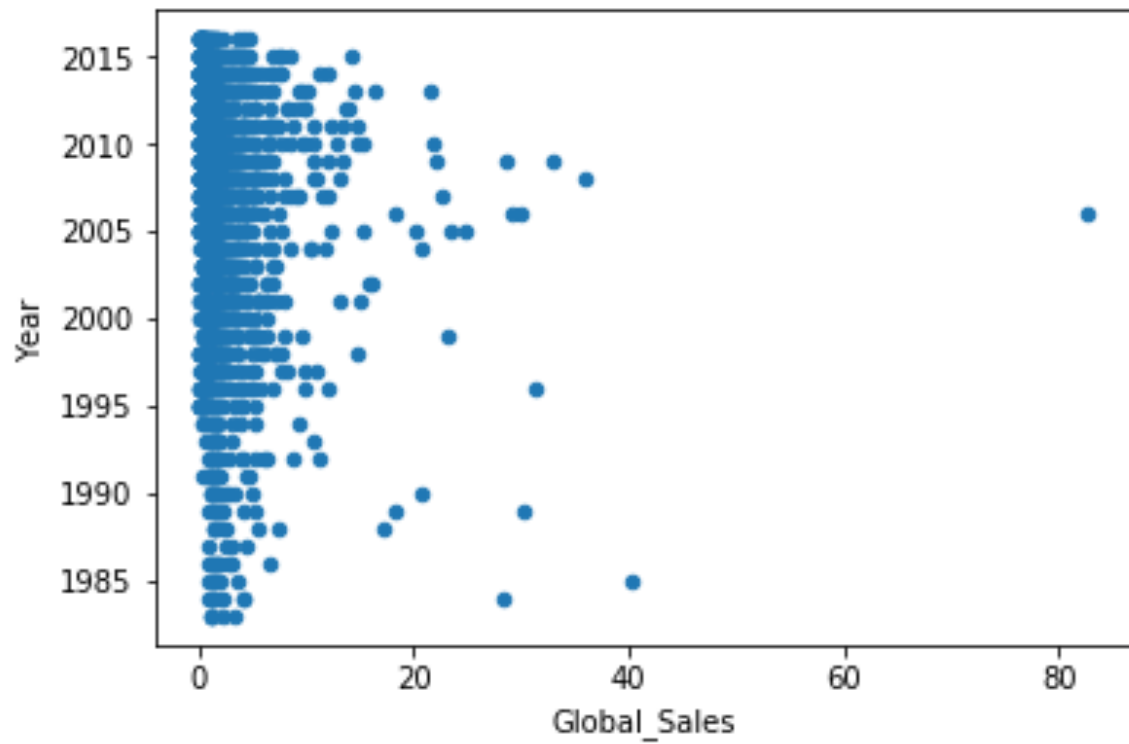
North America being the dominant sales region in the world containing 45.9% of the worlds game sales, followed by Europe region with 29.2%, Japan having 15.5% of the worlds sales share. We have used **Dictionary and List** for this code

