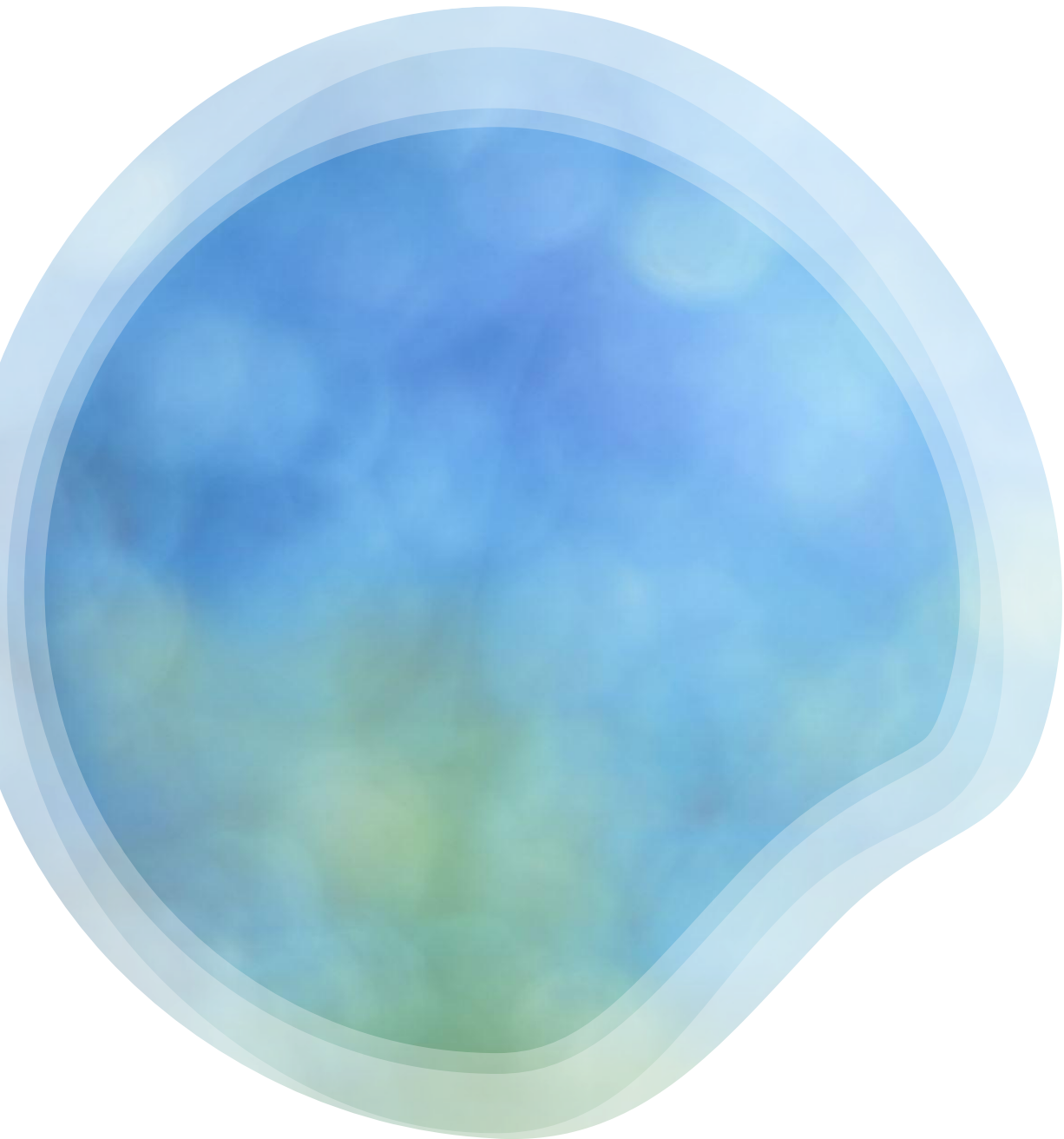




Video Game Analysis

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

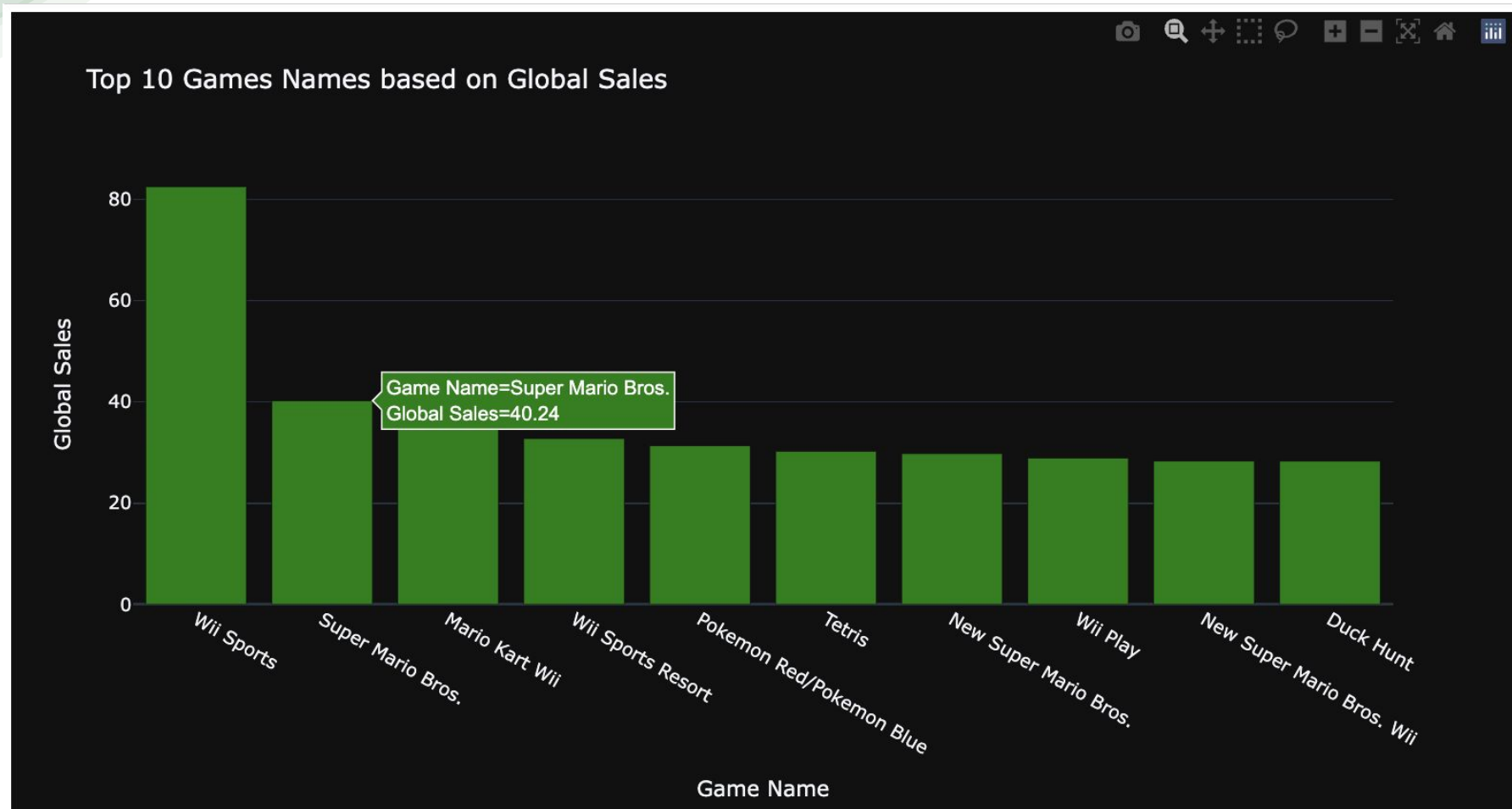
Video Game Analysis

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
2010	Misc	Microsoft Game Studios	15	4.89	0.24	1.69	21.81	61	45	6.3	106	Good Science Studio	E
2009	Sports	Nintendo	9.01	8.49	2.53	1.77	21.79	80	33	7.4	52	Nintendo	E
2013	Action	Take-Two Interactive	7.02	9.09	0.98	3.96	21.04	97	50	8.2	3994	Rockstar North	M
2004	Action	Take-Two Interactive	9.43	0.4	0.41	10.57	20.81	95	80	9	1588	Rockstar 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						
2013	Action	Take-Two Interactive	9.66	5.14	0.06	1.41	16.27	97	58	8.1	3711	Rockstar North	M
2002	Action	Take-Two Interactive	8.41	5.49	0.47	1.78	16.15	95	62	8.7	730	Rockstar North	M

