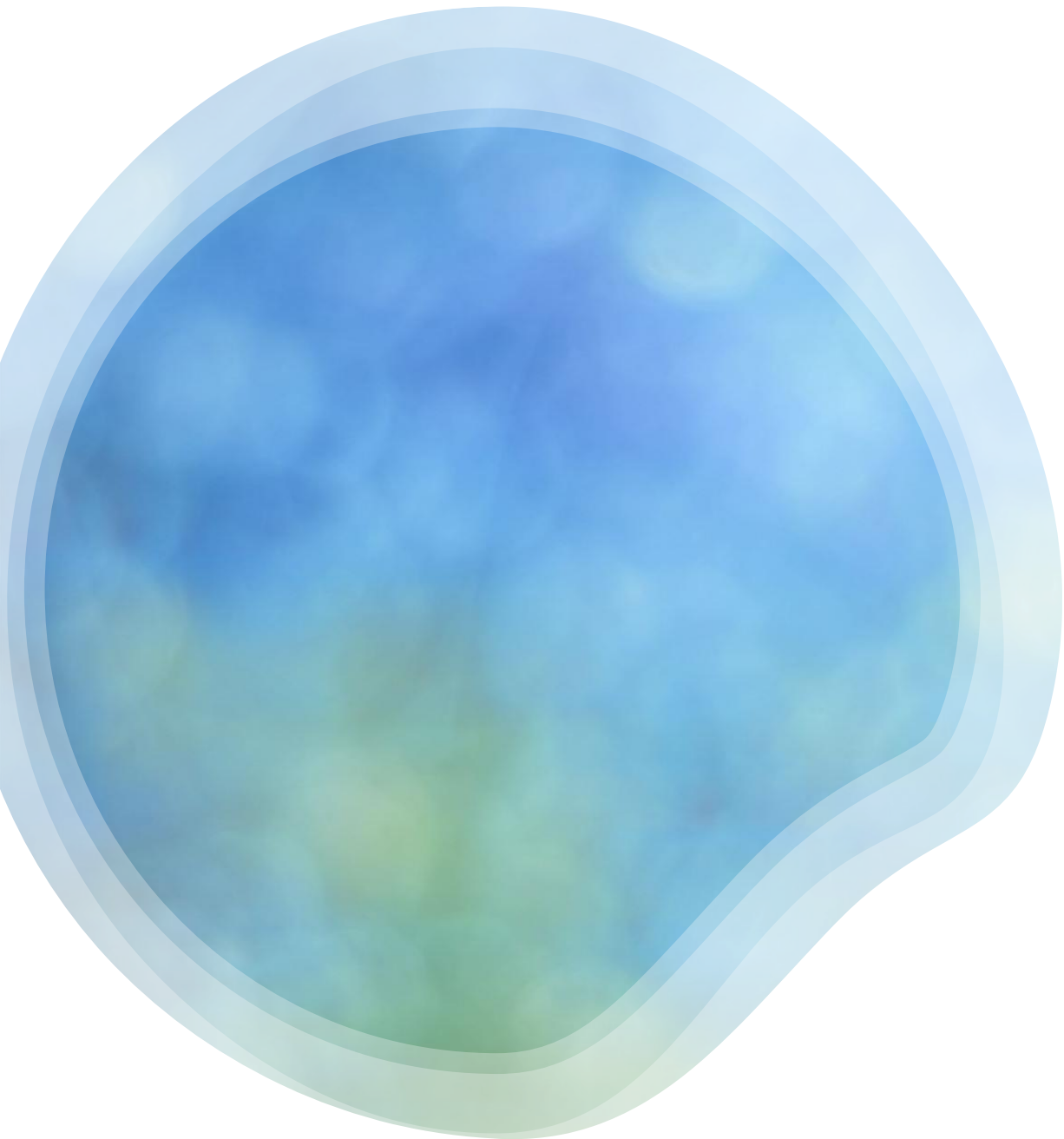




Video Game Analysis

DV Project Submission

- Suresh Bojjam (M20AIE313)
- Utkarsh Thusoo (M20AIE318)



Video Game Analysis

Problem Definition



Find Games which are most popular in the market.