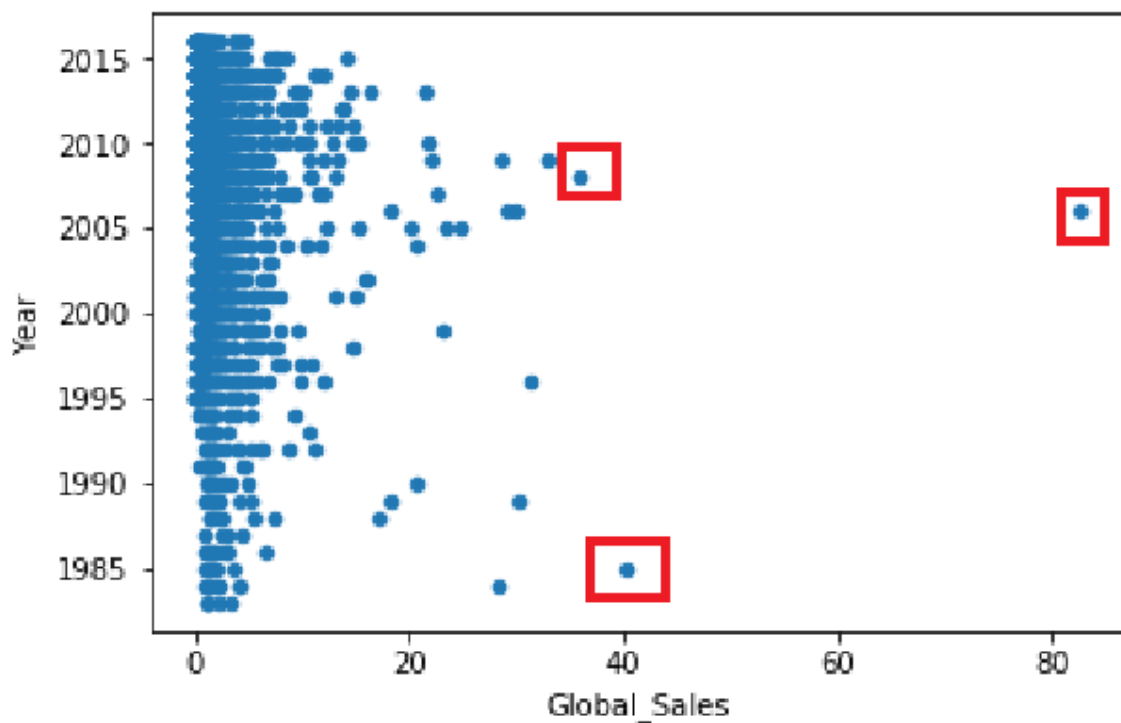


Question 2:

What insights one might get by comparing top three performing games of all time?

```
1 import pandas as pd
2 import matplotlib.pyplot as plt
3 game=pd.read_csv('vgsales.csv')
4 game.plot(kind='scatter', x= 'Global_Sales', y= 'Year')
5 plt.show()
6
```





Top Performing games -

Wii Sports - 80.74 (2006), Super Mario Bros -40.24 (1985), Wii Sports-82.74 (2008)

Interesting fact - Top three games have the same publisher Nintendo!

Question 3:

Does different type of game has impact on it's sales?

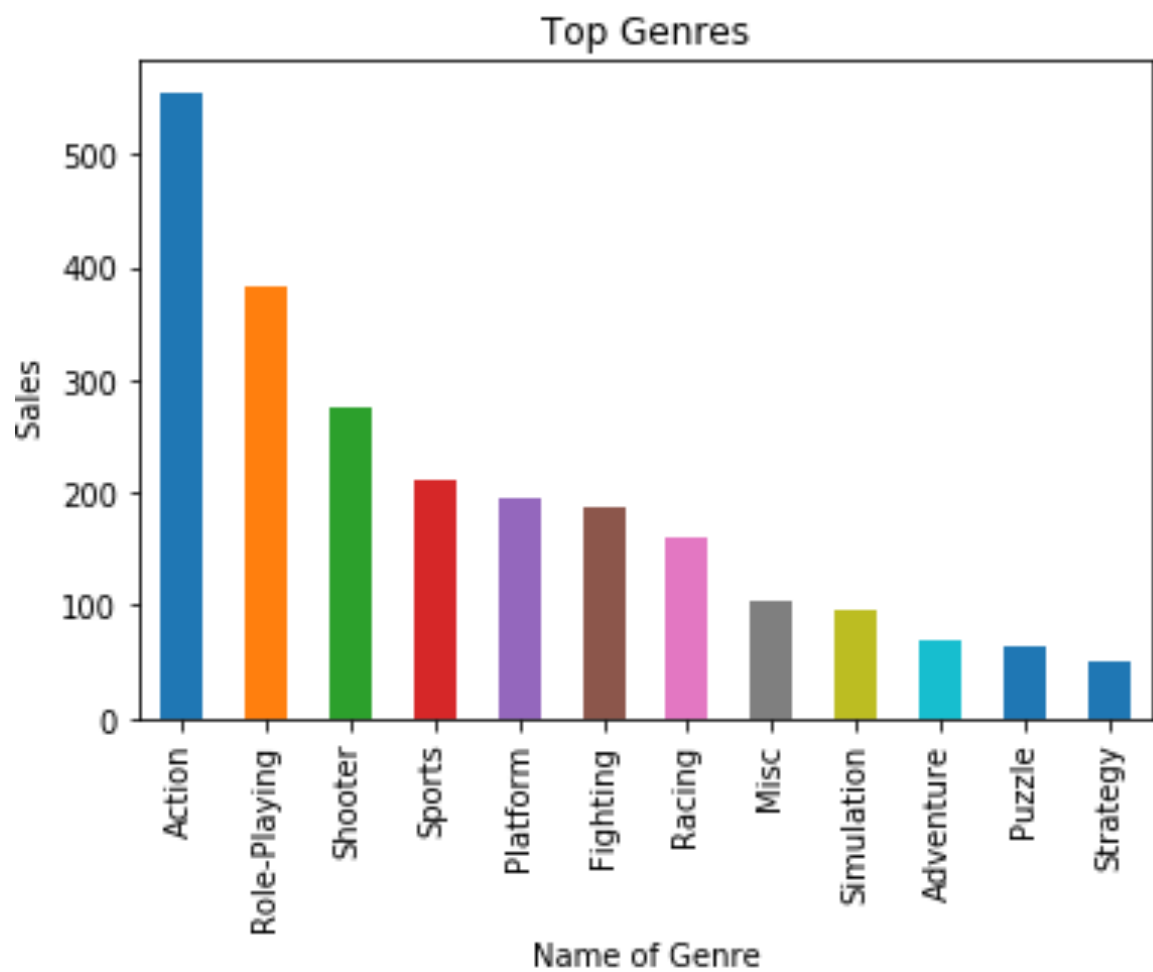
If person trying to make a debut in gaming industries, one of main things that person wants to choose is what type of video game will generate him more profits. Thus, now by looking at the bar chart visualization below one will have a clear view about the sales that video Genre in making, for instance if a person is planning to make a puzzle game which has only 20 millions compared to the sports games which has around 230 millions of sales worldwide.