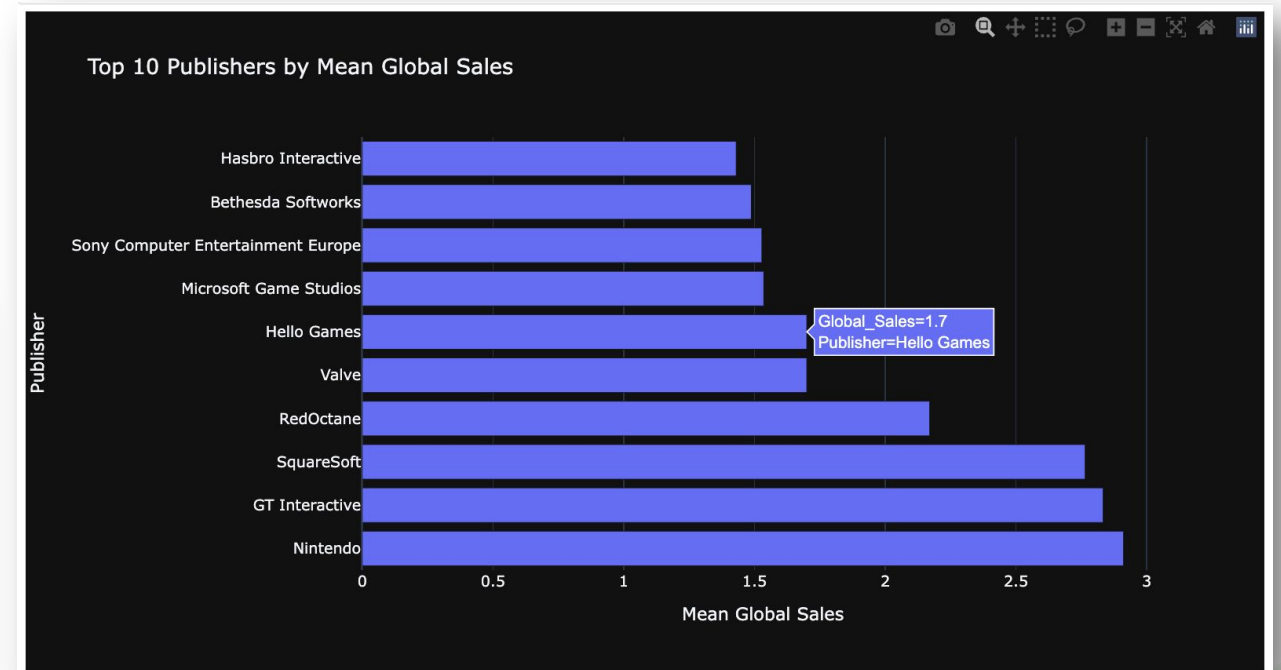
