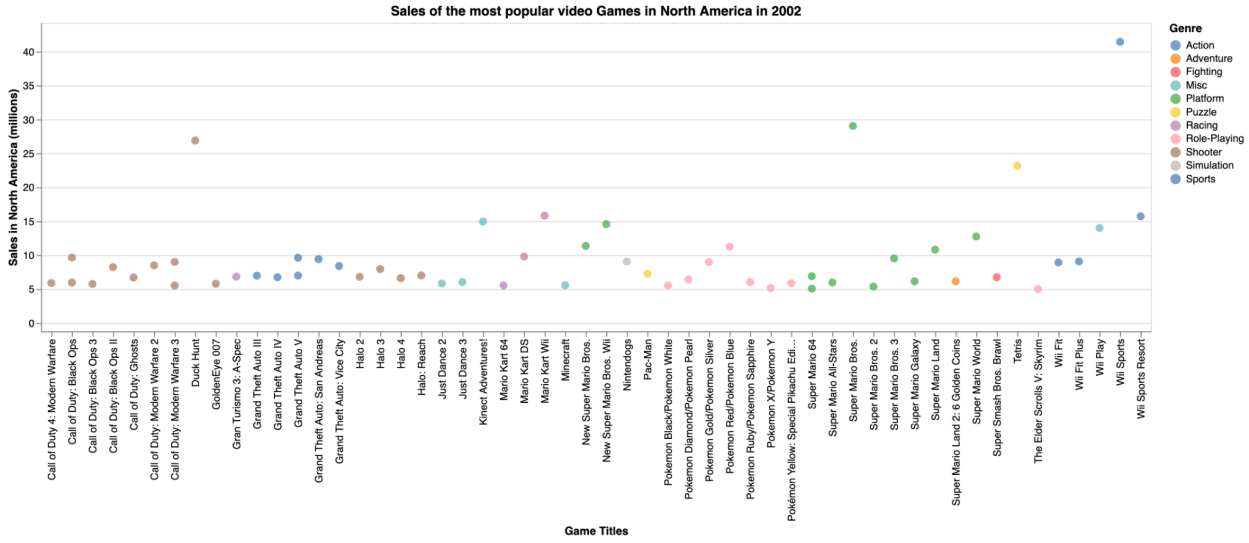
Dataset:
https://www.kaggle.com/code/ronitthummaluru/video-games-sales-analysis-and-visualization/edit

This data set contains decade's worth of data on video game sales relating to the different consoles they were sold on. It involves global sale data but also gives more specific information such as the sales of games based on the region, year, console, and genre. Overall the dataset is very clean and comprehensive,

I've always been a huge gamer and it's something that I've grown up with since I was a little kid. It's always interested me how games could build such large and strong communities around them, and I wanted to explore this data in order to get a better understanding of how large some of these games have grown to be. Specifically, I wanted to look at games and their sales from the year I was born, and then look at how sales and interests in genres have changed over time. The more sales a game has, the bigger its community is bound to be, however, it's also very interesting to see which games have stood the test of time in addition to having a lot of sales. Seeing a game make consistently large sales over time goes to show how amazing it can be.

We can see that in 2002, the year I was born, the most popular game sold in North America was Wii Sports and it's interesting to me, because even years later, in 2015, Wii Sports is still one of the most popular games on the Nintendo switch. It's amazing to see how Nintendo has created a game series that has been on the top for so long. Another interesting finding while exploring the data was that Shooter games had the highest sales globally in the past decade.