One can also make a conclusion, that if action genre is the most sold video game in world then, perhaps the action video gaming has much more competition and when there is a less sales in strategic video game, then the competition is fever compared to action game.

We have used **String** for this code

Code:

```
1 import pandas as pd
2 import matplotlib.pyplot as plt
3 games=pd.read_csv('vgsales.csv')
4 count=pd.value_counts(games['Genre'].values)
5 print(count)
6 fig=count.plot(kind='bar')
7 fig.set_title('Top Genres')
8 fig.set_xlabel('Name of Genre')
9 fig.set_ylabel('Sales ')
10 plt.show()
11 |
```



E. Consolidated Code:

Code for testing:

```
import pandas as pd

games=pd.read_csv('vgsales.csv')

del games['Rank_2000']

games.drop_duplicates(subset="Name",keep= 'first' ,inplace= True)

print(games.dropna())
```

Code for visuals:

Question 1:

```
import pandas as pd

import matplotlib.pyplot as plt

game=pd.read_csv('vgsales.csv')

na=game['NA_Sales']

na_game=sum(game['NA_Sales'])

jp=game['JP_Sales']

jp_game=sum(game['JP_Sales'])

eu=game['EU_Sales']

eu_game=sum(game['EU_Sales'])

ot=game['Other_Sales']

ot_game=sum(game['Other_Sales'])

region=('North_America','Europe','Others','Japan')

pie=(na_game,eu_game,ot_game,jp_game)
```

```
colors = ["#1f77b4", "#ff7f0e", "#2ca02c", "#d62728", "#8c564b"]  
  
plt.pie(pie, labels=region, colors=colors,  
autopct='%1.1f%%', shadow=True, startangle=140)  
  
plt.title("WORLD WIDE VIDEO GAME SALES")  
  
plt.show()
```

Question 2:

```
import pandas as pd  
  
import matplotlib.pyplot as plt  
  
game=pd.read_csv('vgsales.csv')  
  
game.plot(kind='line', x= 'Global_Sales', y= 'Year')  
  
plt.show()
```

Question 3:

```
import pandas as pd  
  
import matplotlib.pyplot as plt  
  
games=pd.read_csv('vgsales.csv')  
  
count=pd.value_counts(games['Genre'].values)  
  
print(count)  
  
fig=count.plot(kind='bar')  
  
fig.set_title('Top Genres')  
  
fig.set_xlabel('Name of Genre')  
  
fig.set_ylabel('Sales ')  
  
plt.show()
```

Code for summary statistics:

```
import pandas as pd

import matplotlib.pyplot as plt

games=pd.read_csv('vgsales1.csv')

print(" Summary Statistics Sales for North America :\n",games['NA_Sales'].describe())

print(" Summary Statistics Sales for Europe:\n",games['EU_Sales'].describe())

print(" Summary Statistics Sales for Japan:\n",games['JP_Sales'].describe())

print(" Summary Statistics Sales for Other Sales:\n",games['Other_Sales'].describe())

print(" Summary Statistics Global Sales:\n",games['Global_Sales'].describe())
```