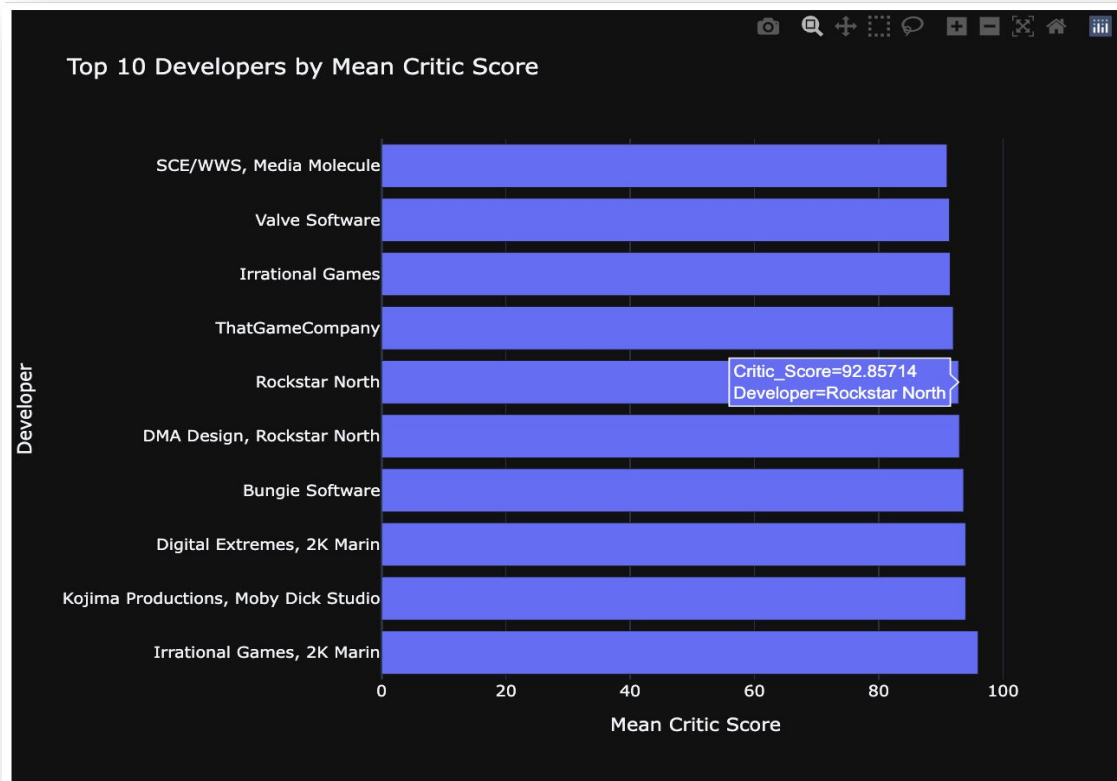
Visualizations

