Project Title: Analyzing video game sales in the worlds main markets form 1980 to 2016

Project Description: To analyze and determine which are the most successful games created from 1980 to 2016 and looking at other trends that can be pulled from game sales.

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Datasets to be used:

* <https://www.kaggle.com/sidtwr/videogames-sales-dataset?select=Video_Games_Sales_as_at_22_Dec_2016.csv>
* <https://www.kaggle.com/sidtwr/videogames-sales-dataset?select=PS4_GamesSales.csv>
* <https://www.kaggle.com/sidtwr/videogames-sales-dataset?select=XboxOne_GameSales.csv>

Research Questions to Answer

Q1: **Games Releases by Publisher Vs. Global\_Sales**

We are going to group the dataset by the games publisher and look at the number of games that publisher produced vs their total sales. This way we can see if there is any correlation to how successful a publisher is by the sheer number of games they produce

Q2: **Most popular console per region**

We are going to look at what were each gaming platform sold the highest number of games.

Q3: **Most popular genre per region**

We would like to see if there is what types of games each region is drawn to.

Q4: **Trend analysis of genre vs time**

We are going to take a look at what types of games become more popular as the consols are becoming better through time and if we can correlate any trends that are shown to real world events.

Q6: **Best Seller per region**

We are joing to see what game had the highest sales in each region

**What is the Most Popular Genre per Global Sales**?

Separate the game sales by Genre. Look at the number of games created per Genre and the sales of those games.