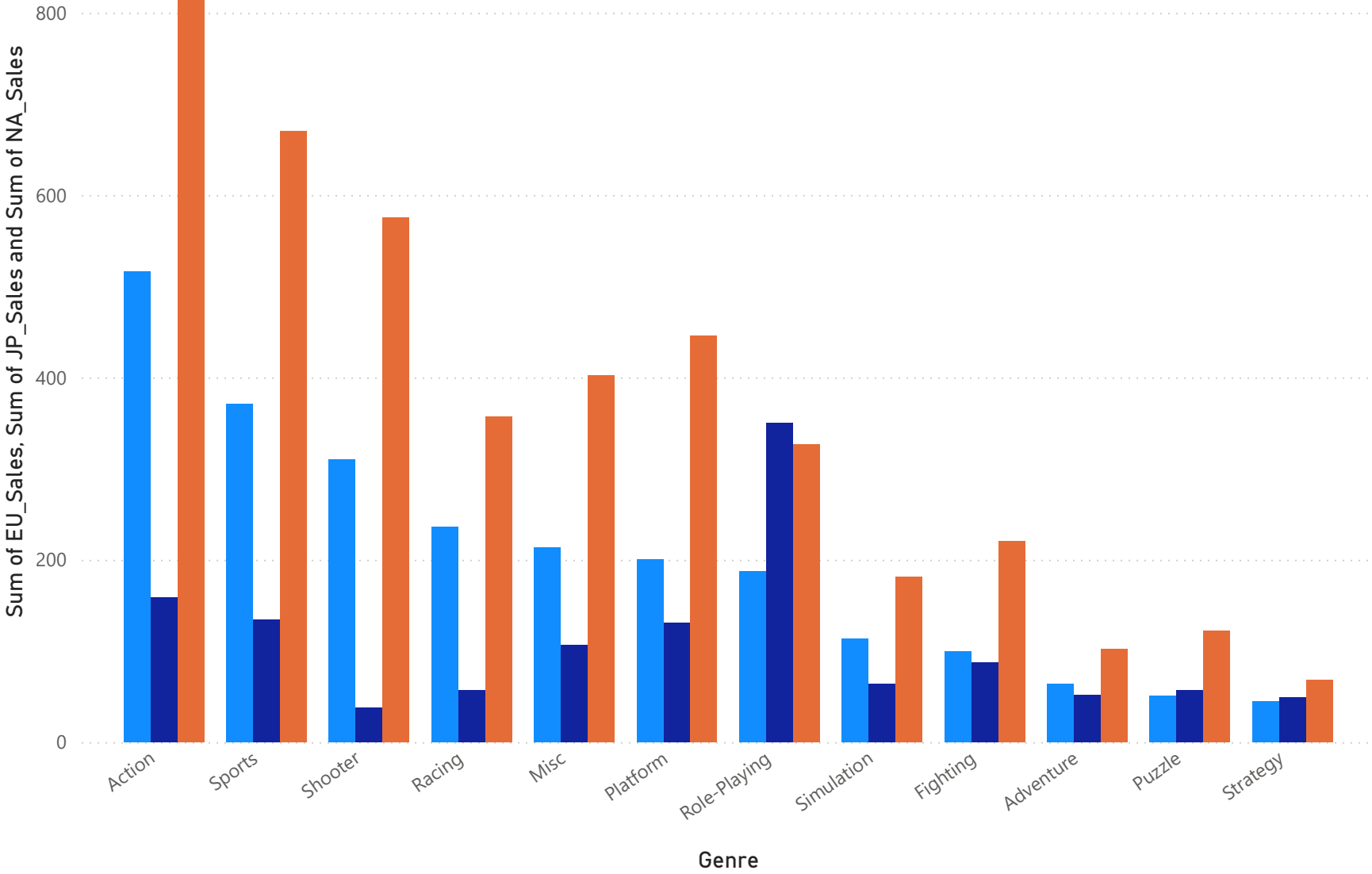# Sum of EU_Sales, Sum of JP_Sales and Sum of NA_Sales by Genre