Top 10 Games based on global sales



Visualizations

Top 10 Scores and Sales



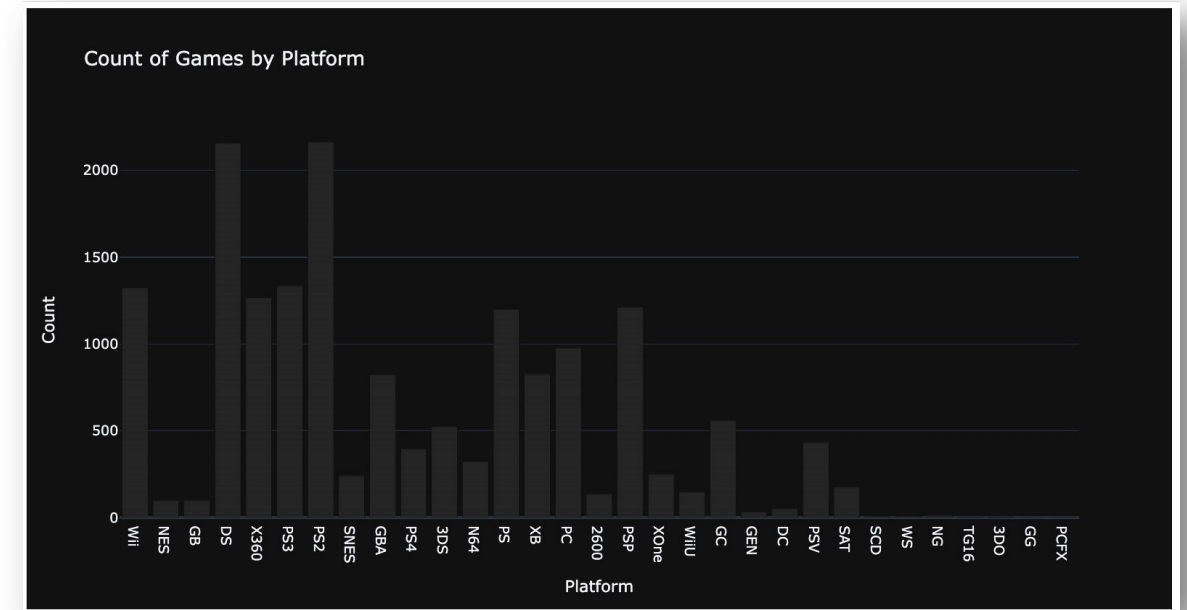
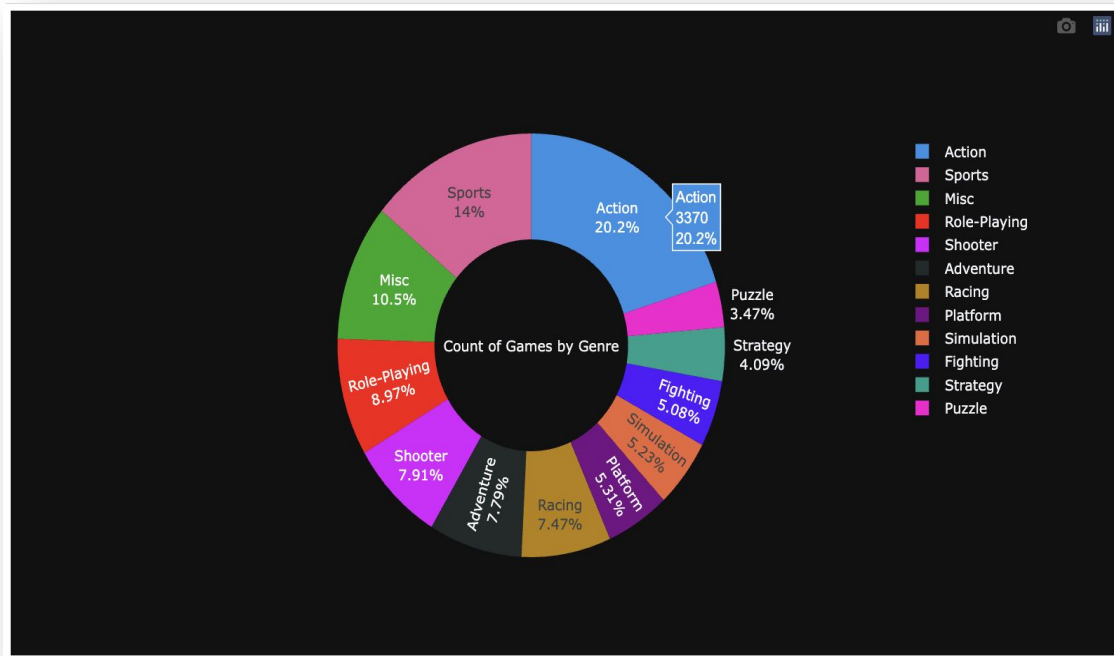
Visualizations