Most played genres in the market



Which generation of consoles belong to which category



Critic Ratings



Most Sales based on Genre and Rating

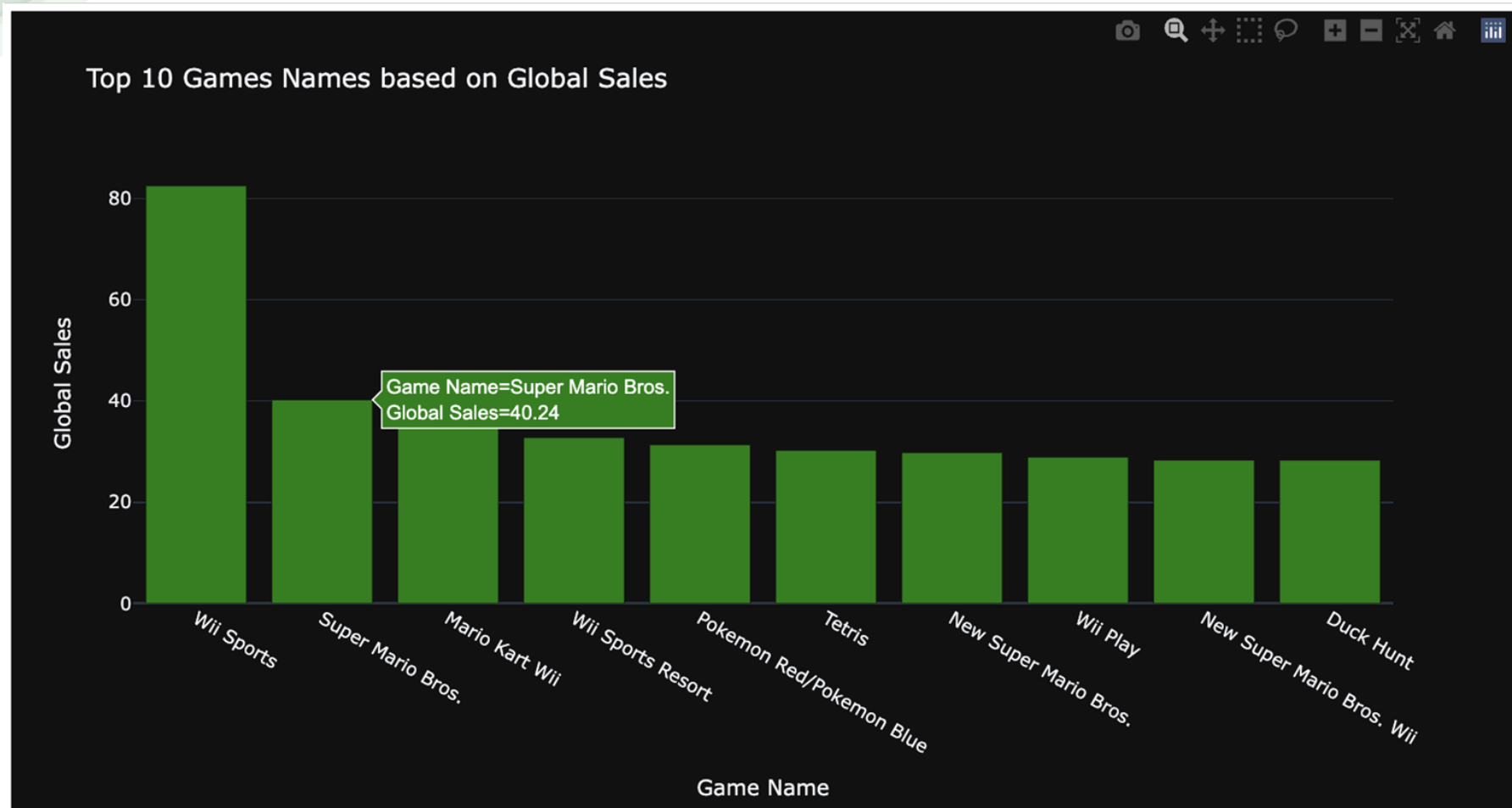
Video Game Analysis

Data Source

Year_of_Release	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	Other_Sales	Global_Sales	Critic_Score	Critic_Count	User_Score	User_Count	Developer	Rating
	2006 Sports	Nintendo	41.36	28.96	3.77	8.45	82.53	76	51	8	322	Nintendo	E
	1985 Platform	Nintendo	29.08	3.58	6.81	0.77	40.24						
	2008 Racing	Nintendo	15.68	12.76	3.79	3.29	35.52	82	73	8.3	709	Nintendo	E
	2009 Sports	Nintendo	15.61	10.93	3.28	2.95	32.77	80	73	8	192	Nintendo	E
	1996 Role-Playing	Nintendo	11.27	8.89	10.22	1	31.37						
	1989 Puzzle	Nintendo	23.2	2.26	4.22	0.58	30.26						
	2006 Platform	Nintendo	11.28	9.14	6.5	2.88	29.8	89	65	8.5	431	Nintendo	E
	2006 Misc	Nintendo	13.96	9.18	2.93	2.84	28.92	58	41	6.6	129	Nintendo	E
	2009 Platform	Nintendo	14.44	6.94	4.7	2.24	28.32	87	80	8.4	594	Nintendo	E
	1984 Shooter	Nintendo	26.93	0.63	0.28	0.47	28.31						
	2005 Simulation	Nintendo	9.05	10.95	1.93	2.74	24.67						
