Data Collection and Preprocessing Phase

Date	7 December 2024
Team ID	xxxxxx
Project Title	Uncovering the Gaming Industry's Hidden Gems: A Comprehensive Analysis of Video Game Sales
Maximum Marks	2 Marks

Data Collection Plan & Raw Data Sources Identification Template

Data Collection Plan Template

Section	Description
Project Overview	The project aims to analyze video game sales data to identify market trends, popular genres, and consumer behavior, providing stakeholders with actionable insights to enhance decision-making in the gaming industry.
Data Collection Plan	The data will be collected from publicly available sources such as Kaggle and web scraping tools to ensure comprehensive coverage of sales data across platforms, genres, and regions. This will provide a robust basis for detailed analysis.
Raw Data Sources Identified	A comprehensive dataset with information on video game sales globally, including columns such as Rank, Name, Platform, Year, Genre, Publisher, and regional sales data. This source is ideal for analyzing trends and consumer preferences in the gaming industry.

Raw Data Sources Template

Source Name	Description	Location/URL	Format	Size	Access Permissions
Video Game Sales Data	Contains detailed sales data of video games, including rank, platform, genre, and regional sales.	https://www.kaggle.com/datasets/gregorut/videogamesales	CSV	1.36 MB	Public