Console Generations



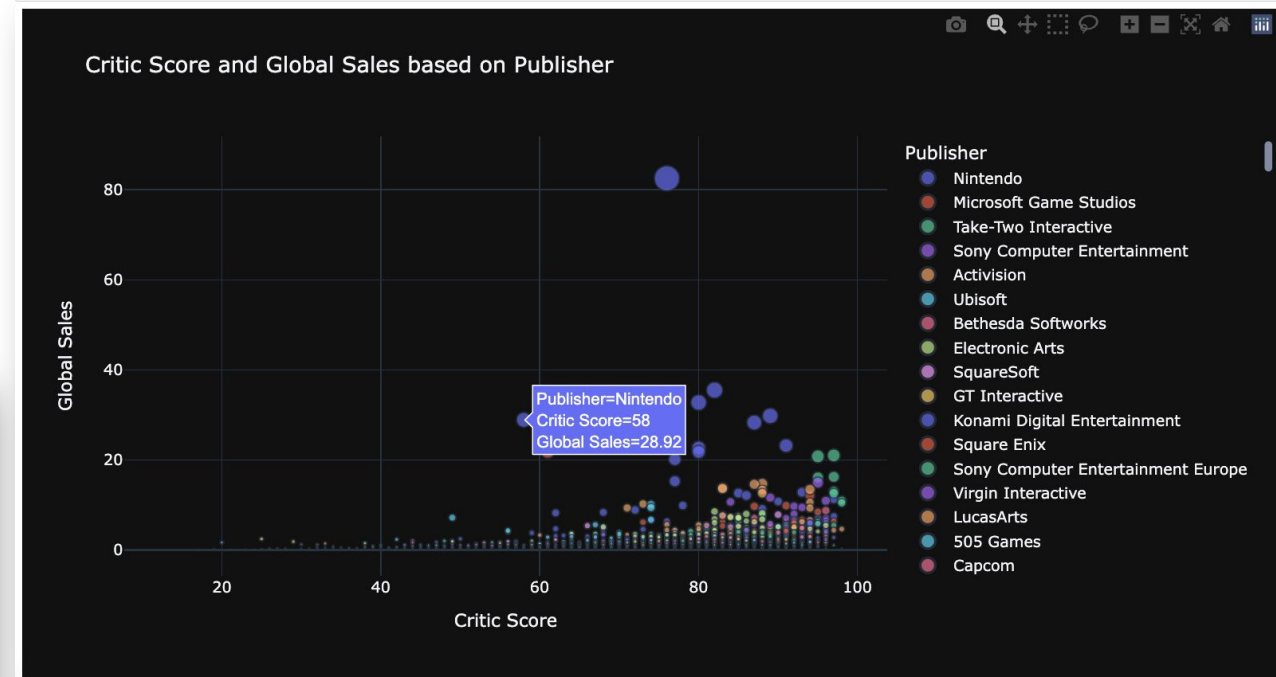
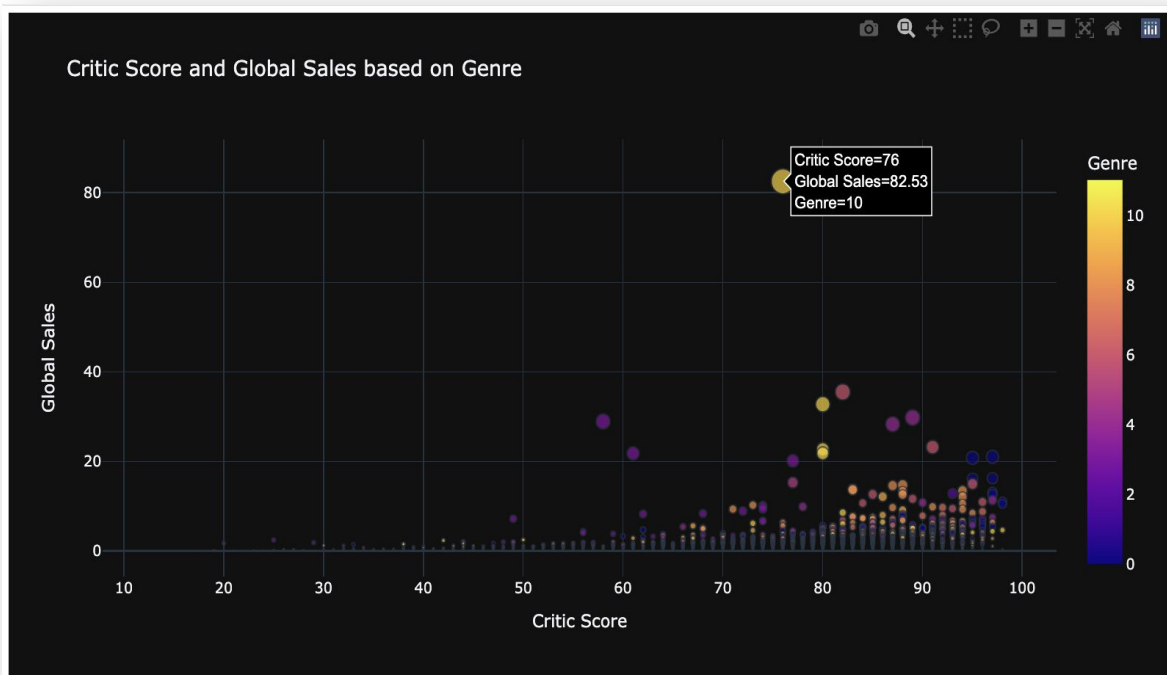
Visualizations