	2005 Racing	Nintendo	9.71	7.47	4.13	1.9	23.21	91	64	8.6	464	Nintendo	E
	1999 Role-Playing	Nintendo	9	6.18	7.2	0.71	23.1						
	2007 Sports	Nintendo	8.92	8.03	3.6	2.15	22.7	80	63	7.7	146	Nintendo	E
		Microsoft Game Studios										Good Science	
	2010 Misc	Studios	15	4.89	0.24	1.69	21.81	61	45	6.3	106	Studio	E
	2009 Sports	Nintendo	9.01	8.49	2.53	1.77	21.79	80	33	7.4	52	Nintendo	E
		Take-Two Interactive										Rockstar	
	2013 Action	Interactive	7.02	9.09	0.98	3.96	21.04	97	50	8.2	3994	North	M
		Take-Two Interactive										Rockstar	
	2004 Action	Interactive	9.43	0.4	0.41	10.57	20.81	95	80	9	1588	North	M
	1990 Platform	Nintendo	12.78	3.75	3.54	0.55	20.61						
	2005 Misc	Nintendo	4.74	9.2	4.16	2.04	20.15	77	58	7.9	50	Nintendo	E
	2006 Role-Playing	Nintendo	6.38	4.46	6.04	1.36	18.25						
	1989 Platform	Nintendo	10.83	2.71	4.18	0.42	18.14						
	1988 Platform	Nintendo	9.54	3.44	3.84	0.46	17.28						
		Take-Two Interactive										Rockstar	
	2013 Action	Interactive	9.66	5.14	0.06	1.41	16.27	97	58	8.1	3711	North	M
		Take-Two Interactive										Rockstar	
	2002 Action	Interactive	8.41	5.49	0.47	1.78	16.15	95	62	8.7	730	North	M