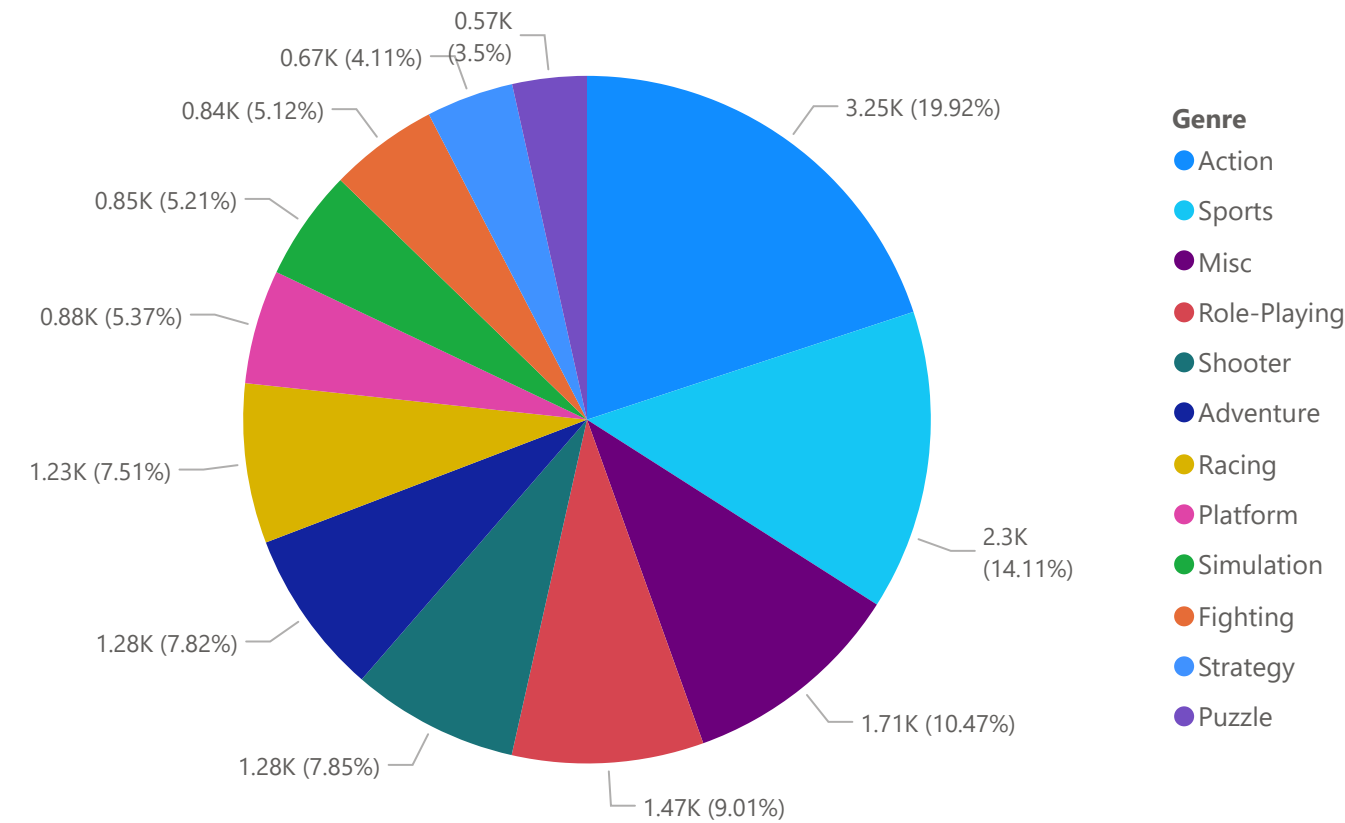● Sum of EU_Sales ● Sum of JP_Sales ● Sum of NA_Sales

This chart highlights how gaming preferences vary across North America, Europe, and Japan. North America leads in total sales across nearly every genre, especially in Action, Sports, and Shooter games, reflecting a strong preference for fast-paced, competitive gameplay. Europe follows a similar trend, with high sales in Action and Sports, though with slightly lower volumes overall.

Japan, however, shows a distinct pattern. While total sales are lower, Role-Playing games stand out significantly, with Japan nearly matching or surpassing Europe in that genre. Simulation games also perform better in Japan compared to other regions. This suggests Japanese gamers gravitate more toward immersive and narrative-driven experiences.

Meanwhile, genres like Puzzle, Strategy, and Adventure see low sales globally, indicating they remain niche across all three markets.

