

# Video Games Sales with Ratings

–Stats 131 Group Project

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# Project Background

- Video Game Industry
- Data from video game sales tracking websites:
  - VGChartz Network
  - Metacritic website
- For each game, we have information about its:
  - Publisher
  - Platform
  - Year of release
  - Sales information
  - Critics' and users' Score

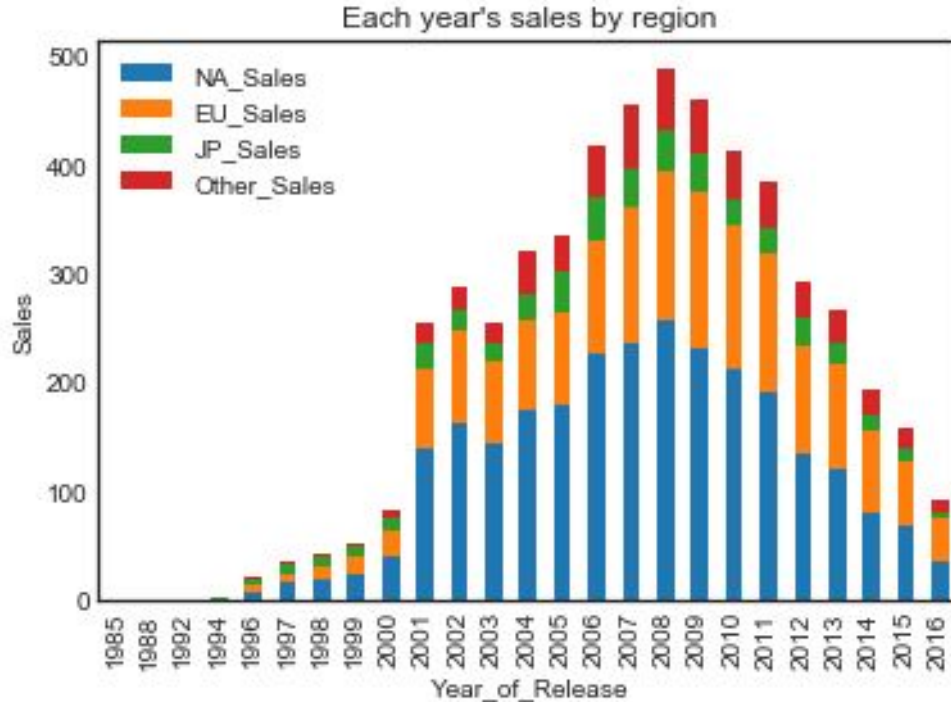


# Sections

- Exploring Data
  - General
  - Top Publishers
  - Popular platforms
  - Popular genre
- Sales Prediction



