

# Video game sells analyses

## Introduction

The fact of Spread of video game it's not hiding from everyone now, the computation between the publisher that responsible of improve the gams is so increase also they have to satisfaction the audience in different platform .

## Objective

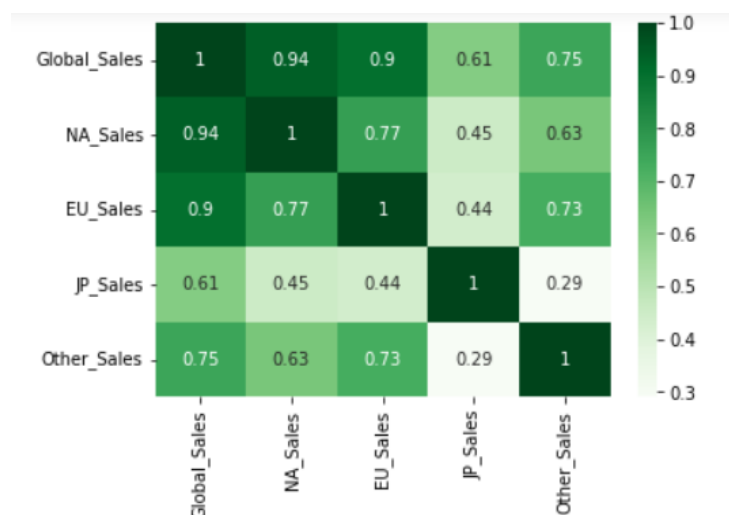
- in this data sit I tried to find the line of increase the total sells between multiple country's throwing years .
- understand what is real factor that effect directly in this increase .

Data processing :

- 1- Extract the dataset.
- 2- Clean the data.
- 3- Removing duplicate or unnecessary data.
- 4- Fixing inconsistencies and typos.
- 5- Dealing with outliers and missing data.

Data :

The number of data point is 16598 and 11 fetcher.



## Data analysis :

After looking at data I try to find the coloration between total sells according to years and the result show to me the tops in country' sells the is north amerce is the top country in this industry from 18s Intel the end of 19s then turn out to be global computation.

I divided which is the most popular platform and it was play station 2 ,and the most polisher was Nintendo .

after that I dip more and I came to the most genre is record more turn out its Action .

and finally the most popular games which is wii sport .

## Model result :

- Linear Reression

0.08963151080162801

- Random Forest Regression

0,8245228538243715

- Decision Tree Regressor

- 0,8428215658608792

## Conclusions :

- The computation in the bagging include view country's and tern out to be global level .
- The model may will the video games company's to improve the games according to multiple factors to rich as possible gamer they can .
- The decrease in sells in view last years in general changing when the audience torn in anther platform.

Shahad Ghawa