

Importing Required Libraries

```
In [123]: import numpy as np
import pandas as pd
import matplotlib.pyplot as plt
import seaborn as sns

%matplotlib inline

import warnings
warnings.filterwarnings('ignore')
```

```
In [2]: df = pd.read_csv('vgsales.csv')
```

```
In [3]: df.head()
```

```
Out[3]:
```

	Rank	Name	Platform	Year	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	Other_Sales	Global_Sales
0	1	Wii Sports	Wii	2006.0	Sports	Nintendo	41.49	29.02	3.77	8.46	82.74
1	2	Super Mario Bros.	NES	1985.0	Platform	Nintendo	29.08	3.58	6.81	0.77	40.24
2	3	Mario Kart Wii	Wii	2008.0	Racing	Nintendo	15.85	12.88	3.79	3.31	35.82
3	4	Wii Sports Resort	Wii	2009.0	Sports	Nintendo	15.75	11.01	3.28	2.96	33.00
4	5	Pokemon Red/Pokemon Blue	GB	1996.0	Role-Playing	Nintendo	11.27	8.89	10.22	1.00	31.37

```
In [6]: df.shape
```

```
Out[6]: (16598, 11)
```

Filling missing values with mode

```
In [36]: df.fillna(df['Year'].mode()[0],inplace=True)
```

```
In [37]: df.fillna(df['Publisher'].mode()[0],inplace=True)
```

```
In [44]: df.isnull().sum()
```

```
Out[44]: Rank          0  
Name          0  
Platform       0  
Year           0  
Genre          0  
Publisher       0  
NA_Sales       0  
EU_Sales       0  
JP_Sales       0  
Other_Sales    0  
Global_Sales   0  
dtype: int64
```

```
In [39]: df.info()
```

```
<class 'pandas.core.frame.DataFrame'>
RangeIndex: 16598 entries, 0 to 16597
Data columns (total 11 columns):
#   Column          Non-Null Count  Dtype
---  -
0   Rank            16598 non-null  int64
1   Name            16598 non-null  object
2   Platform        16598 non-null  object
3   Year            16598 non-null  float64
4   Genre           16598 non-null  object
5   Publisher       16598 non-null  object
6   NA_Sales        16598 non-null  float64
7   EU_Sales        16598 non-null  float64
8   JP_Sales        16598 non-null  float64
9   Other_Sales     16598 non-null  float64
10  Global_Sales    16598 non-null  float64
dtypes: float64(6), int64(1), object(4)
memory usage: 1.4+ MB
```

```
In [46]: df.drop(labels=['Rank'],axis=1,inplace=True) # Dropping Rank as it is not required
```

```
In [48]: for i in df.columns:
         print('{} has {} no. of unique values'.format(i,df[i].nunique()))
```

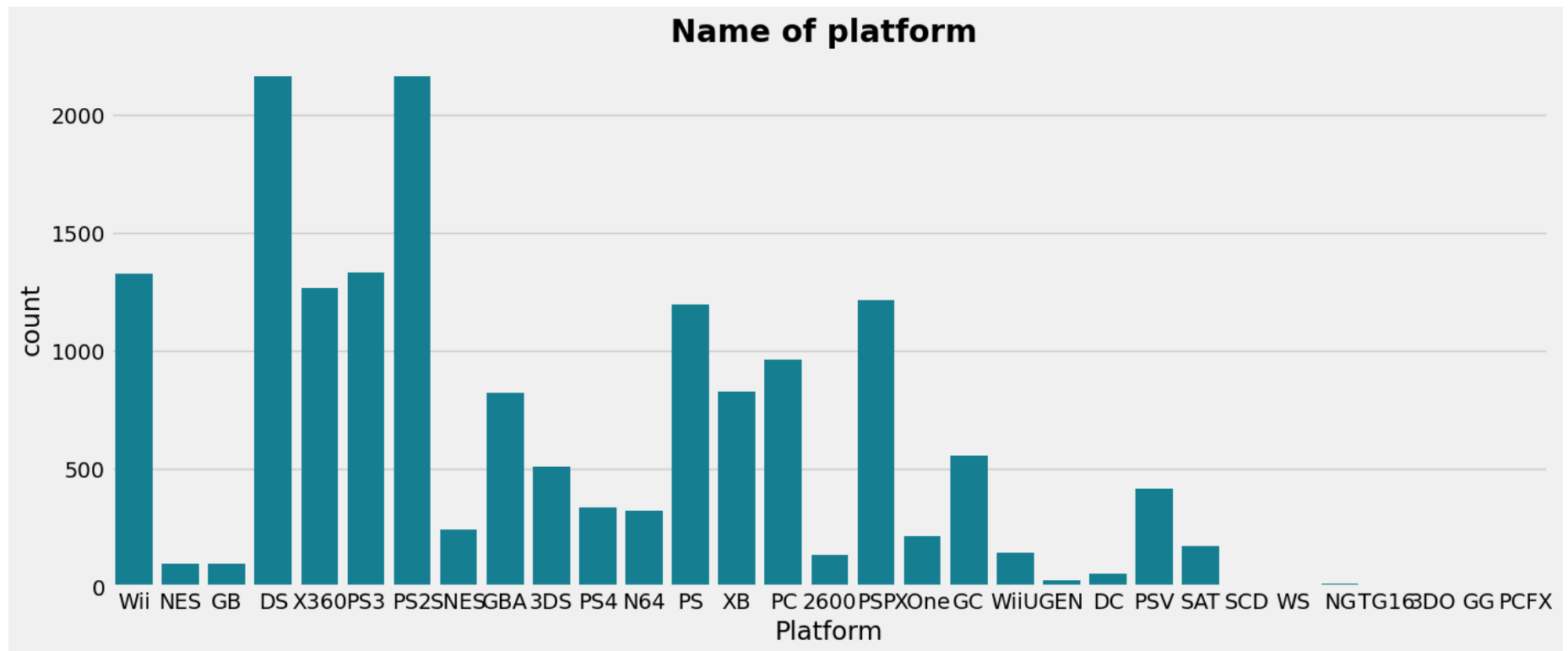
```
Name has 11493 no. of unique values
Platform has 31 no. of unique values
Year has 39 no. of unique values
Genre has 12 no. of unique values
Publisher has 579 no. of unique values
NA_Sales has 409 no. of unique values
EU_Sales has 305 no. of unique values
JP_Sales has 244 no. of unique values
Other_Sales has 157 no. of unique values
Global_Sales has 623 no. of unique values
```