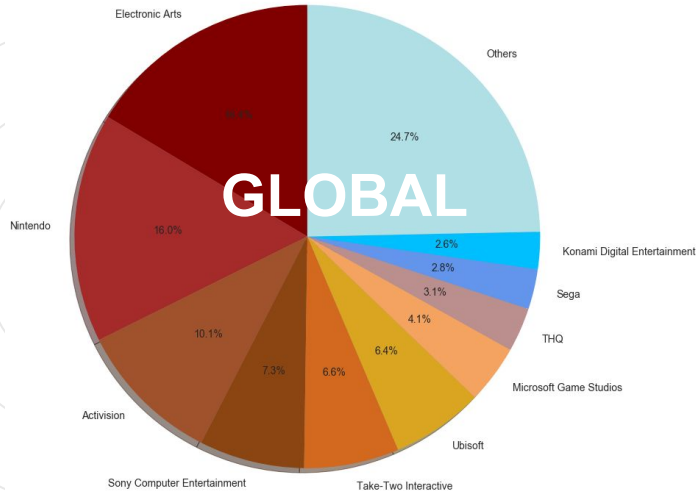
# Exploration



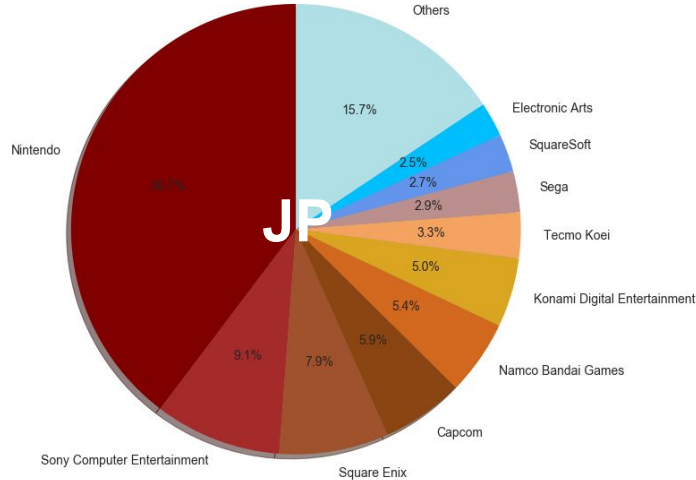
- 2001-2010 is the best time for video games industry

# Top Publishers

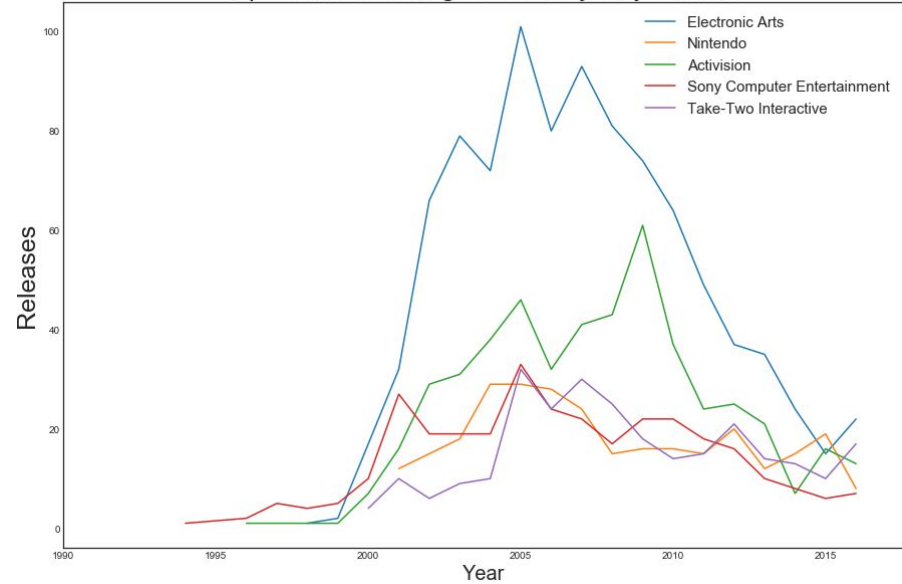
Pie Chart of Global\_Sales by top Publisher



Pie Chart of JP\_Sales by top Publisher



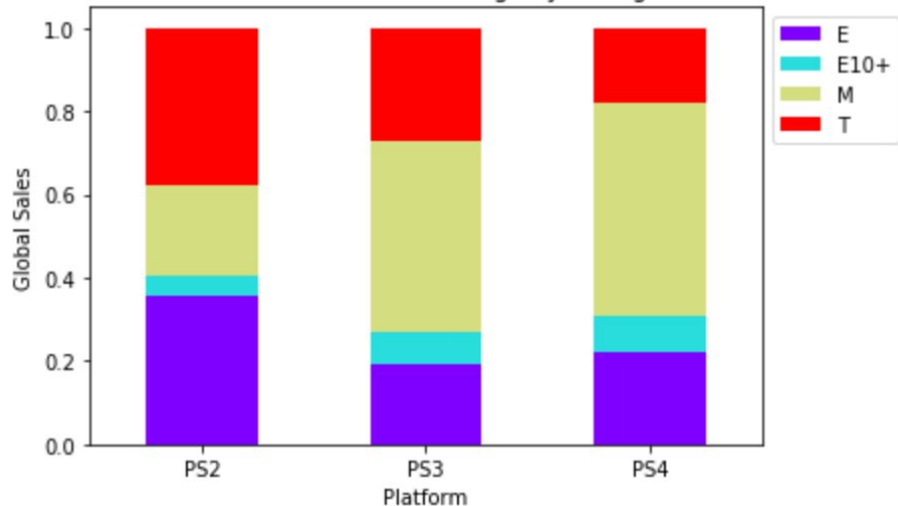
Top 5 Publishers in global sales'yearly releases