Count of Year by Genre

Genre
- Action
- Sports
- Misc
- Role-Playing
- Shooter
- Adventure
- Racing
- Platform
- Simulation
- Fighting
- Strategy
- Puzzle

3.25K (19.92%)
2.3K (14.11%)
1.71K (10.47%)
1.47K (9.01%)
1.28K (7.85%)
1.28K (7.82%)
1.23K (7.51%)
0.88K (5.37%)
0.85K (5.21%)
0.84K (5.12%)
0.67K (4.11%)
0.57K (3.5%)

This pie chart shows how consistently different game genres have appeared over the years. **Action** leads with the highest count, appearing in nearly **20% of all years**, suggesting it has been the most stable and enduring genre over time. **Sports**, with around **14%**, follows closely, indicating a strong and steady presence across multiple years. These two genres have been consistently represented, reflecting their long-standing popularity and support from both developers and audiences.

Genres like **Role-Playing**, **Platform**, and **Racing** each account for about **7–9%** of the years, indicating they've also maintained a steady but slightly lower presence. Meanwhile, genres such as **Puzzle**, **Strategy**, and **Fighting** appear in fewer years, each making up less than **6%** of the timeline. This may suggest they are more niche, trend-sensitive, or less frequently developed over long periods.

Sum of Global_Sales by Year
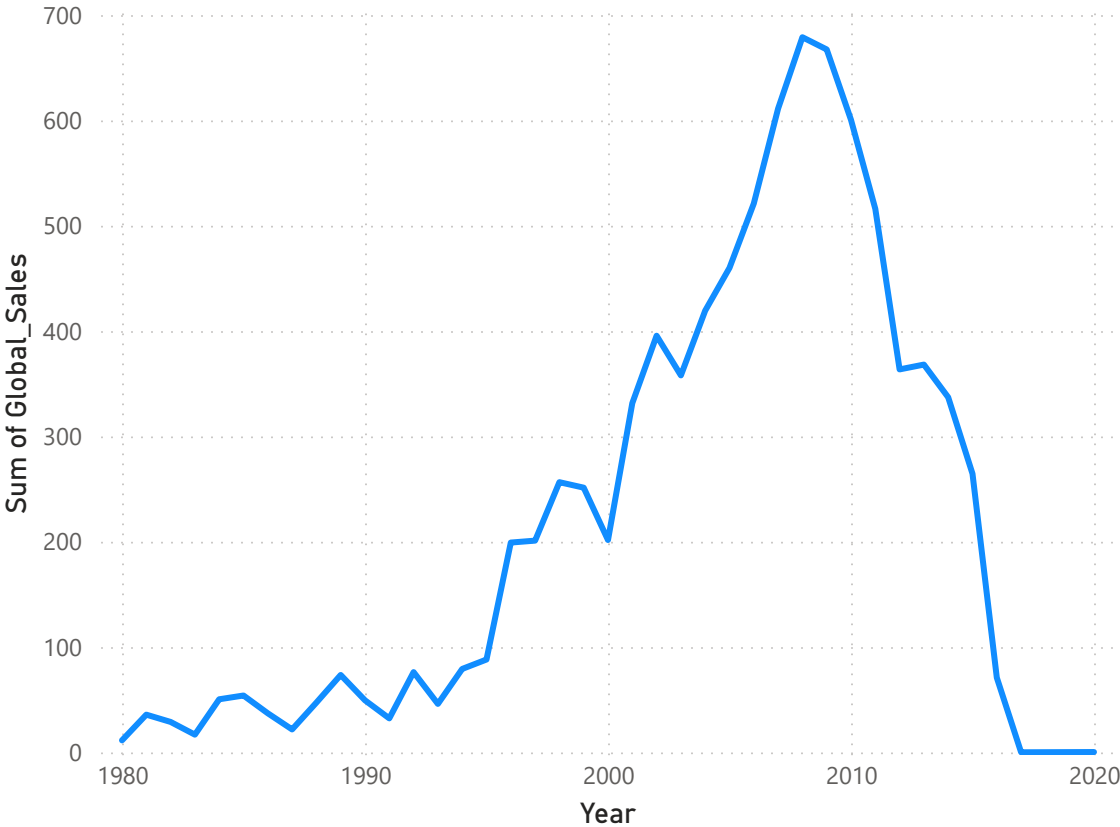
This line graph represents the **global video game sales over time**, but with the timeline displayed **in reverse chronological order** — the most **recent years are on the left**, and the **older years appear on the right**.

From this corrected perspective, we can see that **global sales were highest around 2008**, which marks the peak of the industry in this dataset. Leading up to that peak, there's a strong upward trend, suggesting a boom in the gaming market fueled by the popularity of consoles like the **Wii, Xbox 360, and PlayStation 3**, along with the release of several high-profile titles.

