

Exploratory Questions

1. How much does a game's review (critical/user) affect its sales?
2. Do different consoles sell more games than others?
3. How do different regions affect game sales?
4. Do certain genres sell more than others?
5. How are global sales trending over time?
6. What factors have the most influence on games sales?

More potential questions if we can find the relevant datasets:

- 1.) How does an emerging platform affect sales?
- 2.) How did the pandemic affect sales?
- 3.) (census related) What percentage of retail sales accounts for video games in the US, and potentially Japan?