# Game sales

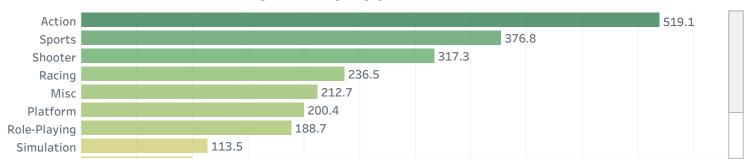
## Analytics by types of sales



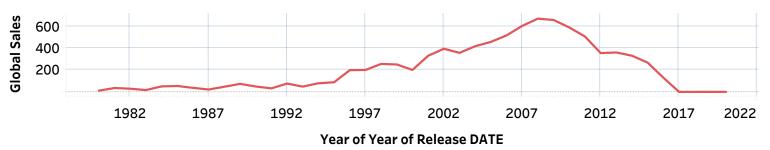
Select parameter Genre

Type of sales **EU Sales** 

Dataset for this project



### Sales details



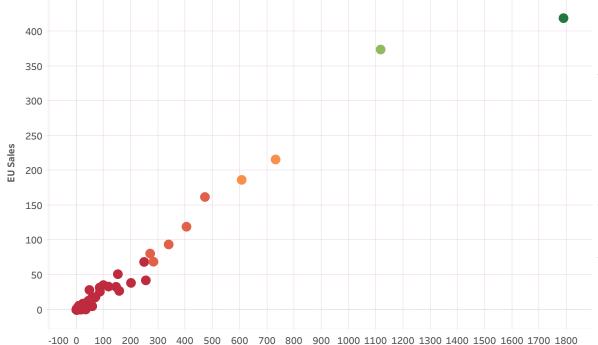
## **Capacity of the games**

	Number of Games	Number of developers	Avg. Global Sales
Action	1,958	565	\$0.52
Sports	1,379	284	\$0.57
Misc	1,330	303	\$0.46
Role-Playing	1,227	274	\$0.62
Adventure	1,062	235	\$0.18
Shooter	825	354	\$0.80
Racing	772	252	\$0.58
Simulation	730	237	\$0.45
Fighting	613	121	\$0.53

## **Publisher analytics**

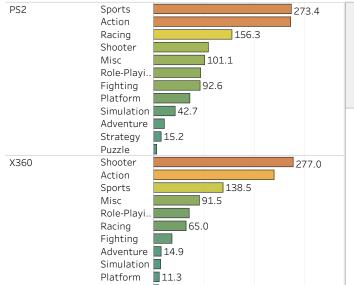
Please, select platforms and genres and see how popular they are with publishers =>

# Comparison of sales by parameters

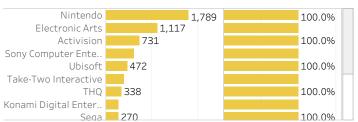


**Global Sales** 

#### TOP-5 platform/genre sales



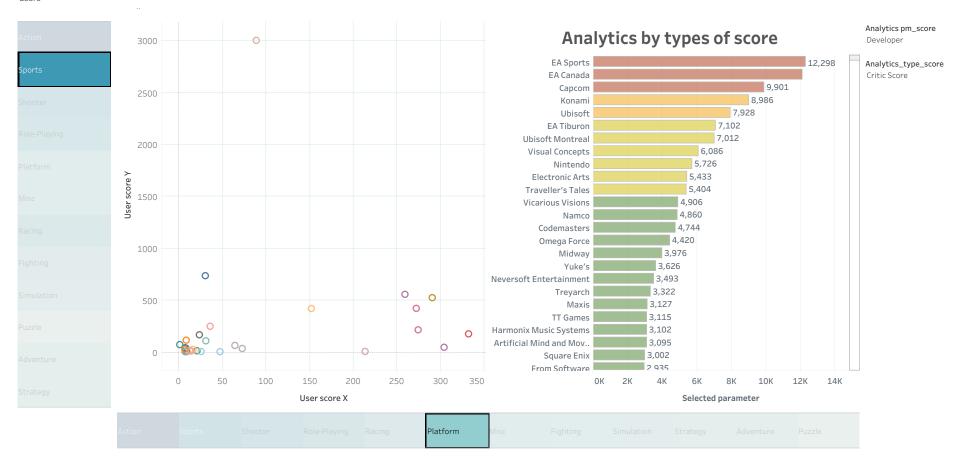
#### Top-15 publisher sales



Choose genres to check the best publishers by users

# Users and critics games analytics

Get analytics parameters



# **Game ranking**

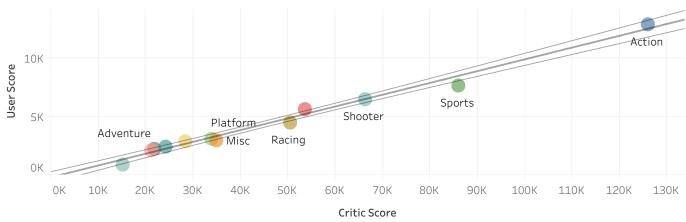
Rank segment:					
	Best game level				
	High level games				
	Rest games				
	Satisfactory level of games				

We have created a ranking system that includes ranking by sales, user ratings and critics. Next, we created game segments based on the rank indicators that we are interested in.

### **Publisher ranking**

Publisher	% of Total Number of games	Sales rank	Critic's score rank	Users score rank
Electronic A.	5.26%	2	1	1
Activision	3.64%	3	2	3
Ubisoft	4.98%	5	3	2
Sony Comp	5.42%	4	5	4
Nintendo	5.80%	1	6	6
THQ	3.54%	7	4	5
Take-Two I	1.76%	6	9	8





The coefficient of determination is about 0.98. It is believed that the closer the coefficient is to 1, the better the model is. However, the coefficient of determination should be used only as one metric for judging model fidelity.