Univariate Analysis

```
In [302]: plt.style.use("fivethirtyeight")
```

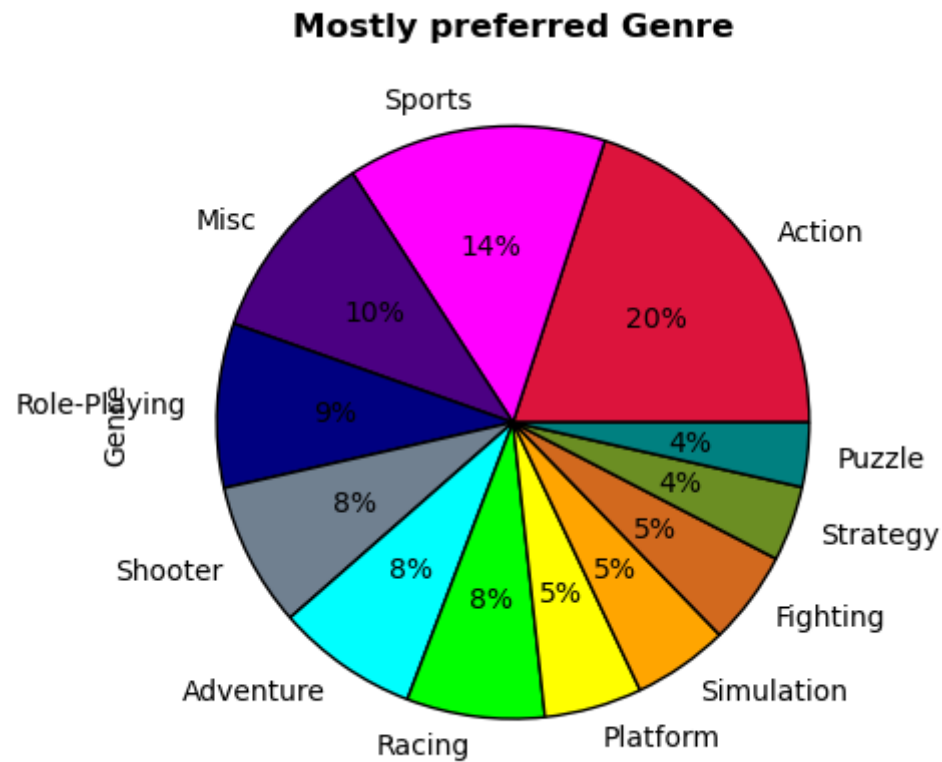
```
In [119]: plt.figure(figsize=(15,6))  
sns.countplot(x=df['Platform'],color='#008ca6')  
plt.title("Name of platform",fontweight="bold")
```

```
Out[119]: Text(0.5, 1.0, 'Name of platform ')
```



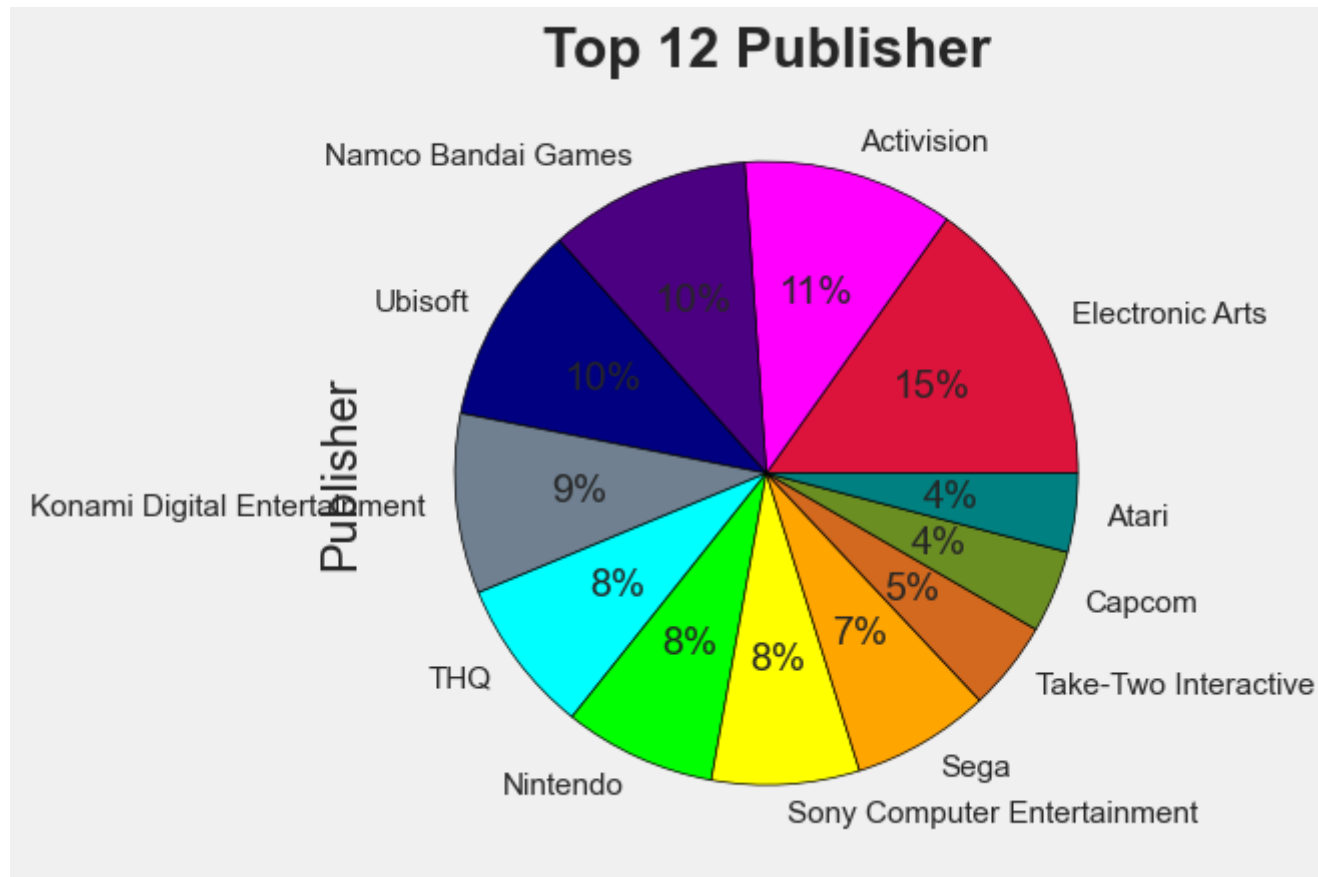
```
In [239]: df['Genre'].value_counts().plot(kind='pie', colors = colors, wedgeprops={'edgecolor': 'black'}, autopct='%1.1f%%')
plt.title("Mostly preferred Genre", fontweight="bold")
```

```
Out[239]: Text(0.5, 1.0, 'Mostly preferred Genre')
```



```
In [325]: df['Publisher'].value_counts()[:12].plot(kind='pie', colors = colors, wedgeprops={'edgecolor': 'black'}, autopct='%1.f%%')
plt.title("Top 12 Publisher", fontweight="bold")
```

```
Out[325]: Text(0.5, 1.0, 'Top 12 Publisher')
```

