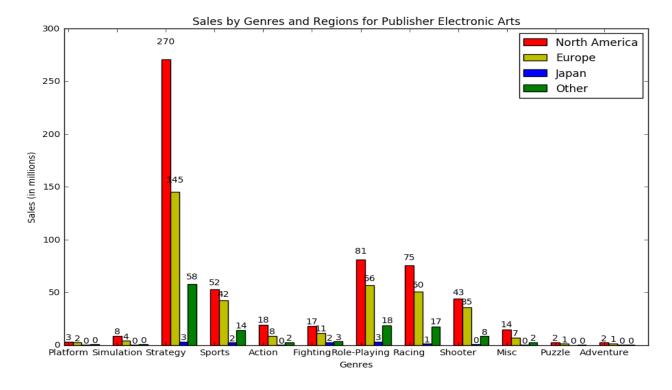
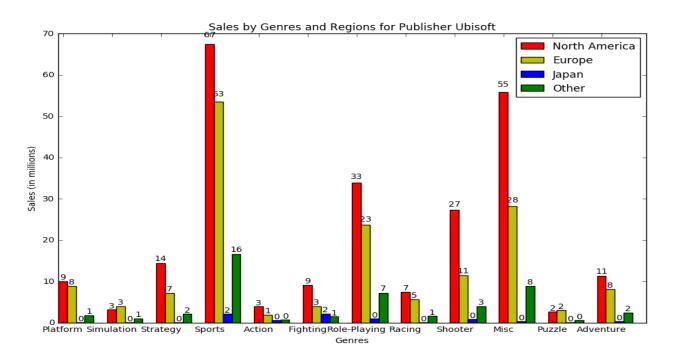
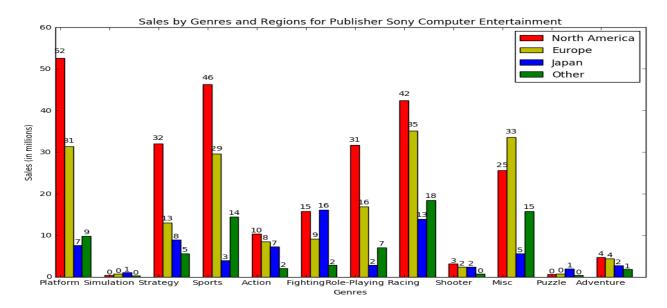
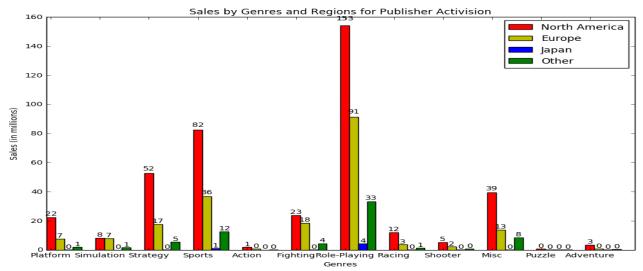
**Objective**: Find top 5 publishers in the database based on global sales and then find out sales distributions for each genre across North America, Europe, Japan, Rest of the world(Others).

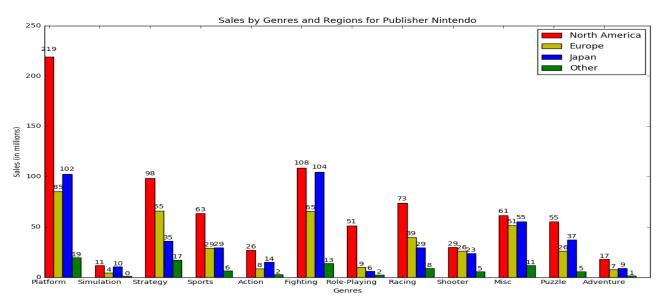
# Plots:











#### Inference:

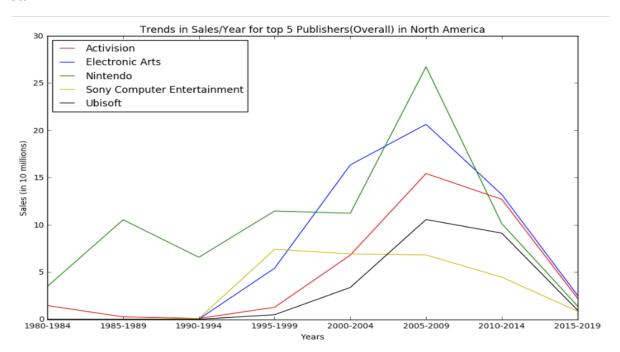
Top 5 publishers based on the global sales are: Electronic Arts, Ubisoft, Sony Computer Entertainment, Activision and Nintendo.