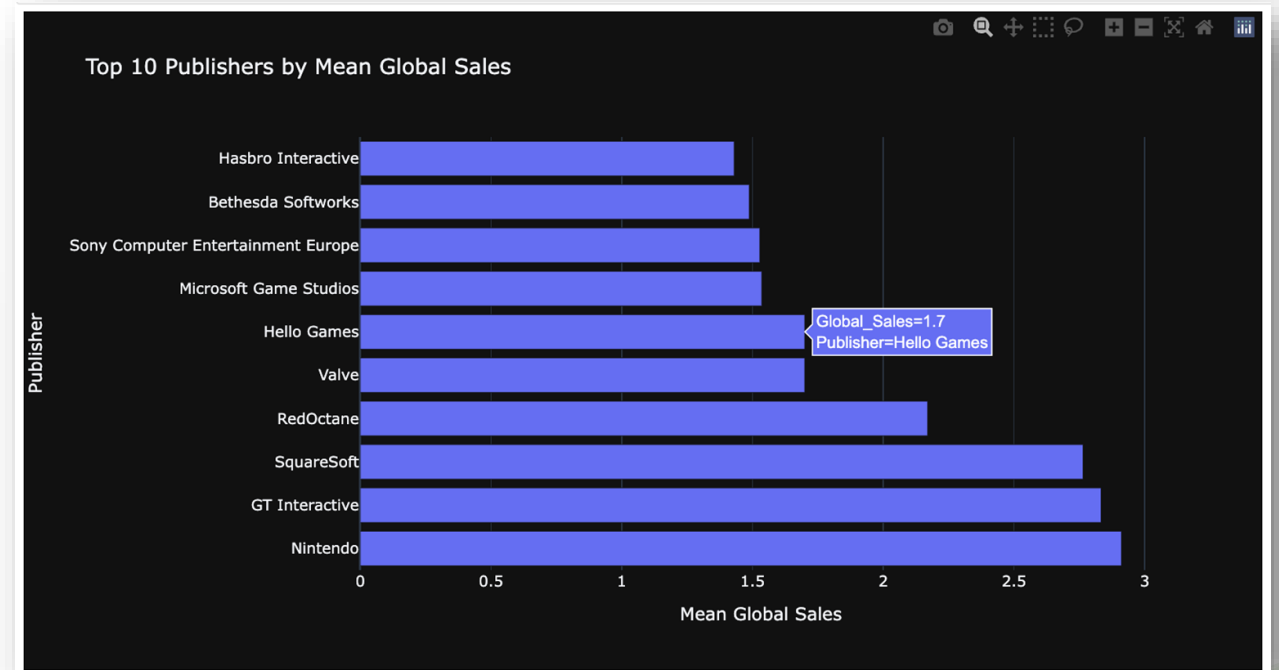
Visualizations

Top 10 Games based on global sales



Visualizations