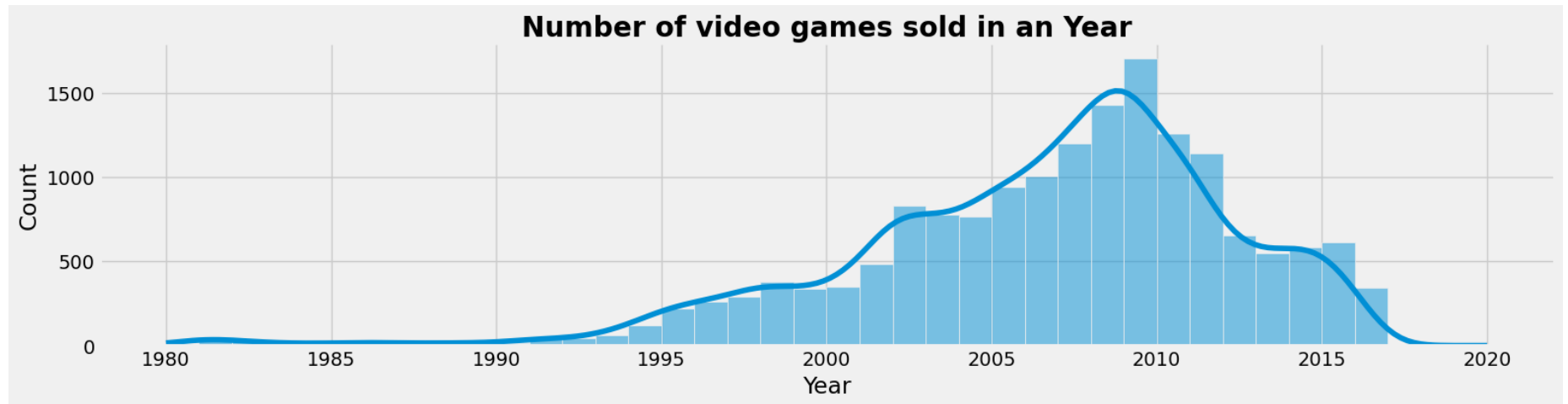


Sale over the years

```
In [114]: plt.figure(figsize=(12,8))
sns.displot(data=df,x='Year',kde=True,bins=40,aspect=4,height=4,palette='cool')
plt.title("Number of video games sold in an Year",fontweight="bold")
```

Out[114]: Text(0.5, 1.0, 'Number of video games sold in an Year')

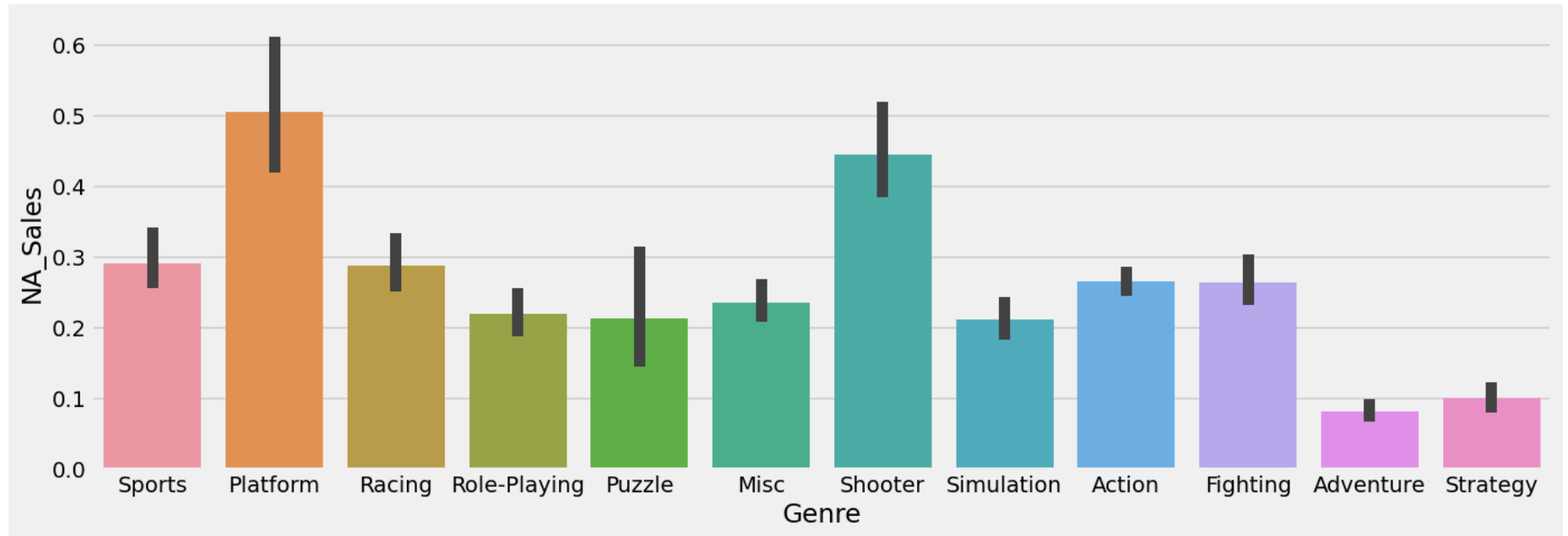
<Figure size 1200x800 with 0 Axes>



Most Genre sold in North America

```
In [221]: plt.figure(figsize=(15,5))  
sns.barplot(df['Genre'],df['NA_Sales'])
```

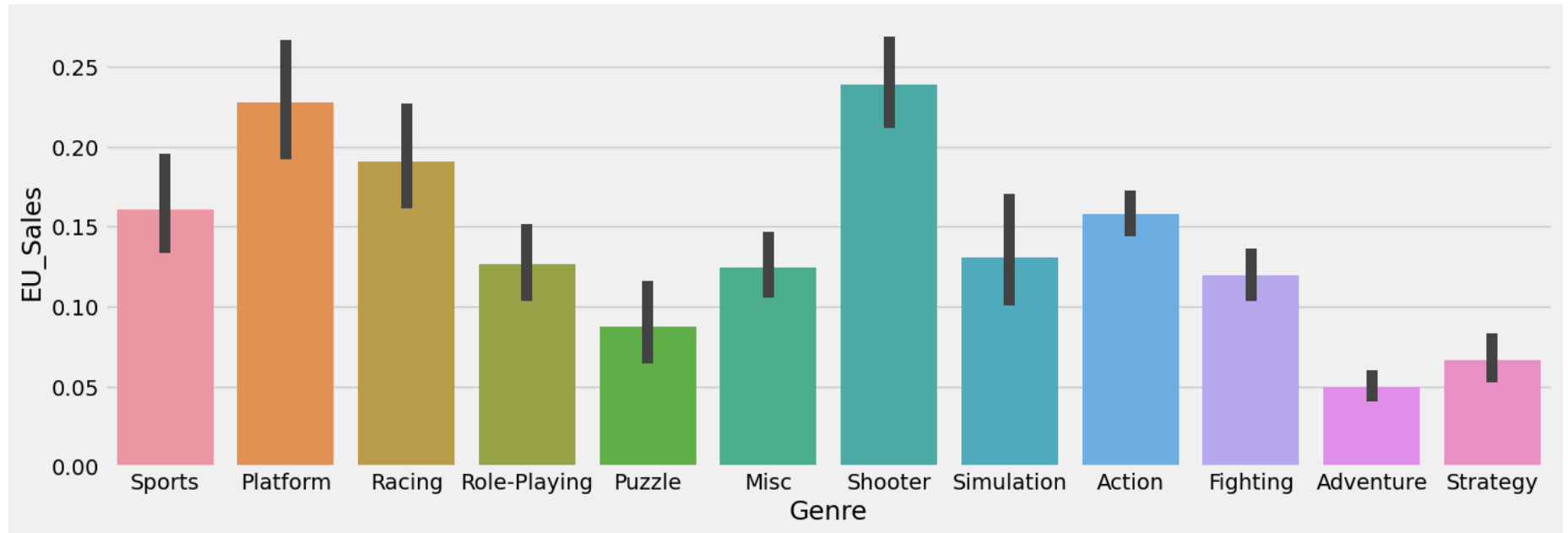
```
Out[221]: <AxesSubplot:xlabel='Genre', ylabel='NA_Sales'>
```



