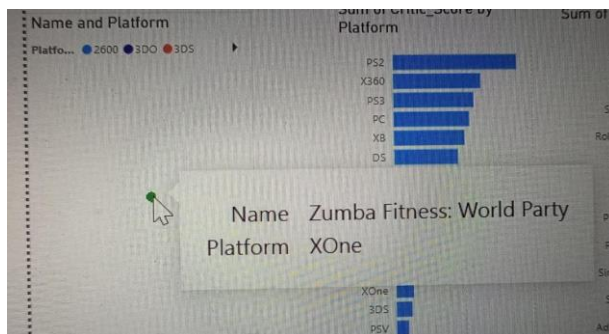# 6-2 Report: Findings on Data Analysis
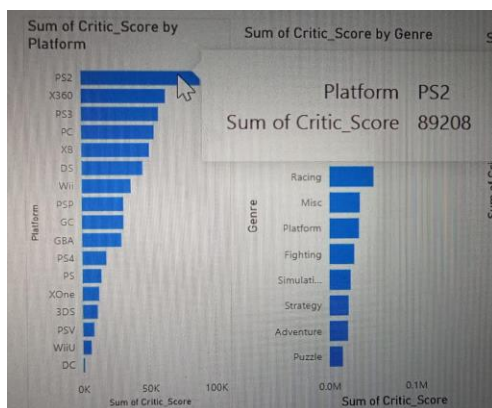
Analysis of Game Dataset

## Visualization:

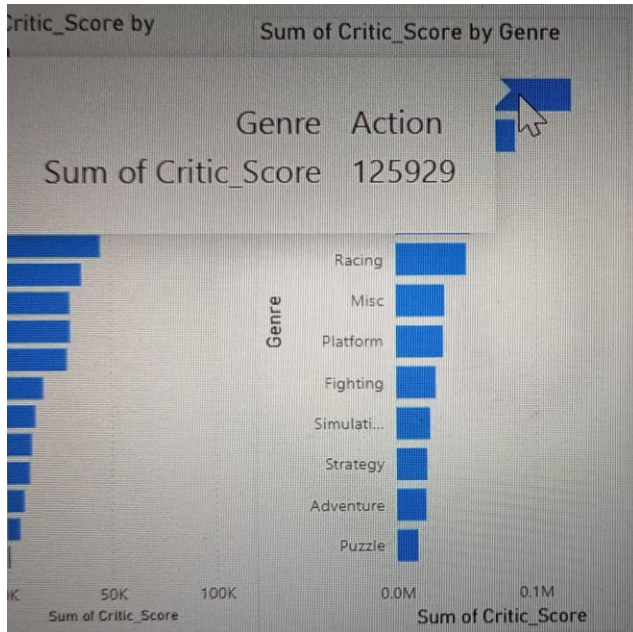- **Platform with the Most Games**:



A column chart displaying the count of games for each platform.
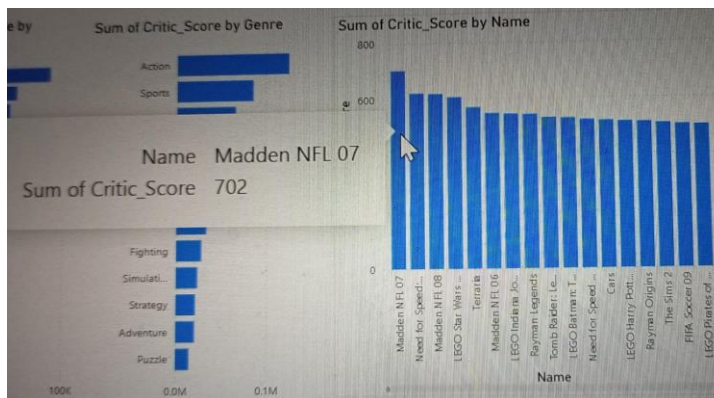
- **Platform with the Highest Critic Score**:

A column chart showing the average critic score for each platform.
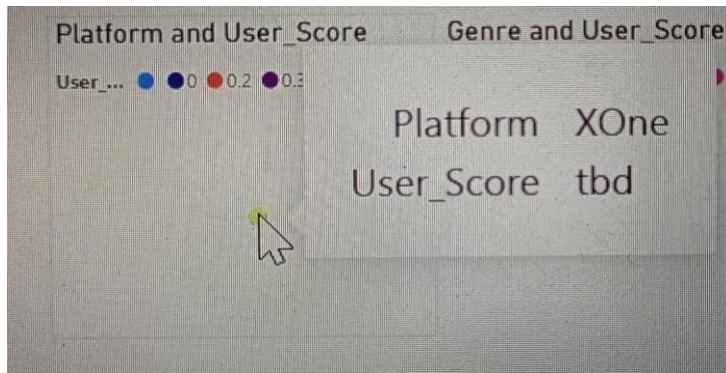
- **Genre with the Highest Critic Score**:



A column chart representing the average critic score for each genre.