After 2008, the graph shows a steady **decline in global sales**, indicating that the industry may have reached saturation or begun shifting in significant ways — such as the transition from physical to digital sales, the rise of mobile gaming, and evolving consumer habits.

In the most recent years, shown on the **left side**, global sales appear considerably lower than during the peak. While there are a few small increases, the general trend suggests a drop-off, possibly due to data gaps in newer digital distribution platforms or changes in how sales are measured.
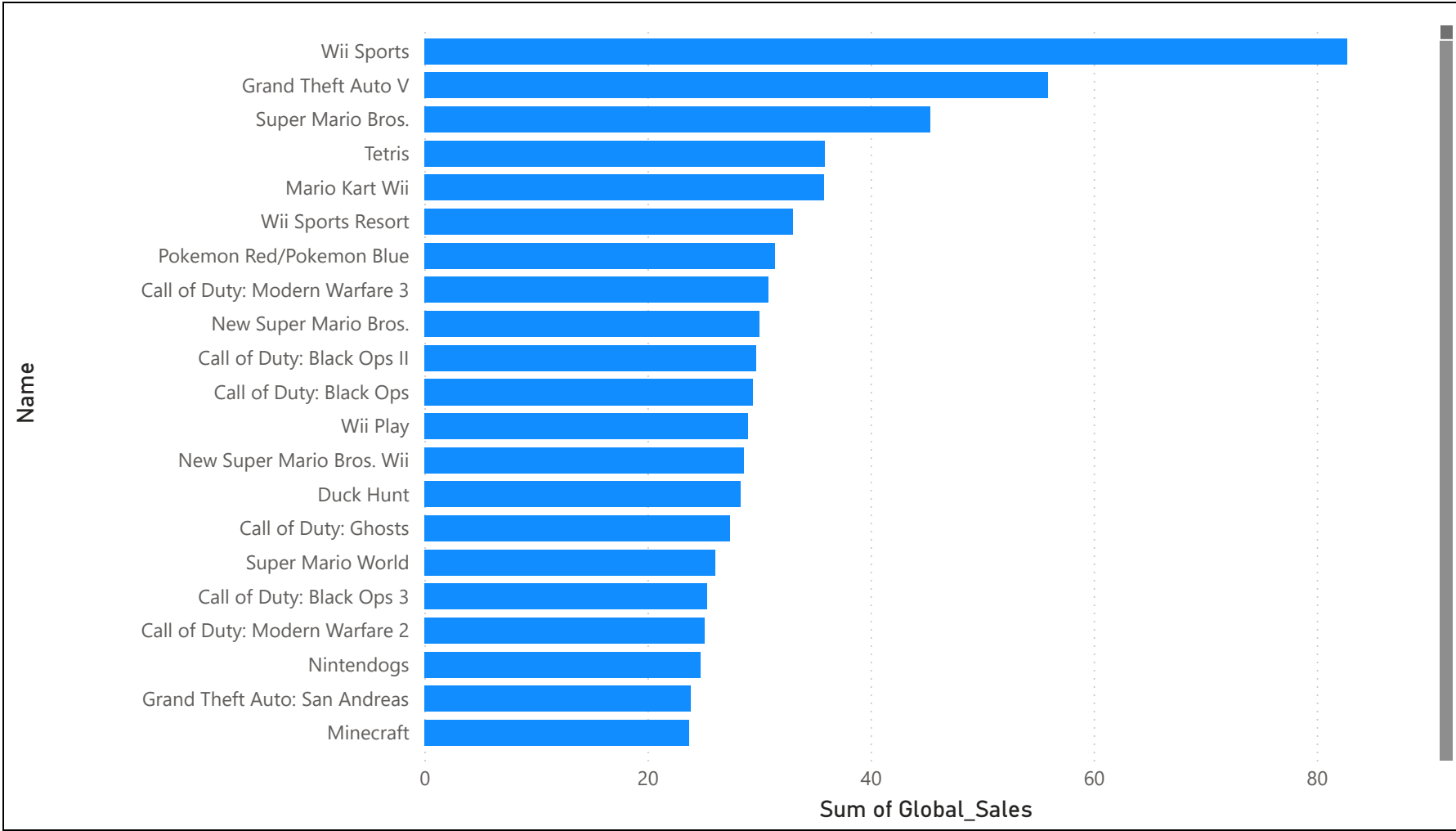
This visualization highlights the **top-performing video games globally**, showcasing which titles have achieved the highest total sales worldwide. At the top of the list, we typically find blockbuster franchises such as **"Wii Sports,"** **"Grand Theft Auto V,"** or **"Super Mario Bros,"** which have sold tens of millions of copies across multiple platforms and years.

