Sells of Video game analyses

In last years, video games have speeded between children and adult , so their consumption and addiction to these games has increased ,so its turn out high selling in this industry and start computation between the publisher and platforms in enter the world to improve their product .

Design :

I download the data from kaggle to understand the increase sells that happing in this industry throw the years according the information that I have and find relationship between authors fetcher Specially in North America
-step:
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.
Sales Of Video Games | Kaggle

Question :

1-what is the different between country sells ?
2- what is the highest years the sells is increase between Global & North America?
3- which Publisher and platform was popular according to the sells value?
4- which country have highest sells throwing the years?

Tool:

- Data Processing: Panda, NumPy.
- Modeling: Scikit-Learn.
- Visualizations: matplotlib, seaborn.

Algorithm :

In the case of global sales predicting, I have used of two models to get the best results of (LinearReression and RandomForestRegression) and determine the results value of R- squared for LinearReression.

MVP Goal:

Clean the data and handle missing data .

EDA: - the relationship between features .

    -compare between Actual & predict values.