Most Genre sold in Europe


```
In [222]: plt.figure(figsize=(15,5))  
sns.barplot(df['Genre'],df['EU_Sales'])
```

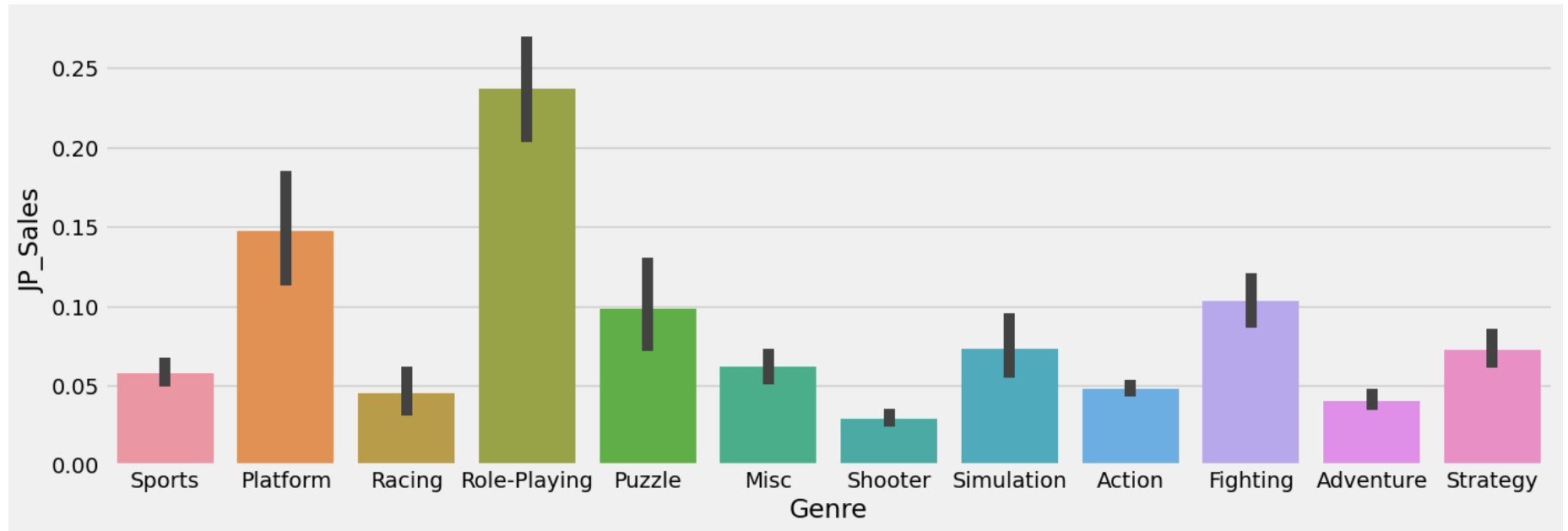
```
Out[222]: <AxesSubplot:xlabel='Genre', ylabel='EU_Sales'>
```



Most Genre sold in Japan

```
In [223]: plt.figure(figsize=(15,5))  
sns.barplot(df['Genre'],df['JP_Sales'])
```

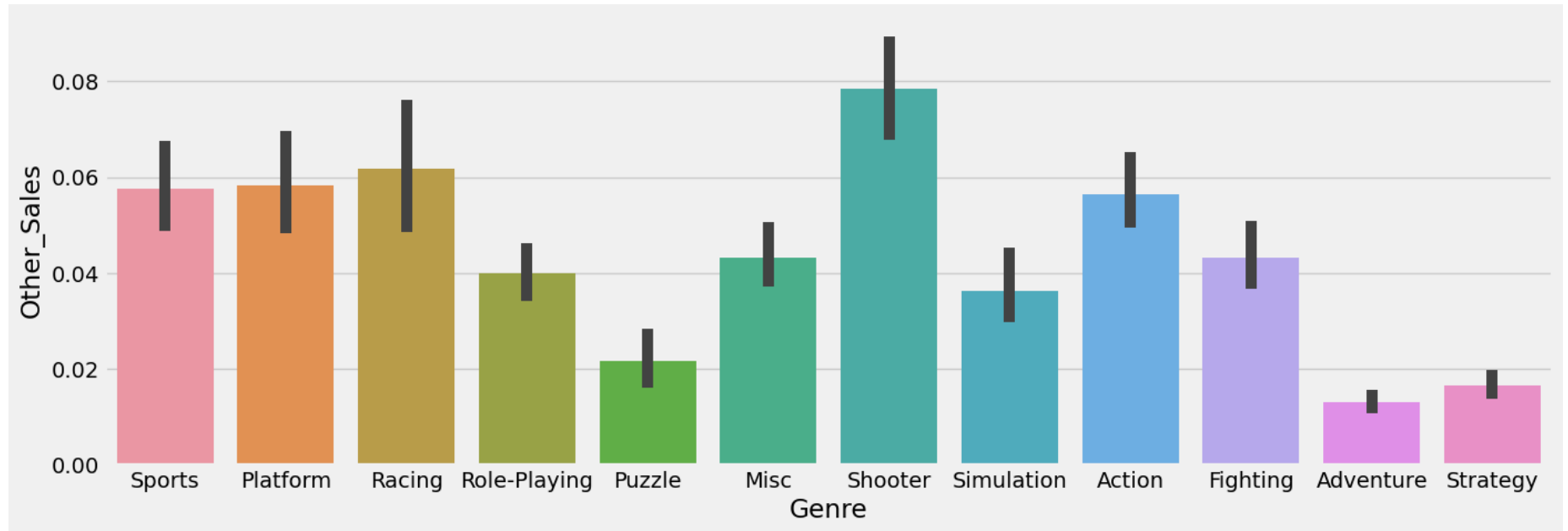
```
Out[223]: <AxesSubplot:xlabel='Genre', ylabel='JP_Sales'>
```