Top 10 Scores and Sales



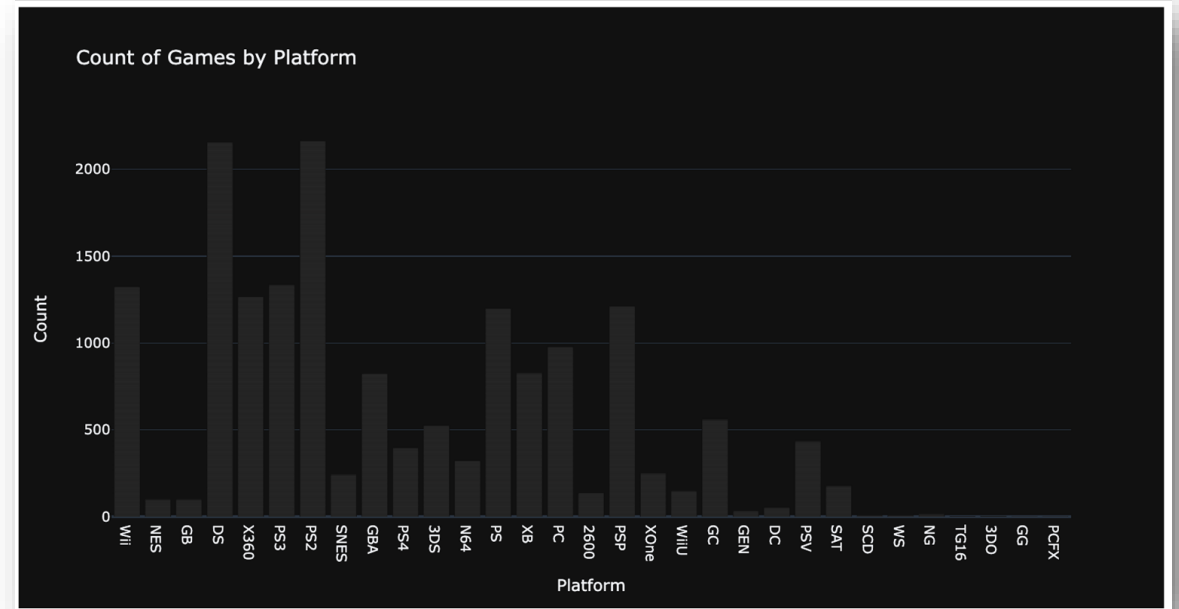
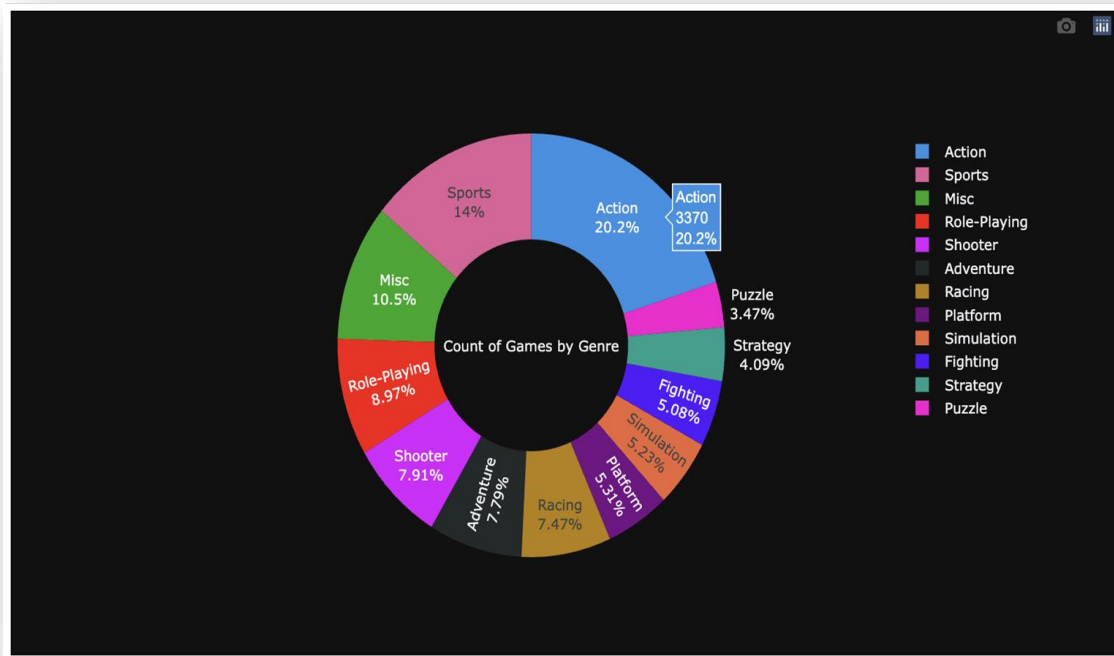
Visualizations