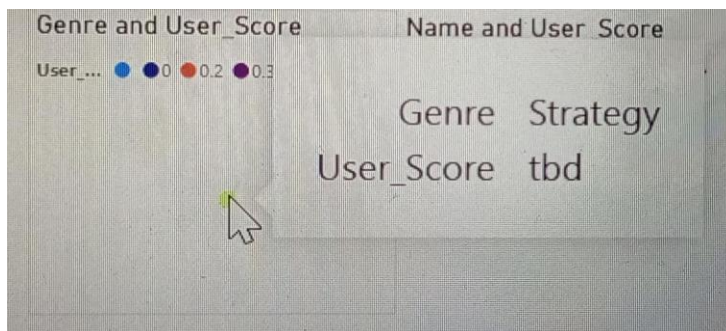- **Game with the Highest Critic Score**:



A column chart highlighting the game with the maximum critic score.

- **Platform with the Highest User Score**:

A column chart displaying the average user score for each platform.

- **Genre with the Highest User Score**:



A column chart representing the average user score for each genre.

- **Game with the Highest User Score**:
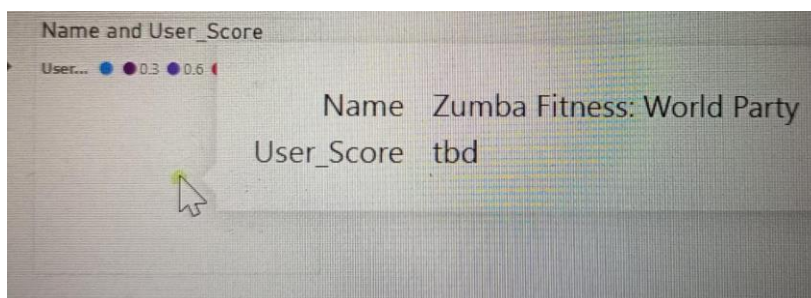


A column chart highlighting the game with the maximum user score.

## Significance of data:

The dataset provided significant insights into the video game industry. It includes variables such as platform, genre, critic scores, user scores, and the number of critics and users who contributed

to these scores. This comprehensive data helps identify which platforms and genres are the most popular, and which games are critically and publicly acclaimed. For instance, by analyzing the platform with the most games, stakeholders can understand market saturation and potential opportunities. High critic and user scores indicate games that are well-received, providing useful information for developers and marketers.

## Hypotheses about the Dataset:

Based on the analysis, several hypotheses can be proposed:

1. Platforms with a higher number of games are likely to have a greater variety of genres and titles that cater to a wide audience, potentially leading to higher user scores.
2. Games that receive high critic scores are often well-received by users as well, indicating a correlation between critic and user scores.
3. Certain genres, such as action or adventure, may consistently receive higher scores due to their widespread appeal and engaging content.

## Additional Data for Increased Usefulness:

To enhance the dataset's usefulness, the following data could be added:

1. **Sales Data**: Information on the number of units sold per game would help correlate scores with commercial success.
2. **Release Dates**: This would allow for trend analysis over time, identifying how game reception changes with technological advancements and market shifts.
3. **Development Costs**: Including the budget for each game would provide insights into the return on investment based on scores and sales.

## Anomalies in the Data:

Upon analyzing the dataset, a few anomalies were observed:

4. **Missing Values**: Some rows lacked complete data, particularly in the critic and user score fields. This could skew the average scores and needs to be addressed for more accurate analysis.
5. **Outliers**: Certain games had unusually high or low scores compared to others in the same genre or platform, which could indicate either exceptional quality or issues that affected reception.

## Conclusion:

The analysis of the video game dataset provided valuable insights into which platforms, genres, and games are most favored by critics and users. By incorporating additional data and addressing anomalies, the dataset could offer even more comprehensive insights, helping stakeholders make informed decisions in the video game industry.