Most genre sold in Other region

```
In [224]: plt.figure(figsize=(15,5))  
sns.barplot(df['Genre'],df['Other_Sales'])
```

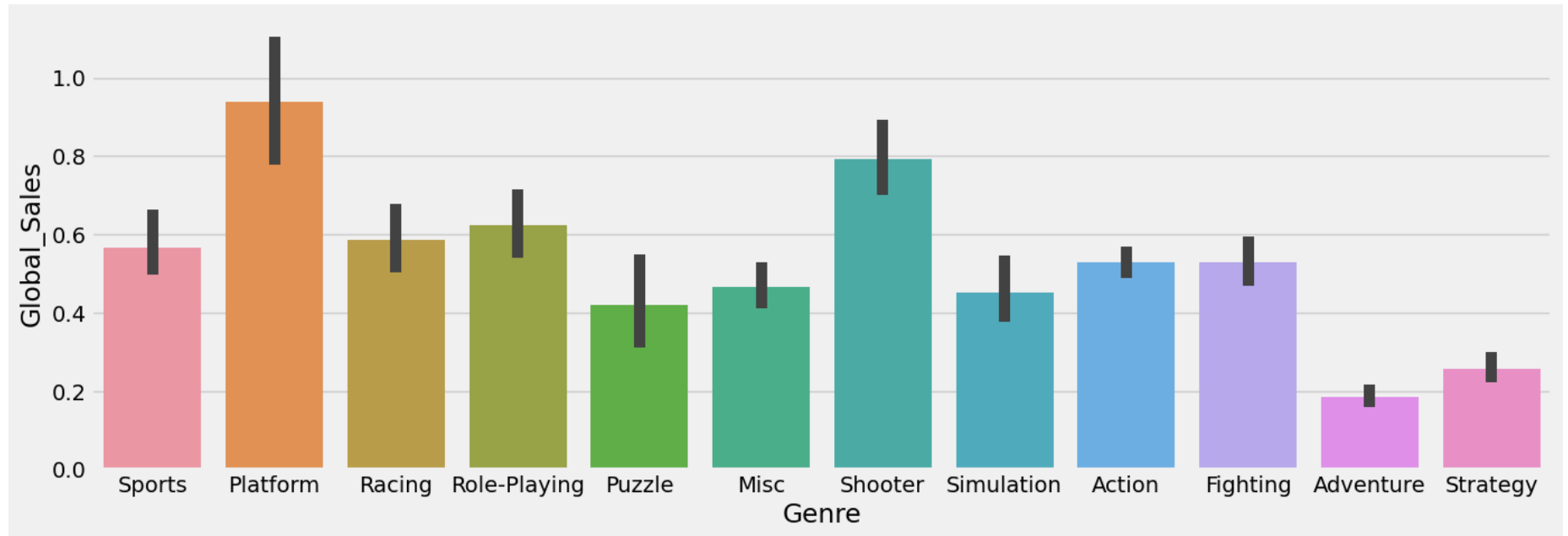
```
Out[224]: <AxesSubplot:xlabel='Genre', ylabel='Other_Sales'>
```



Most genre sold Worldwide

```
In [225]: plt.figure(figsize=(15,5))  
sns.barplot(df['Genre'],df['Global_Sales'])
```

```
Out[225]: <AxesSubplot:xlabel='Genre', ylabel='Global_Sales'>
```



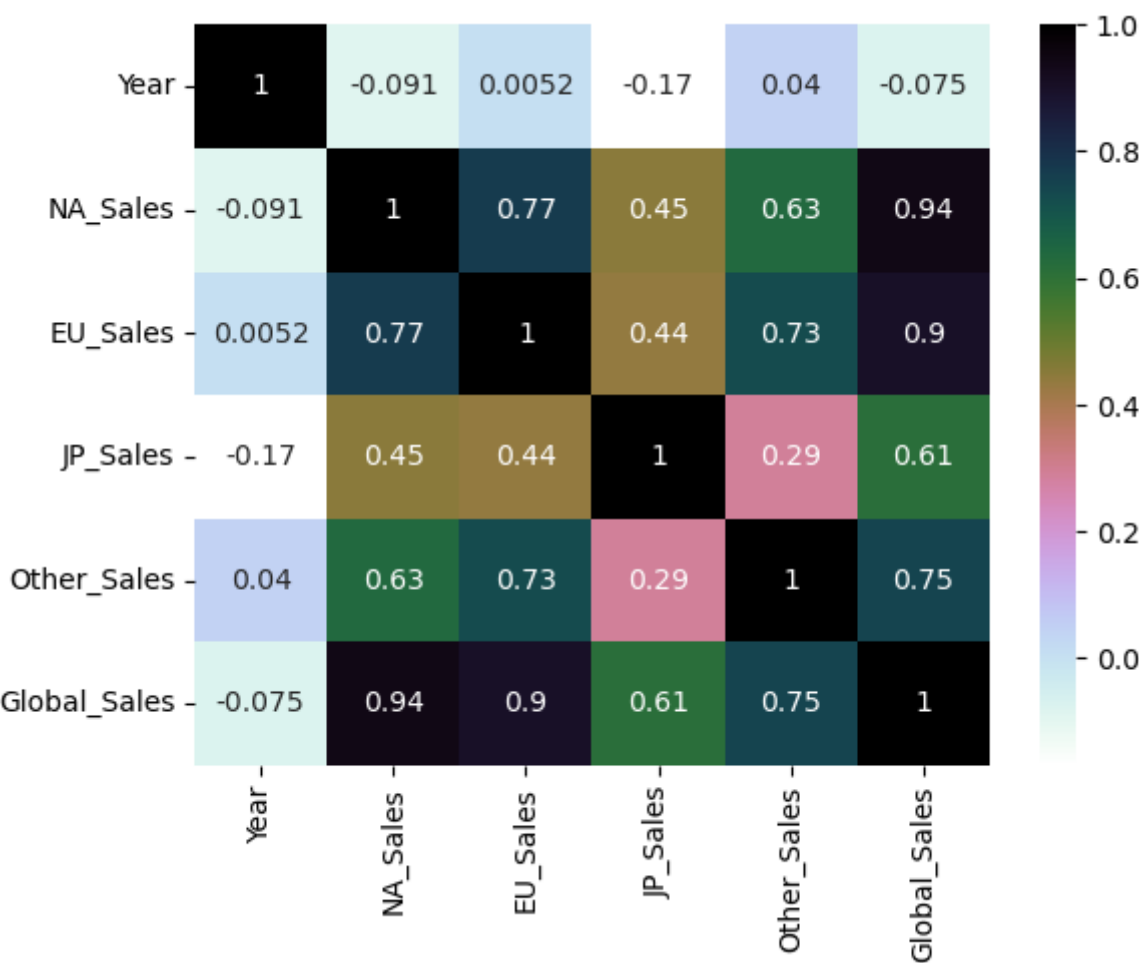
Observation:

