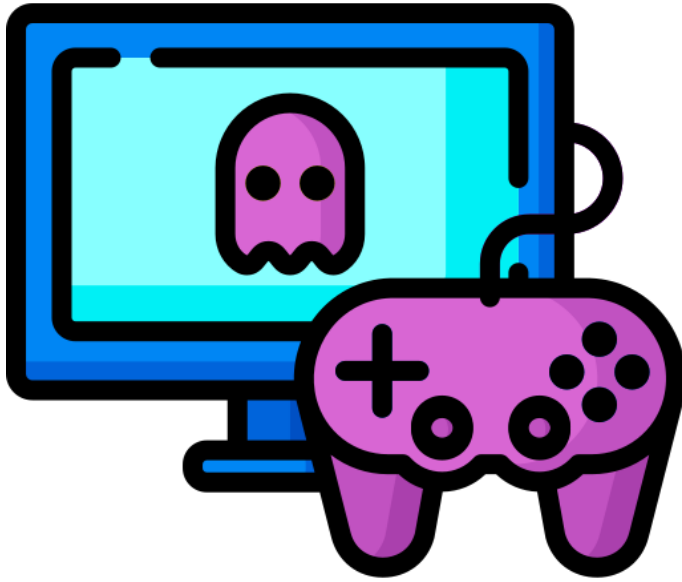


Video Game Sales Data Analysis



Video games are a hugely popular pastime and hobby for many. Especially over the past 20 years, game sales have increased as more and more diverse games have come on the market.

For this project, you will be writing your code in Python and asking a chatbot for guidance along the way. You will be given a dataset on video game sales called *Video_Games_Sales_as_at_22_Dec_2016.csv* and a

second version called *Video_Games_Sales_Truncated.csv*.

Make sure you're transferring code from ChatGPT/Bard to your notebook.

Steps

1. Open a new Jupyter notebook (in Google Colab)
2. Import pandas and seaborn
3. Upload each csv file using the code below:

```
○ from google.colab import files
○ uploaded = files.upload()
```

4. Read the csv files with pandas
5. For each data set perform the following:
 - Show first five records
 - Show all columns of the dataframe
 - Show last 5 five rows

6. Feed the truncated csv into ChatGPT (or Bard) as a prompt
 - You can copy the data into the chatbot or send it through the API
7. Ask ChatGPT (or Bard) for 5 insights into the data that you could visualize
8. Visualize the truncated data sent to ChatGPT in your notebook
9. Perform the same visualizations using the full data set
10. Prompt ChatGPT to help you clean up your charts/visualizations if necessary
11. Compare your two sets of visualizations, were the insights taken from the truncated data useful for the entire data set? Why or why not?

NOTE: Comments are important, don't forget to explain what you did and describe the charts as much as you can

Timing

You have **1 hour** to complete this project, after which you will upload your notebook to GitHub and present your results.