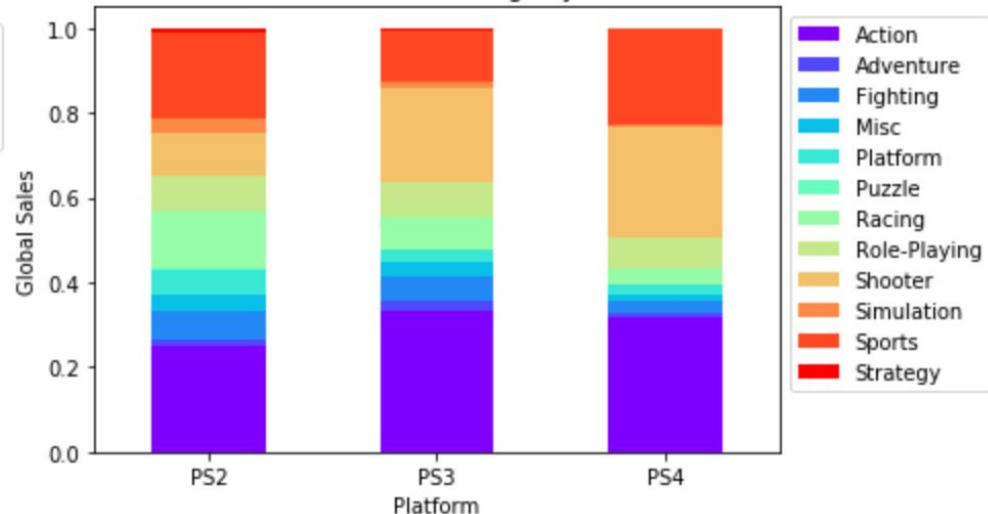
# Popular Platforms

## PlayStation Series

Platform Sales Percentage by Rating



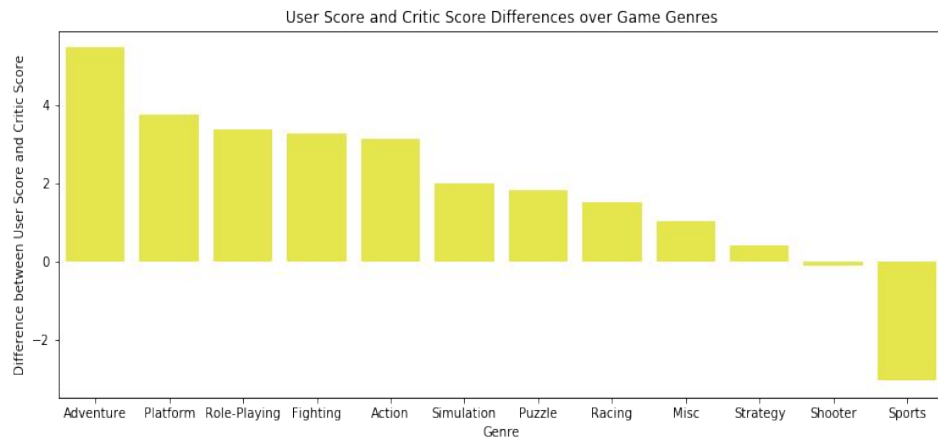
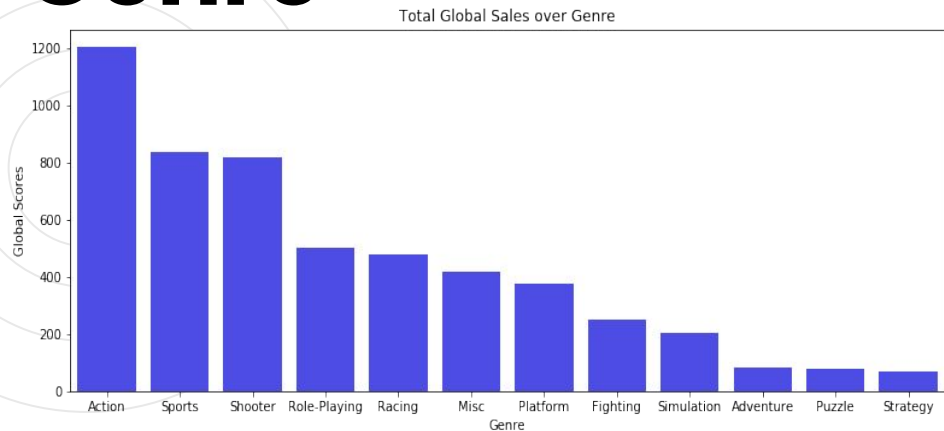
Platform Sales Percentage by Genre



