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Case Study Data Analytics Mini Course at Revou "Game Sales"

### **Introduction Project**

This project discusses about game sales from 1984 to 2021. We will get insight about the oldest and the newest games, publisher/developer who published most of the games, and the series that have the most sales or the most games. For this purpose, the Dataset will be cleaned and analyzed using python then visualized using looker studio.



```
[1] import pandas as pd
     import numpy as np
     import matplotlib.pyplot as plt
     import seaborn as sns
Read Data and Clean
[2] # read data from google sheet
     sheet_url = 'https://docs.google.com/spreadsheets/d/1cZQvXlGjCGoPZLCUsIHPSBaF35_otyktV0jpvgqvtgY/edit#gid=1485085913'
     sheet_url_trf = sheet_url.replace('/edit#gid=', '/export?format=csv&gid=')
     df = pd.read csv(sheet url trf)
    df.head()
                                                                                                          Publisher
                                                                                      Developer
                              Name Sales Series Release
                                                                      Genre
     0 PlayerUnknown's Battlegrounds 42.0
                                             NaN 12/1/2017
                                                                 Battle royale
                                                                                   PUBG Studios
                                                                                                             Krafton
                          Minecraft 33.0 Minecraft 11/1/2011 Sandbox, survival
                                                                                  Mojang Studios
                                                                                                      Mojang Studios
                          Diablo III 20.0 Diablo 5/1/2012 Action role-playing Blizzard Entertainment Blizzard Entertainment
                       Garry's Mod 20.0
                                             NaN 11/1/2006
                                                                    Sandbox
                                                                               Facepunch Studios
                                                                                                              Valve
                           Terraria 17.2
                                             NaN 5/1/2011 Action-adventure
                                                                                                           Re-Logic
                                                                                       Re-Logic
```

[3] df.info()	for col_name in ['Name', 'Sales', 'Series', 'Release', 'Genre', 'Developer', 'Publisher']:							
<pre><class 'pandas.core.frame.dataframe'=""> RangeIndex: 177 entries, 0 to 176 Data columns (total 7 columns): # Column Non-Null Count Dtype</class></pre>	print(col_name, df[col_name].isnull().sum(), '\n')  Name 0  Sales 0  Series 36  Release 0  Genre 0  Developer 0  Publisher 0							
<pre>df_cleaned = df.fillna('Unknown Series') df_cleaned['Release'] = pd.to_datetime(df_cleaned['Release']) df_cleaned.head()</pre>								
Name Sales Seri	ies Release Genre Developer Publisher							
0 PlayerUnknown's Battlegrounds 42.0 Unknown Ser	ies 2017-12-01 Battle royale PUBG Studios Krafton							

Minecraft 2011-11-01 Sandbox, survival

Mojang Studios

Facepunch Studios

Re-Logic

Diablo 2012-05-01 Action role-playing Blizzard Entertainment Blizzard Entertainment

Sandbox

Mojang Studios

Valve

Re-Logic

#### Read and Clean Data

Read dataset from spreadsheet. Then change datatype of Release from 'object' to 'datetime'.

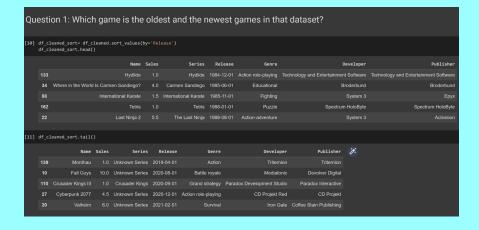
The NaN value in the Series column is filled by Unknown Series.

Terraria 17.2 Unknown Series 2011-05-01 Action-adventure

Minecraft 33.0

Diablo III 20.0

Garry's Mod 20.0 Unknown Series 2006-11-01



The oldest game is **Hydlide** released on 1st Dec 1984, while the newest game is **Valheim** released on 1st Feb 2021.

Question 2: Which publisher published most of the games?							
[12]	12] agg_publisher = df_cleaned.groupby('Publisher', as_index=False)['Name'].nunique().sort_values(by='Name', ascending=False) agg_publisher.head()						
		Publisher	Name	<i>y</i> .			
	28	Electronic Arts					
		Blizzard Entertainment					
	62	Paradox Interactive					
		Activision					
		GT Interactive					

Electronic Arts published most of the games (published 19 games) followed by Blizzard Entertainment, Paradox Interactive, Activision, GT Interactive.





Blizzard Entertainment developed most of the games (developed 8 games) followed by Maxis, Paradox Development Studio, id Software, Westwood Studios.

Unknown series is the most sales followed by Minecraft, Diablo, The Sims, Half-Life.

Unknown series have the most games followed by Command & Conquer, StarCraft, Age of Empires, Civilization.

You can visit this link for full script Python <a href="https://colab.research.google.com/drive/10Ti\_Pm">https://colab.research.google.com/drive/10Ti\_Pm</a>
<a href="https://colab.research.google.com/drive/10Ti\_Pm">WBE8X02NvzD yAeGHk4ppL8FZ1?usp=sharing</a>

# Dashboard Games Sales

using Looker Studio

https://lookerstudio.google.com/reporting/9c939836-8c74-4a34-a5db-07f1b28b324a

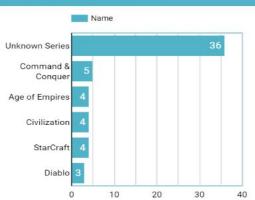
## **GAME SALES**

#### Which game is the oldest and the newest games in that dataset?

	Name	Release 🔺
1.	Hydlide	Dec 1, 1984
2.	Where in the World Is Carmen Sandiego?	Jun 1, 1985
3.	International Karate	Nov 1, 1985
4.	Tetris	Jan 1, 1988
5.	Last Ninja 2	Aug 1, 1988
	1-5/	175 < >

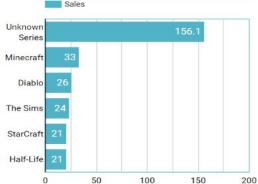
	Name	Release +
1.	Valheim	Feb 1, 2021
2.	Cyberpunk 2077	Dec 1, 2020
3.	Crusader Kings III	Sep 1, 2020
4.	Fall Guys	Aug 1, 2020
5.	Mordhau	Apr 1, 2019
		1-5/175 < >

#### Which series have the most games?

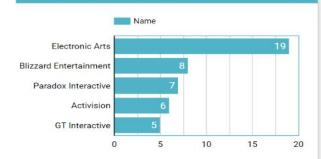




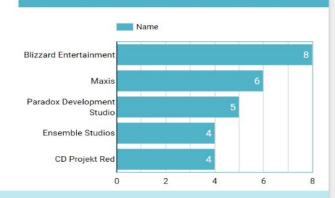




#### Which publisher published most of the games?



#### Which Developer developed most of the games?



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