- 1- PS2 and DS are most used platform followed by Wii, PS3 and X360.
- 2- Action and Sports are Most preferred Genre.
- 3- Most of the sales occurred between 2008 to 2011.
- 4- Platform Genre has been preferred most in North America, followed by Shooting Genre.
- 5- Shooting and platform games are preferred more in Europe, followed by Racing Genre.
- 6- Role-Playing genre is preferred most in Japan almost twice than all others, followed by platform genre.
- 7- From Other Regions Shooting genre is preferred more and Sports, Platform and Racing are equally preferred.
- 8- If we see Globally, Platform genre has the highest sales i.e. more preference followed by Shooting games.
- 9- Overall, Adventure genre games are least preferred.
- 10- Electronic Arts, Activision, Namco Bandai Games, Ubisoft and Konami Digital Entertainment are top 5 publishers.
- 11- Sales from all regions are almost Correlated.

Correlation between Year, NA_sales, EU_Sales, JP_Sales, Other_Sales, Global_Sales

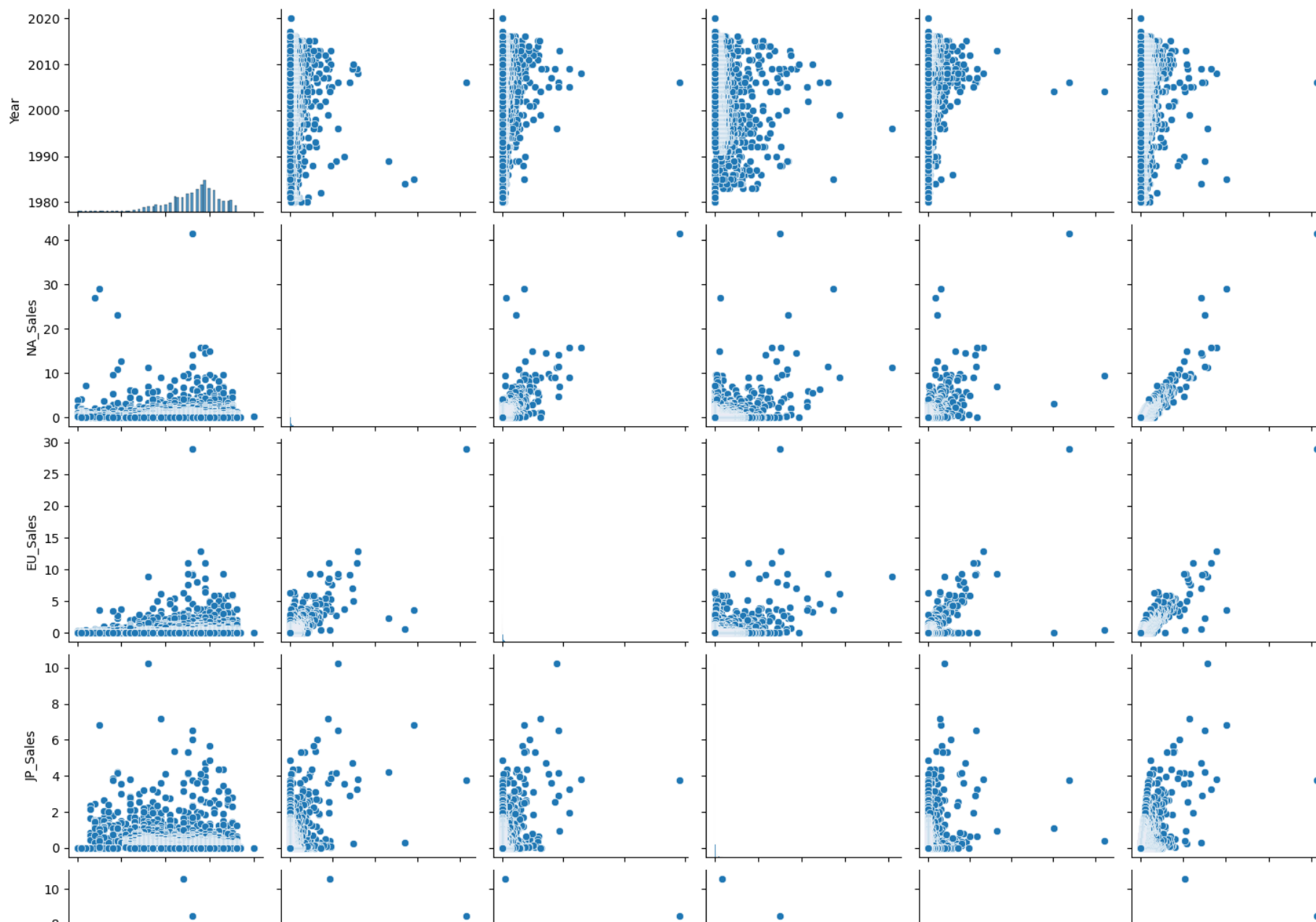
```
In [243]: sns.heatmap(df.corr(),annot=True,cmap='cubehelix_r')
```

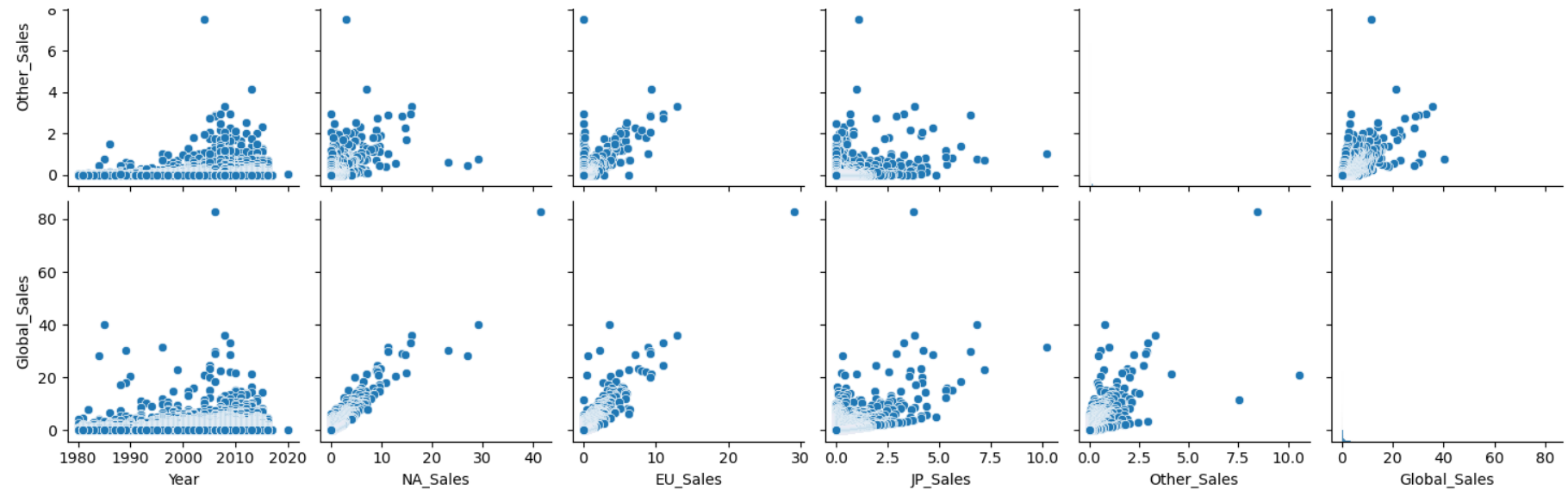
Out[243]: <AxesSubplot:>




```
In [248]: sns.pairplot(df)
```

```
Out[248]: <seaborn.axisgrid.PairGrid at 0x1f192491130>
```

