VIDEO GAME SALES AND TRENDS BY: HUGH MCMURRAY, JASON SINGH, RYAN SHELL, & TJ FUGELSETH

BACKGROUND

- We decided to look at historical sales data for video games
- Wanted to focus on:
 - Historical trends
 - Future Predictions using a ML model

MAJOR FACTORS

- Year of release
- Content rating
- Critic review scores
- User review scores
- Genre

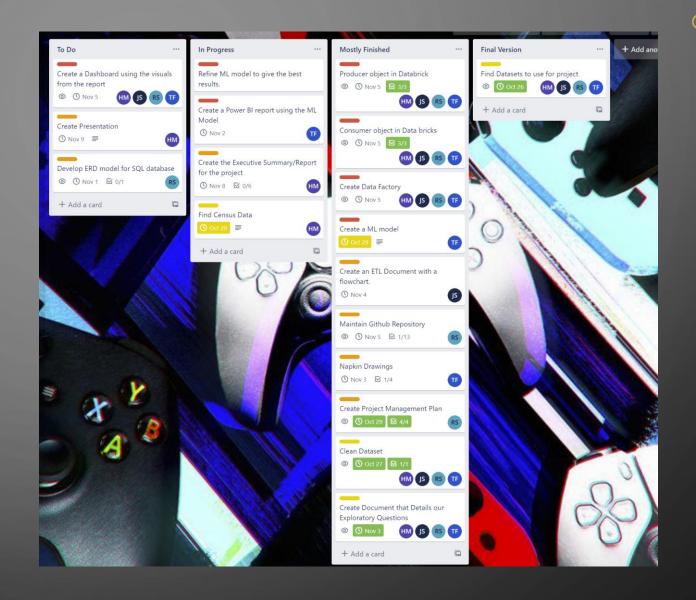
- Sales:
 - North American Sales
 - European Sales
 - Japanese Sales
 - Total Global Sales

(A FEW OF) OUR GUIDING QUESTIONS

- How does a game's rating impact its sales?
- How does region impact a game's sales?
- Do certain genres sell more than others?
- How are global sales trending over time?
- What factors have the most influence on game sales?

PROJECT PLANNING

- Tasks have been given different priority levels from high to low
- Tasks have been given due dates
- Tasks have also been assigned to group members



FINDING DATA

- Sources we found our data from included:
 - Kaggle
 - VG Chartz
 - US Census Bureau

Data Sources

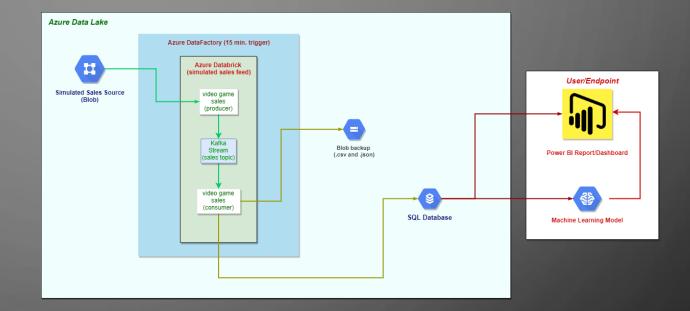
References:

- 1.) Video Games Sales 2019, "Sales and Scores for more than 55,000 games". Retrieved from Kaggle
- 2.) Video Game Dataset, "474417 Game with Metacritic Score, Ratings, Genres, Publishers, Platforms, ..."

 Retrieved from Kaggle
- 3.) VGChartz (For web-scraping)
- 4.) <u>US Census Bureau</u>, Retail Trade: Summary Statistics for the U.S., States, and Selected Geographies: 2017. Survey/Program: Economic Census, TableID: EC1744BASIC, Dataset: ECNBASIC2017. (directlink)

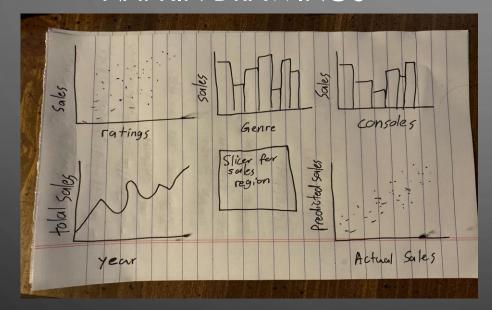
OUR DATAFLOW

- Technologies and Services used:
 - Azure Data Lakes
 - Azure Databricks
 - Kafka
 - Azure Data Factories

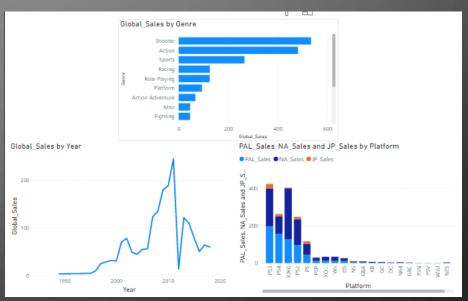


MODELING PROCESS

NAPKIN DRAWINGS



DASHBOARD VERSION 1



NEXT STEPS

SHORT TERM

- Refine ML model
 - Accuracy needs to be improved
- Create more visualizations
- ERD Model for SQL database

LONG TERM

- Report writing
- Prepare presentation