Number of Games based on Platform & Genre



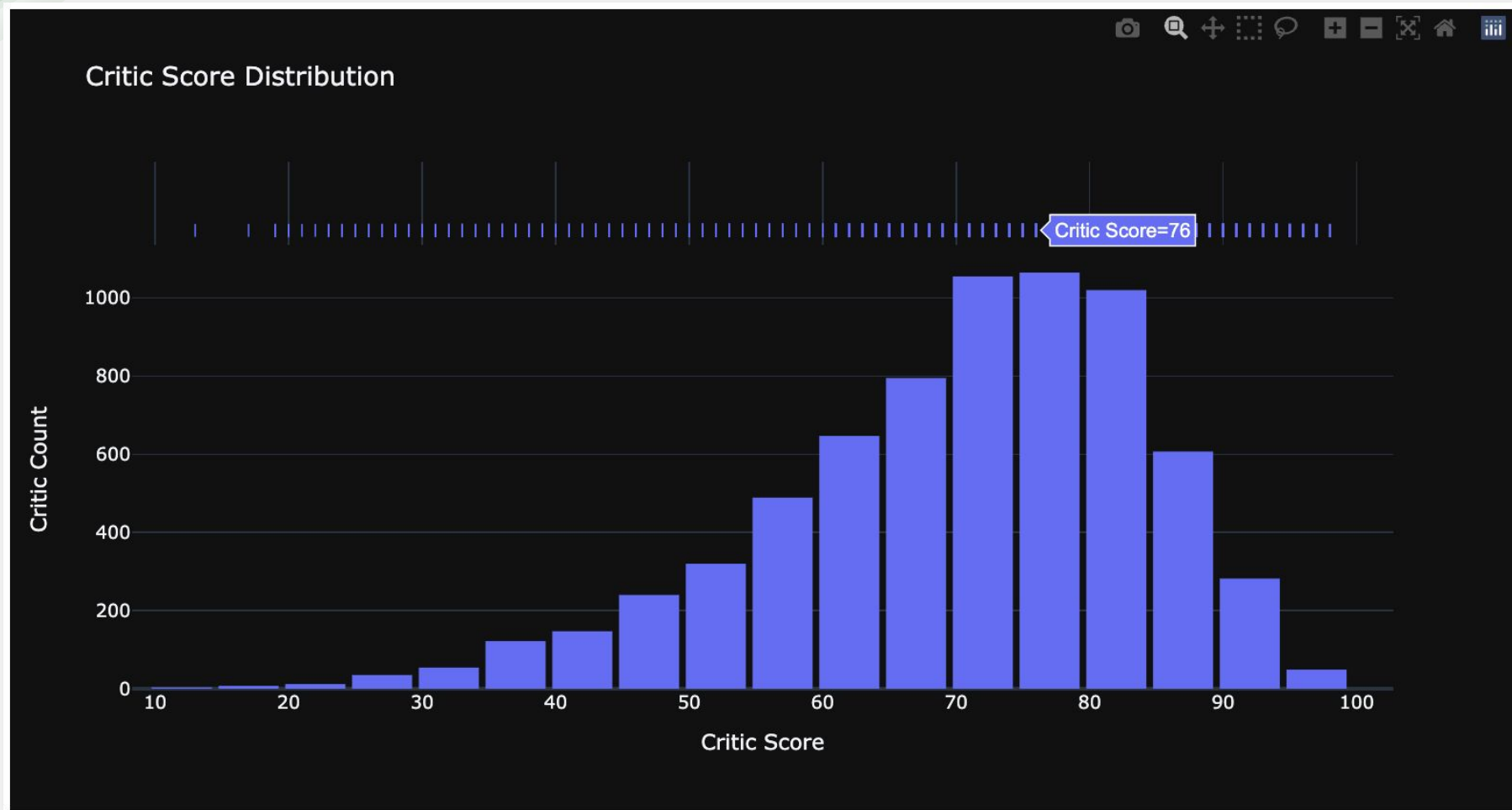
Visualizations

Critic Score and Sales / Publisher and Genre



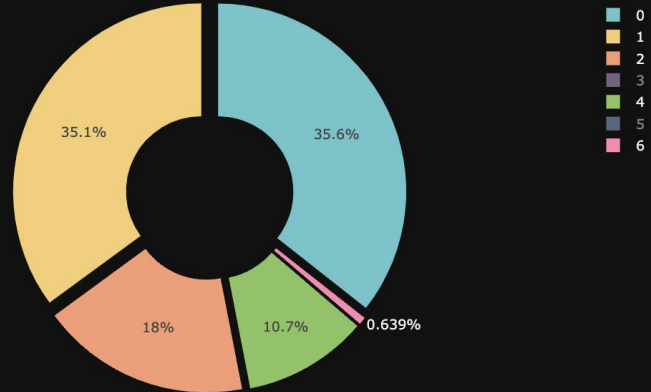