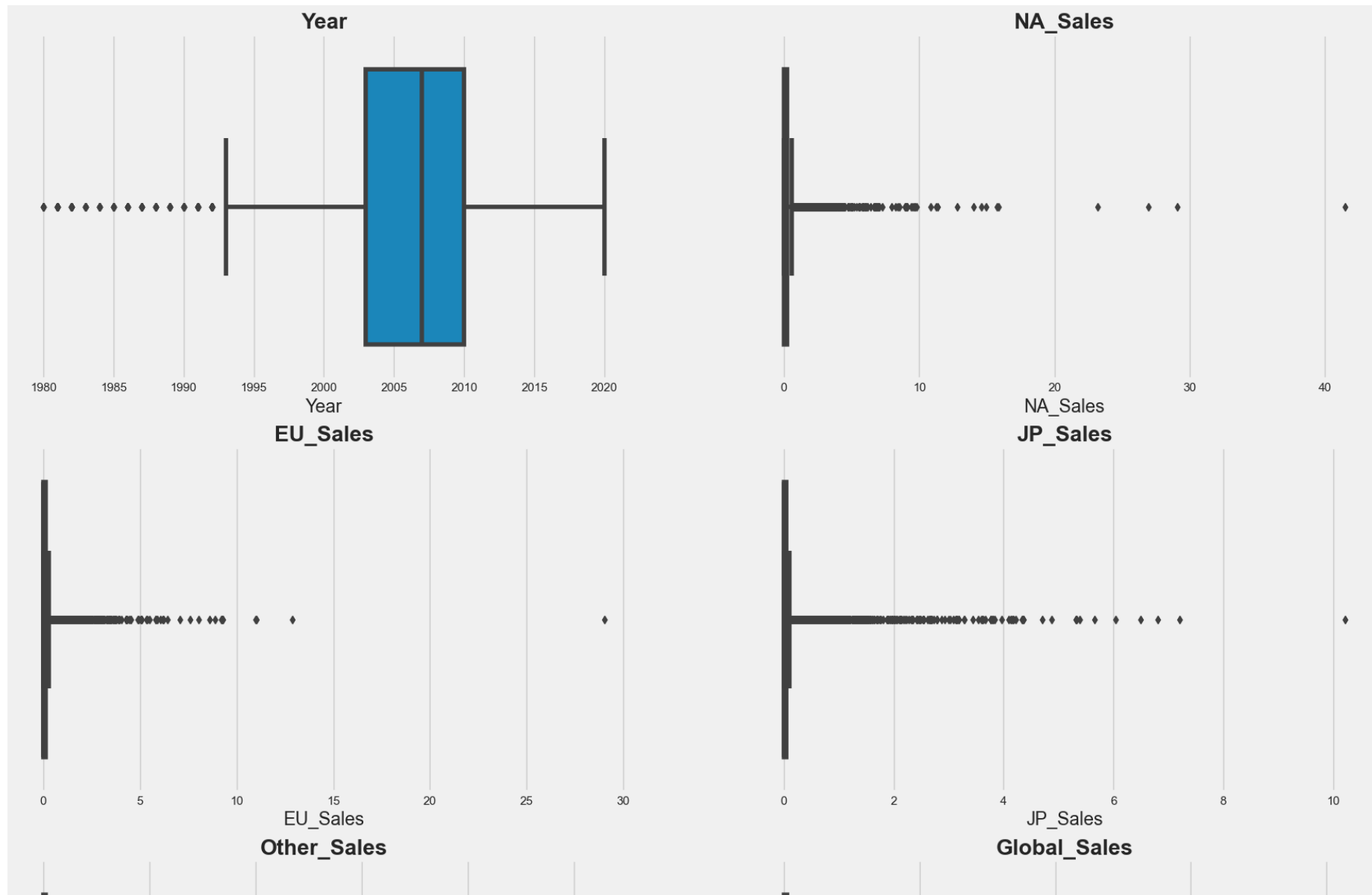


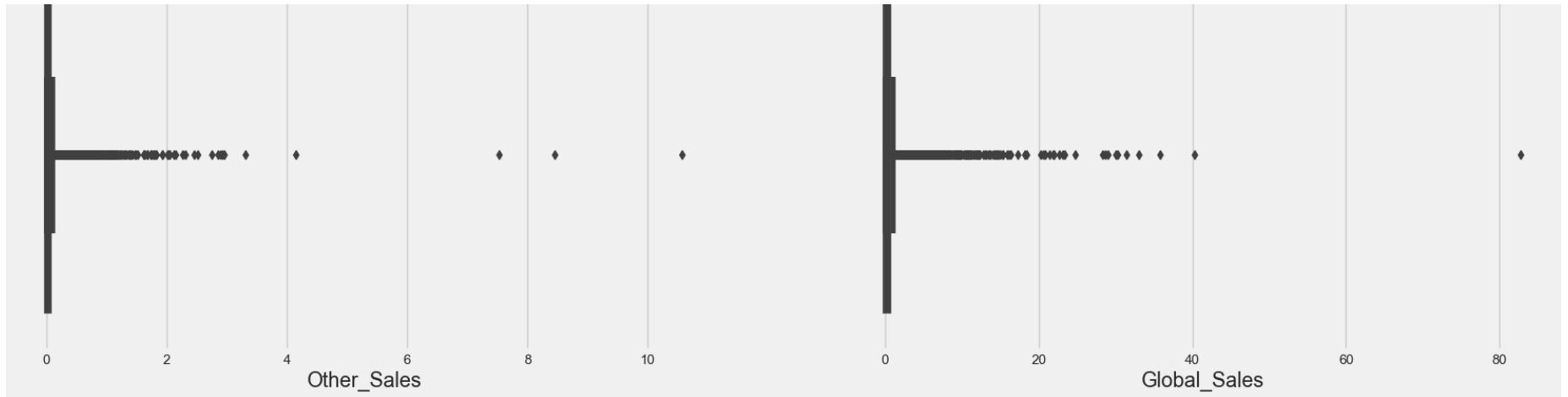


Differentiating numerical and categorical columns and then Checking Outliers

```
In [272]: num_columns = df.select_dtypes(include=['int', 'float']).columns  
cat_columns = df.select_dtypes(include=['object', 'category']).columns
```

```
In [307]: plt.figure(figsize=(20,25))
for i in enumerate(num_columns):
    plt.subplot(4,2,i[0]+1)
    sns.boxplot(data=df,x=i[1])
    plt.title("{}".format(i[1]),fontweight="bold")
```

