

Video Game Sales

Project Proposal

Introduction:

Video games are popular all over the world. They are enjoyed by all ages. Video game industry is huge and the spending on video games per year is huge too. Sales of different types of games vary widely between countries due to local preferences.

In this the main goal was to analyze the sales of video games in different regions. The regions are North America, Europe, Japan, other countries(comined) and then the global sales total of all the regions

Dataset:

The dataset I will be use [Kaggle](#) , This data gives us the idea about the sales of video games in different regions of the world. The distribution is with respect to genres, publishers and platforms.The Dataset is available as the .csv file.

The Database Contains All data:

- 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.

The sample data shown below:

Rank	Name	Platform	Year	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	Other_Sales	Global_Sales
1	Wii Sports	Wii	2006	Sports	Nintendo	41.49	29.02	3.77	8.46	82.74

Question:

How can the companies foe void Game can increase the sales?

Tools:

- Libraries: Pandas, NumPy, Seaborn and Matplotlib.
- Programs: Jupiter notebook, GitHub.
- Programming Language: Python

To do:

- Start Programming at Jupiter notebook.
- Explore the data.