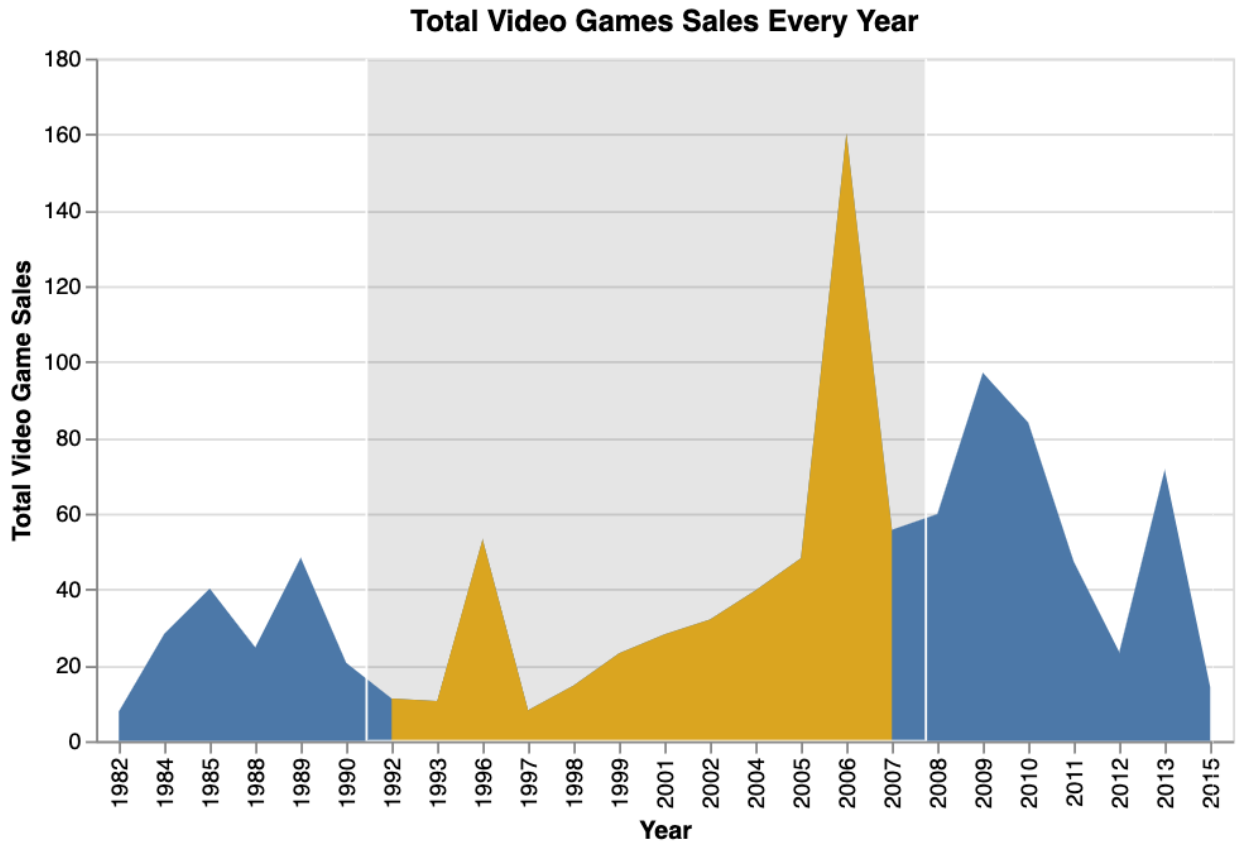
VISUALIZATION 1:



This graph plots the top sellers in North America in 2002. It's interesting to see the games which were most popular when I was born, because I ended up growing up playing a lot of them. There were also a lot of consoles such as the DS and 3DS which were way more popular back

then than now. We created an interactive scatter plot too see the specifics of the sales of the most purchased games. Hovering over each point gives you more details on the game. We added this because it's really hard to get a grasp of how popular some games or game consoles were without going a little further into detail, and this was the most seamless way of doing it without cluttering the visualization. We also added color coding where each different color represents a genre. This is important because, as we progress through the years, we can start seeing the colors change and some colors become more dominant than others and it again gives us a better understanding of how gaming has changed and developed over time. For example this year, it's very clear that shooter and platforming games were the most popular, so someone looking to make a game in the future might want to observe these trends before making a decision on the type of game they want to make. The last interaction added to this plot is the ability to stretch or zoom out on the point plotted. This is because a lot of the points are bunched closely together with some outliers being farther apart, so this lets us interact with the visualization and fully grasp the information being displayed.

VISUALIZATION 2:



This graph displays the total number of global video game sales recorded every year. I chose this graph because it shows an interesting, unexpected trend, which is there is no trend. As video

games become more advanced and complex, I expected video game sales to go up every year, however, this doesn't appear to be the case and the highest recorded year was actually all the way back in 2006. I believe the reasoning for this resides in the data itself as it only has records of AAA games produced by big companies and consoles, however, as time has progressed, indie games and solo developers have been increasing at an exponential rate. The games they create and sell take away from sales of these bigger titles, so I believe this chart is a good representation of how the focus might eventually be shifting to a wider variety of games. The chart itself is interactive in that when we hover above the area, it gives us information on the year and the total number of sales because we can't see an exact amount with the chart itself. The brushing interval highlights an area that you may want to block out when recording data, so when you hover above the gold area, no information is displayed, so you can filter what data you want to exclude.