What's striking is that many of these best-sellers belong to long-established franchises and are often tied to major consoles or bundled with hardware — a key factor that boosts their numbers. For instance, games like *Wii Sports* benefited from being packaged with the console, while others like *GTA V* remained relevant for years through re-releases and online content.

Another key insight is the **genre distribution** among these top games — most fall into categories like **Sports, Racing, Action, and Shooter**, reflecting mass-market appeal and replayability. These genres tend to attract a wide audience and support multiplayer modes, increasing engagement and longevity.

It's also notable that **Nintendo titles** feature heavily, emphasizing the company's strong brand loyalty and consistent performance in the family and casual gaming markets.
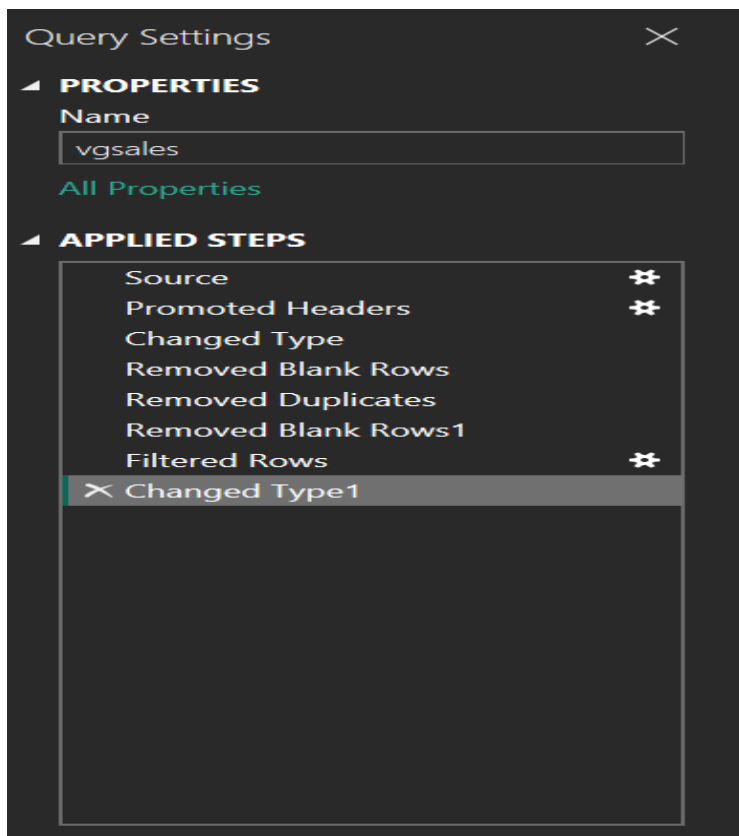
Steps taken to transform data in PowerBI:

- First row made as headers.
- Type of columns changed to appropriate data types.
- Duplicate and blank rows are removed.

Sample of dataset (Top 10 games):

Rank	Name	Platform	Year	Genre	Publisher
1	Wii Sports	Wii	2006	Sports	Nintendo
2	Super Mario Bros.	NES	1985	Platform	Nintendo
3	Mario Kart Wii	Wii	2008	Racing	Nintendo
4	Wii Sports Resort	Wii	2009	Sports	Nintendo
5	Pokemon Red/Pokemon Blue	GB	1996	Role-Playing	Nintendo
6	Tetris	GB	1989	Puzzle	Nintendo
7	New Super Mario Bros.	DS	2006	Platform	Nintendo
8	Wii Play	Wii	2006	Misc	Nintendo
9	New Super Mario Bros. Wii	Wii	2009	Platform	Nintendo
10	Duck Hunt	NES	1984	Shooter	Nintendo

NA_Sales	EU_Sales	JP_Sales	Other_Sales	Global_Sales
41.49	29.02	3.77	8.46	82.74
29.08	3.58	6.81	0.77	40.24
15.85	12.88	3.79	3.31	35.82
15.75	11.01	3.28	2.96	33
11.27	8.89	10.22	1	31.37
23.2	2.26	4.22	0.58	30.26
11.38	9.23	6.5	2.9	30.01
14.03	9.2	2.93	2.85	29.02
14.59	7.06	4.7	2.26	28.62
26.93	0.63	0.28	0.47	28.31