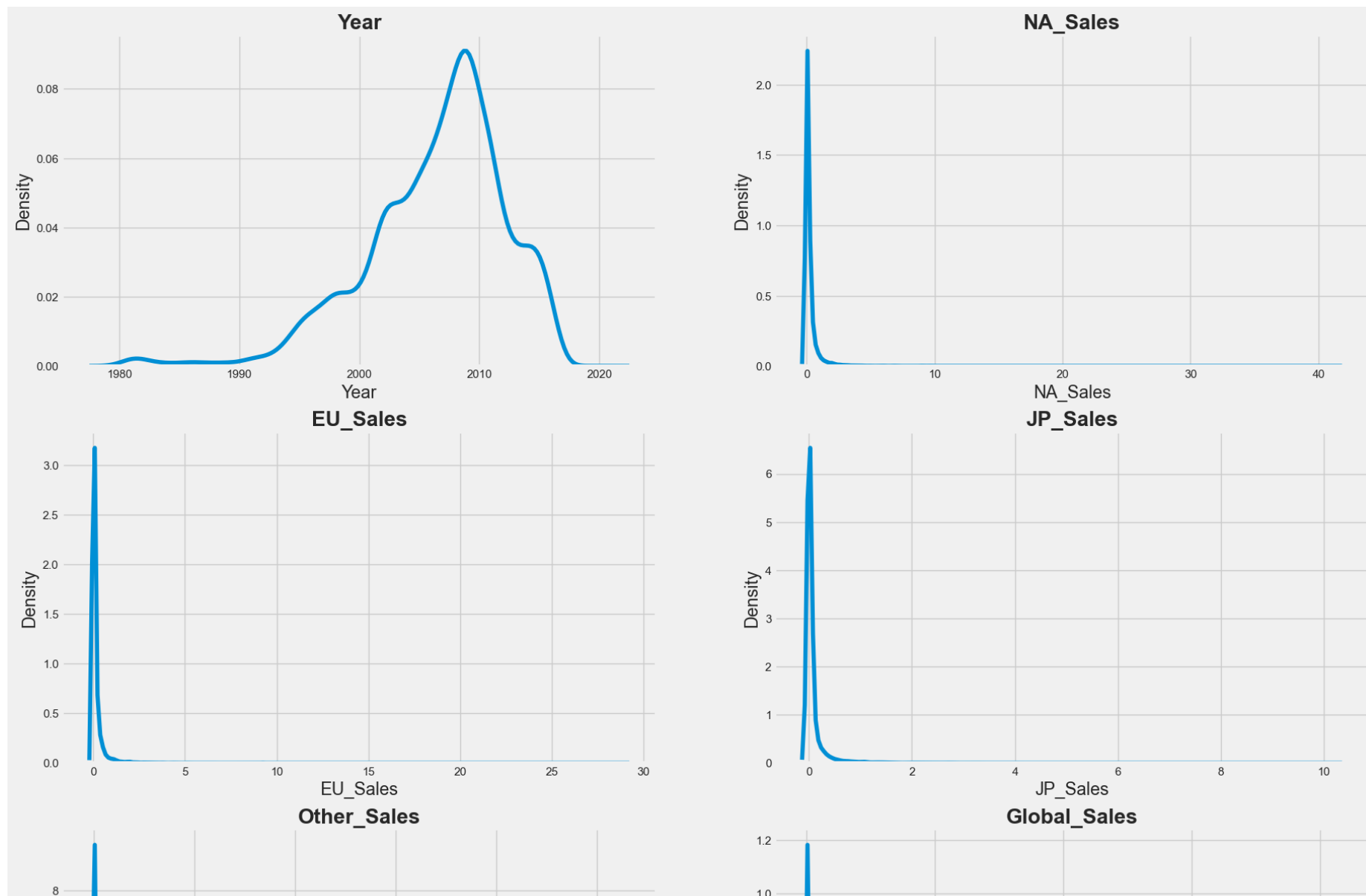


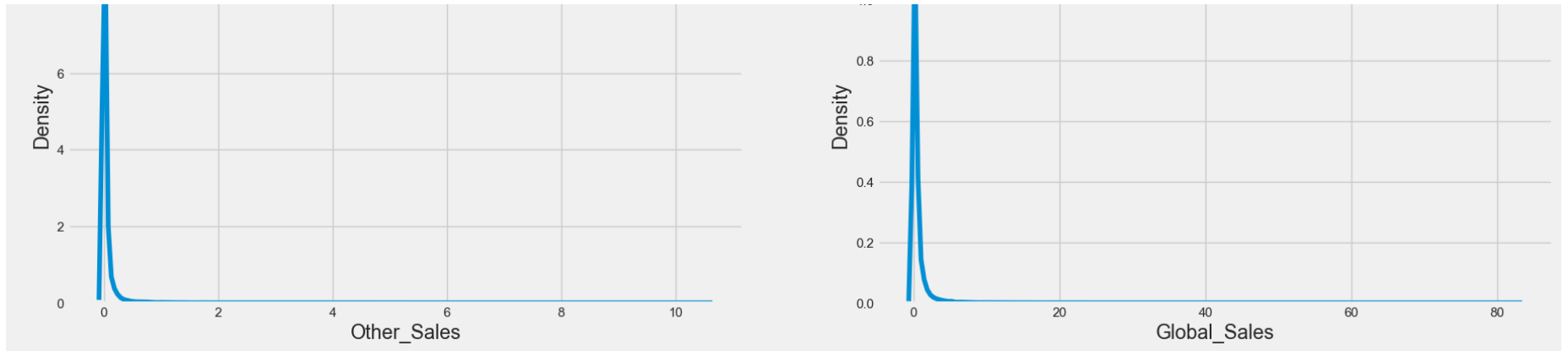


```
In [253]: df.columns
```

```
Out[253]: Index(['Name', 'Platform', 'Year', 'Genre', 'Publisher', 'NA_Sales',  
                'EU_Sales', 'JP_Sales', 'Other_Sales', 'Global_Sales'],  
               dtype='object')
```

```
In [311]: plt.figure(figsize=(20,25))           # Checking distribution
for i in enumerate(num_columns):
    plt.subplot(4,2,i[0]+1)
    sns.kdeplot(data=df,x=i[1])
    plt.title("{}".format(i[1]),fontweight="bold")
```





THANK YOU