Console Generations



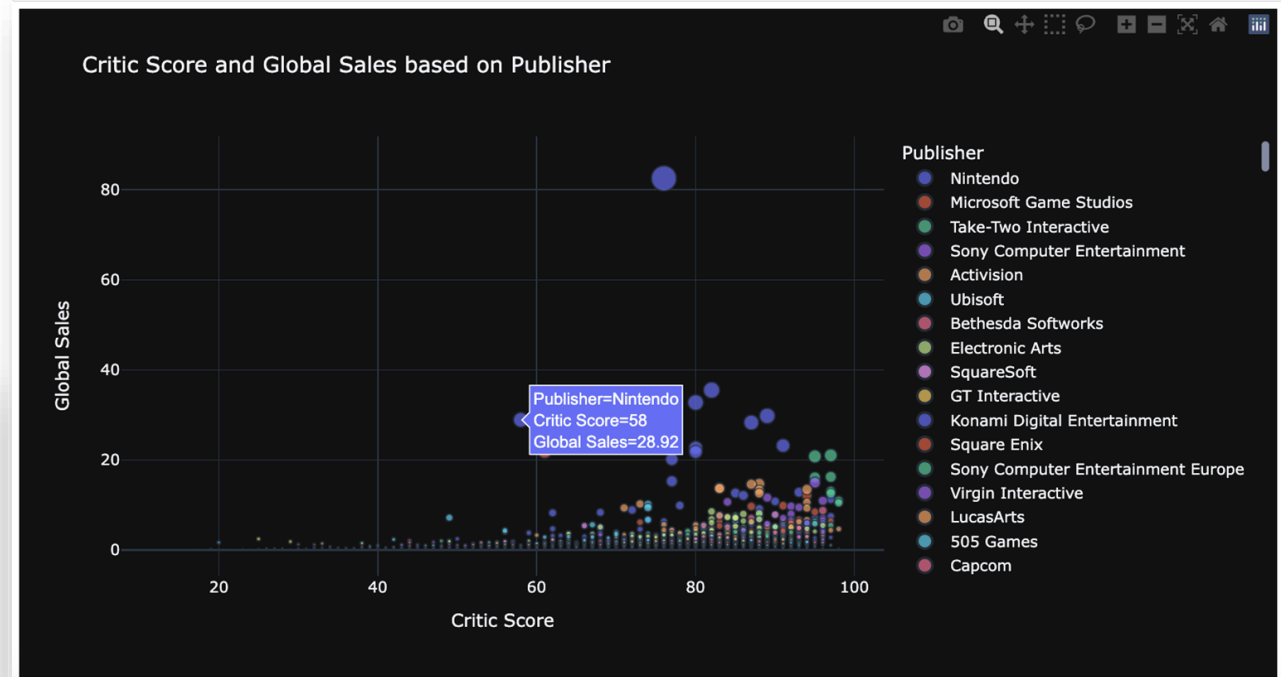
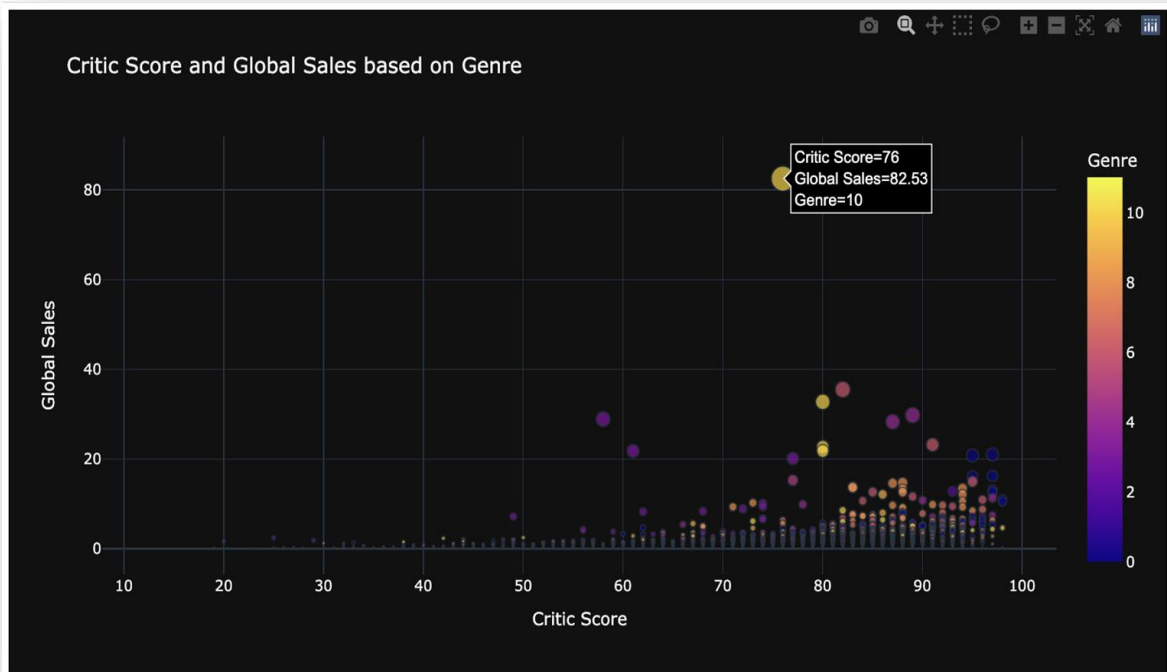
Visualizations