From the above plots we can see that:

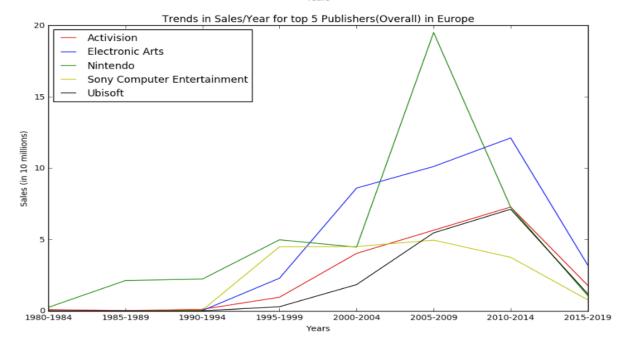
- 1. North America is the biggest market for games in Platform genre followed by Strategy Genre. With Electronic arts and Nintendo being the major publishers.
- 2. Nintendo is has done better sales in Japan (based on sales) as compared to the other regions.
- 3. Nintendo has sales for almost all its genres whereas other publishers are bit inconsistent across the genres and have sales for one or two specific genres.
- 4. But overall North America and Europe is the main hub for video games sales in the world.

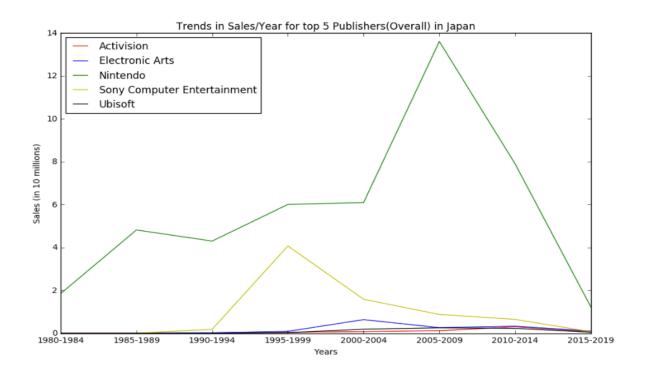
**Objective**: For different regions plot trends for sales over the years for each of the top 5 publishers based on global sales.

#### Plots:

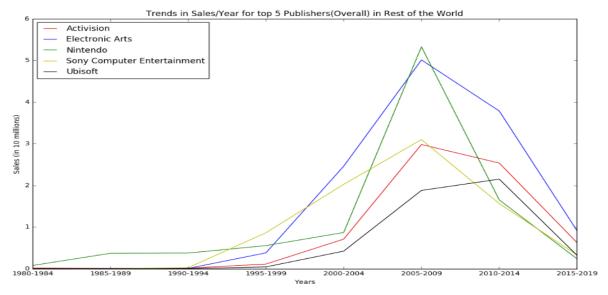


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### Inference:

Top 5 publishers based on the global sales are: Electronic Arts, Ubisoft, Sony Computer Entertainment, Activision and Nintendo.

## From the plots above we can see that:

- 1. There has been a sharp rise(increase) in sales for Nintendo for all regions in period 2005-2009.
- 2. Nintendo has been the oldest publisher in the world, accompanied by Activision whereas the other three publishers came into the market at later stages.
- 3. Sony Computer Entertainment had good sales in first 10 years but then it has seen continuous decline in sales across all regions.
- 4. We can also see that all the publishers had highest number of sales during the years 2005-2009 and sales fell drastically for each the publisher in all the regions for the corresponding period (2010-2014).
- 5. Also, third plot strengthens our claim in previous objective that Nintendo has performed exceptionally in Japan as compared to other publishers.