Rating System



# Genre

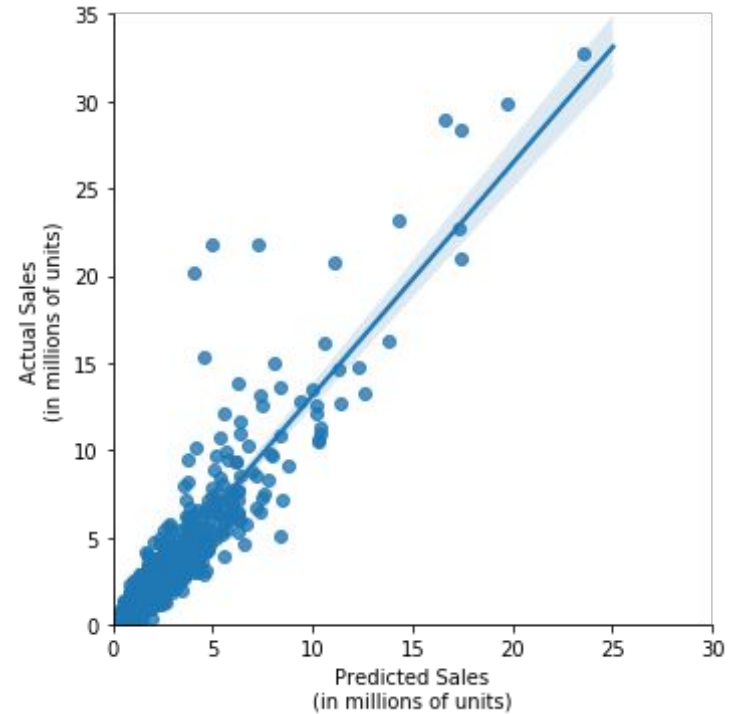
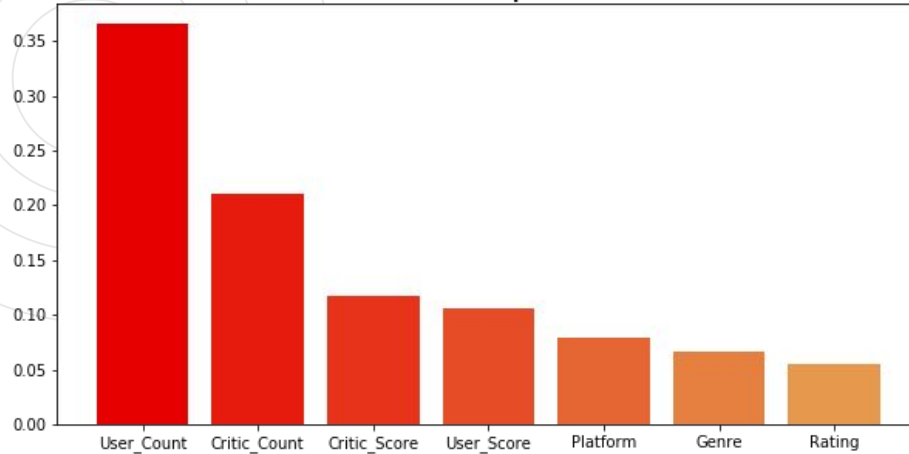


- Highest Sales:
  - Action, Sports, Shooter
- Lowest Sales:
  - Strategy, Puzzle, Adventure
- User scores much larger than critic scores: “Adventure”
- Critic scores larger than user scores: “Sports”



# Sales Prediction

Variable Importance



Moral: **Quality of the game** is more important than the platform, genre, and rating type!