Number of Games based on Platform & Genre



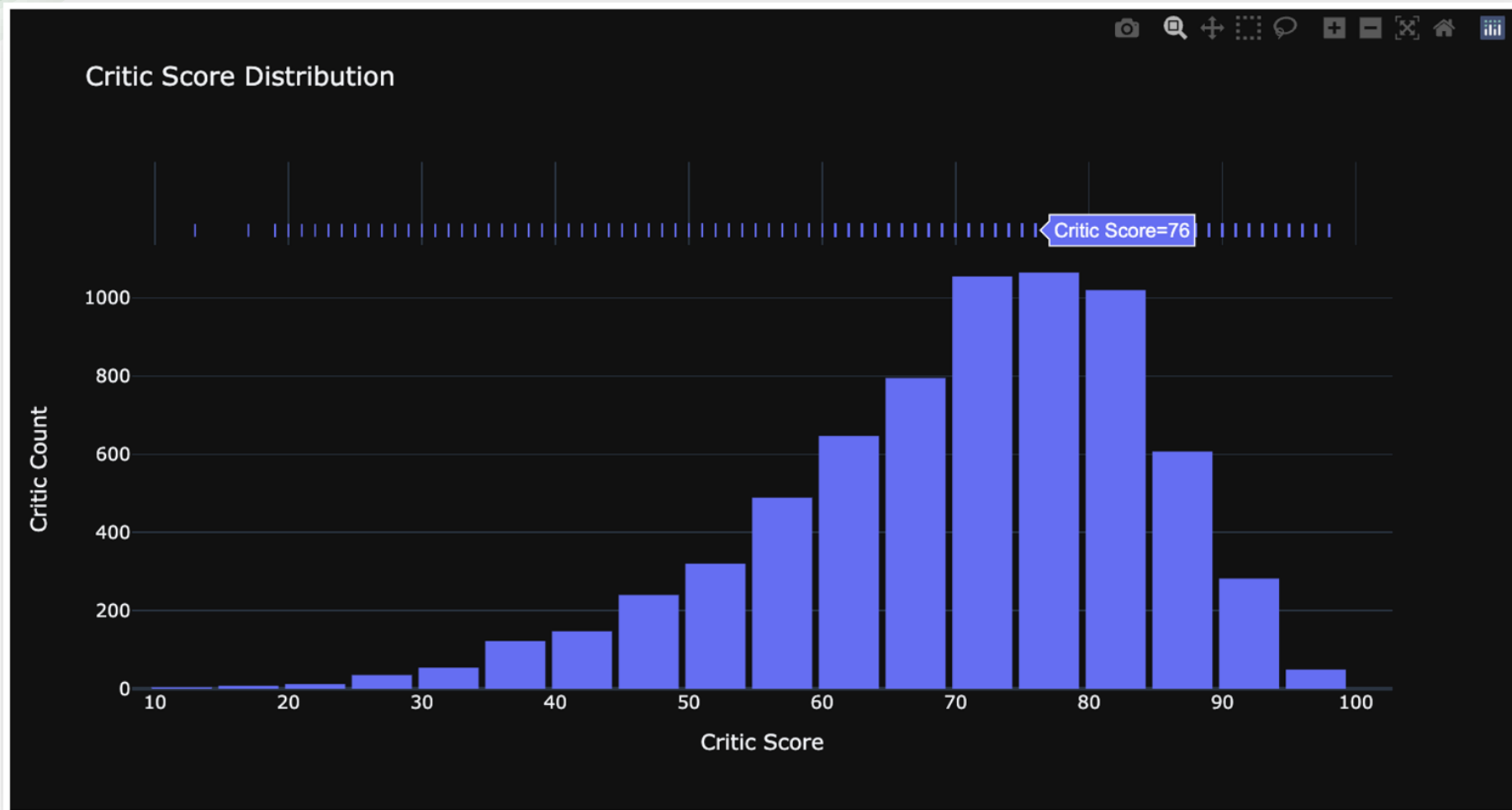
Visualizations

Critic Score and Sales / Publisher and Genre



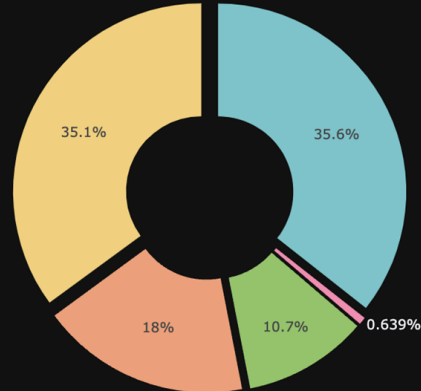
Visualizations

Critic Score Distribution

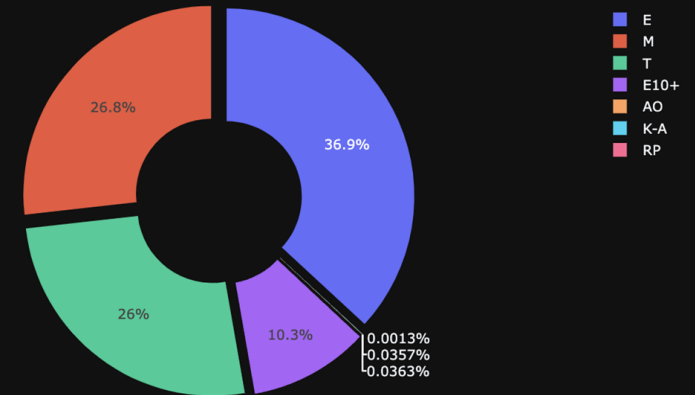


Visualizations

Mean Global Sales from Rating



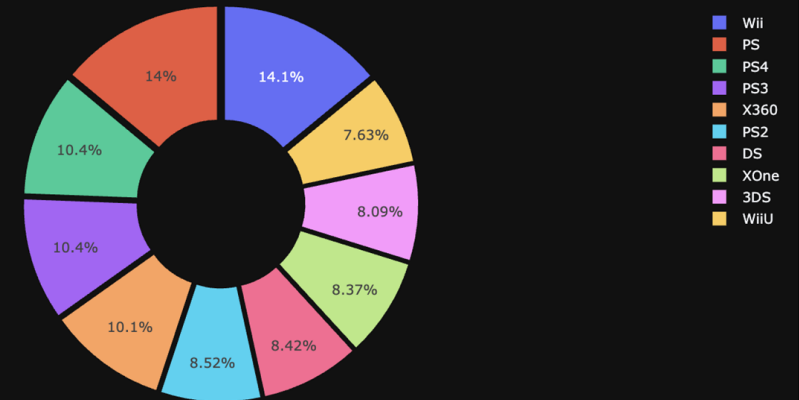
Global Sales from Rating



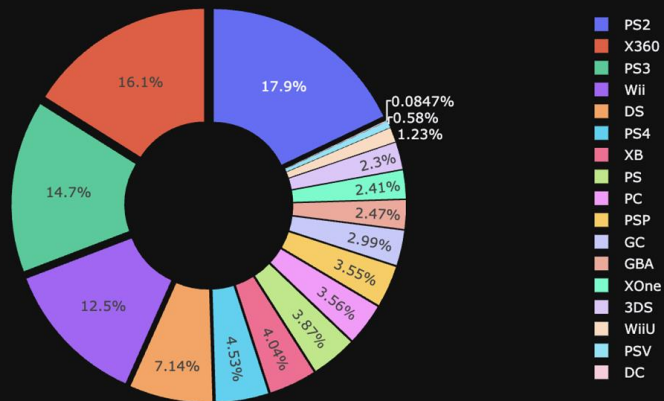
Visualizations

Sales based on platform

Mean Global Sales from Platform



Global Sales from Platform



Insights

The pie chart reveals that only 36.9% of responses were graded E and 10.3% were graded E10+, indicating that there is ample room for improvement and a higher rating. This can be an action item, so investigate why AO, KA, and RP frequently receive lower ratings.

The visualisation allowed us to determine which platform is performing relatively poorly in terms of sales and to concentrate on what went wrong with those platforms. To investigate and locate the actionable items on these platforms, it may be necessary to devote additional attention.

From the distribution of critic scores, we can draw conclusions about the ratio of critic scores to the number of critics, revealing that there are more critics with high scores and fewer critics with low scores. In light of this, we should continue delivering high-quality content.

From the scatter diagram of critic score versus global sales, we can determine the relationship between sales volume and critic score, as well as the publisher. Therefore, we should provide quality content to increase global revenues. While we have excellent numbers in this area, there is still room for improvement. As an action item, we can compare fewer sales to a low critic score and identify common factors, such as genre, publisher, and so on, in order to cease selling these products on our platforms.

Number of games by platform and genre - we can provide information regarding the number of games by platform and genre. Currently, this is a piece of information; later, we can use it to compare sales so that we can concentrate on a particular platform and genre. Additionally, we can determine which genre has fewer/more publishers.