1.INTRODUCTION

1.1.Overview

This project is said about the video games sales.Video game sales analysis is the process of collecting and analzing data about the sales of video games in order to understand market trends and consumer behavior.This type of analysis can be useful for a variety of purposes,including identifying the most popular games and genres
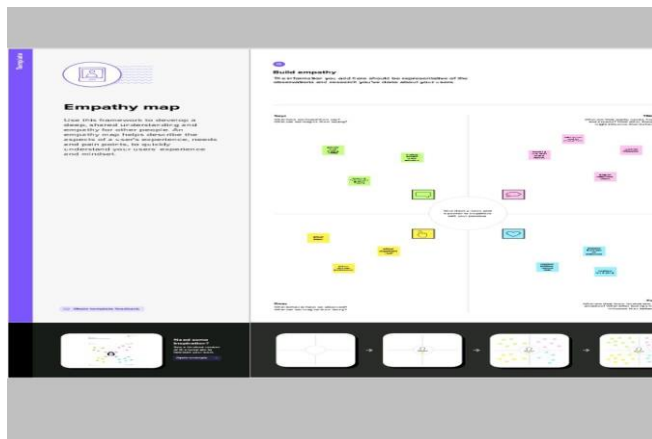
1.2.Purpose

The use of this project

The result of the analysis can be used to identify trends and patterns in the market,and to make informed decisions about the development and marketing of video games

2.PROBLEM DEFINITION AND DESIGN THINKING

2.1.Empathy Map
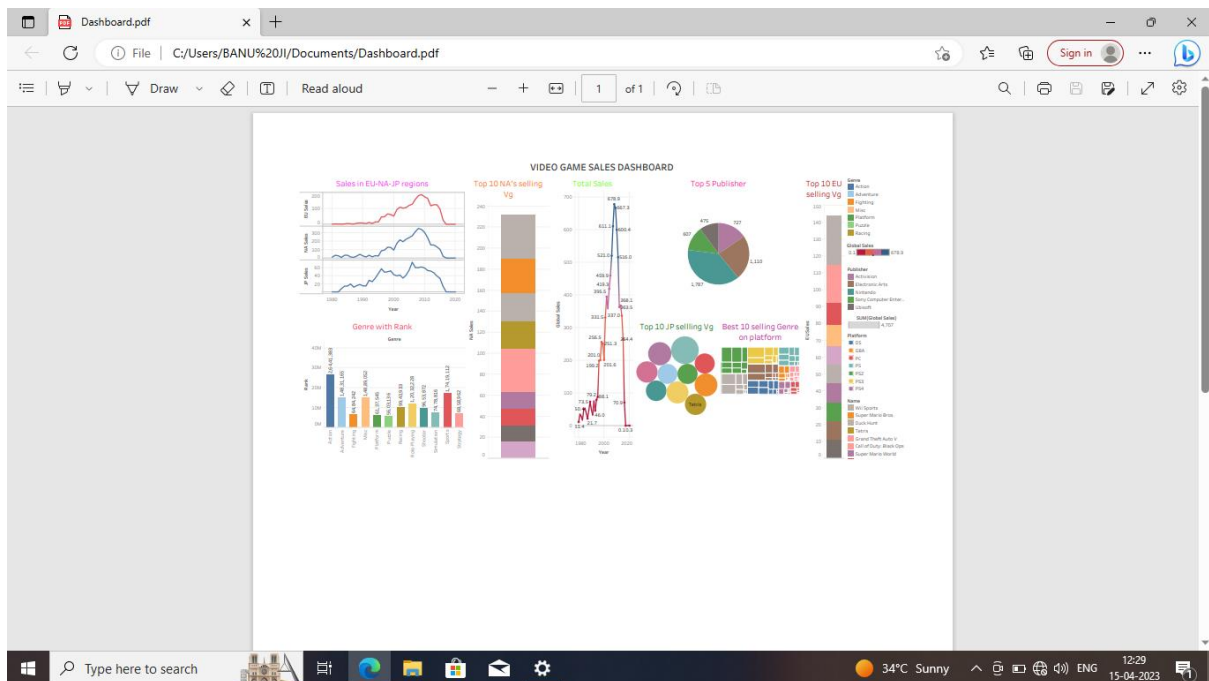
2.2.Ideation and brainstorming map

3.RESULTS

3.1.Data Model

Object name	Fields in the object		
Obj 1 Tableau Public	Field label Dimension Measure	Data type String Integer	
Obj 2-SQL SERVER	Column	char	

3.2.Activity and Screenshots

4.TRAILHEAD PROFILE PUBLIC URL:

Team leader-https://trailblazer.me/id/sundm88

Member 1-https://trailblazer.me/id/hungryman

Member 2-https://trailblazer.me/id/bisaipallaviroja

Member 3-https://trailblazer.me/id/mahes26

Member 4-https://trailblazer.me/id/sundm9

5.ADVANTAGES AND DISADVANTAGES

Advantages:

1.They speed up response times

2.Theyencourage teamwork

3.They improve strategy and leadership

4.They stimulate creativity focus and visual memory

5.They teach languages

Disadvantages:

1.Elevated risk of aggression

2.Game replace real-world problems

3.Some games promote gambling

4.Decreased physical and mental health

5.Lack of focus and concentration

6.APPLICATION:

Gaming application means all applications supporting documents and supplemental information required by any gaming authority are required pursuant to any applicable gaming law necessary to effectuate the provisions set forth in any of the transaction documents

7.CONCLUSION:

Video game sales are plays important part of the video game industry,as it helps to understand the needs and

preferences of consumers and to identify opportunites for growth and innovation.

Analysing sales data from more than 16500 games this data set contains a list of video games with sales greater than 100000 copies

8.FUTURE SCOPE:

Gaming is now a bigger industry than moirés and sports combined revenue for gaming reached $184 billion in 2020 and the number of gamers expected to grow to 3.6 billion by 2025.

It's not juct kids either :38% of gamers are between the ages of 18 and 34 years,and 18% are older than 55