Visualizations

Critic Score Distribution

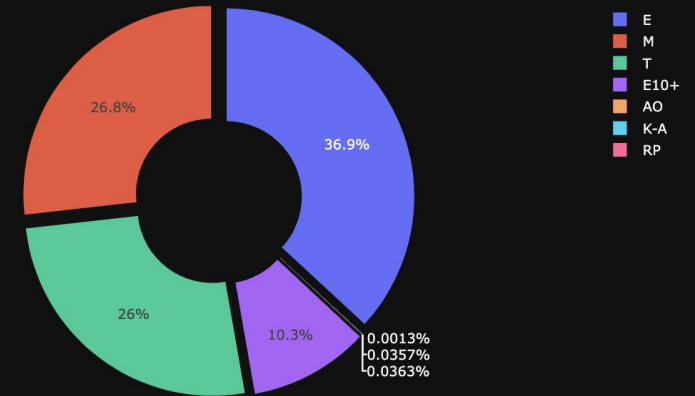


Visualizations

Mean Global Sales from Rating

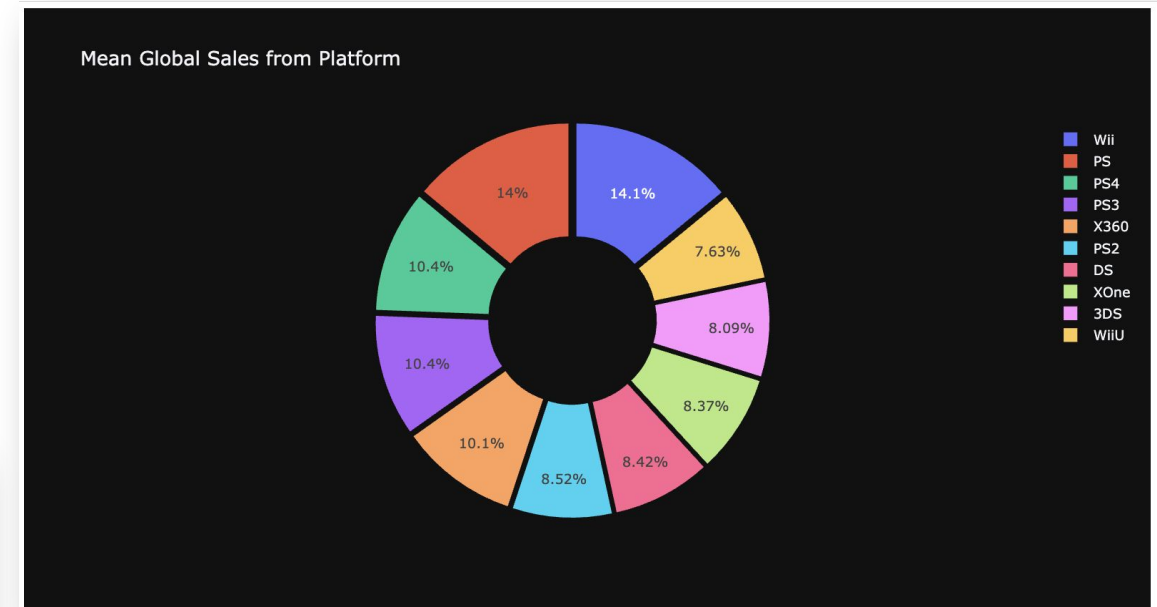
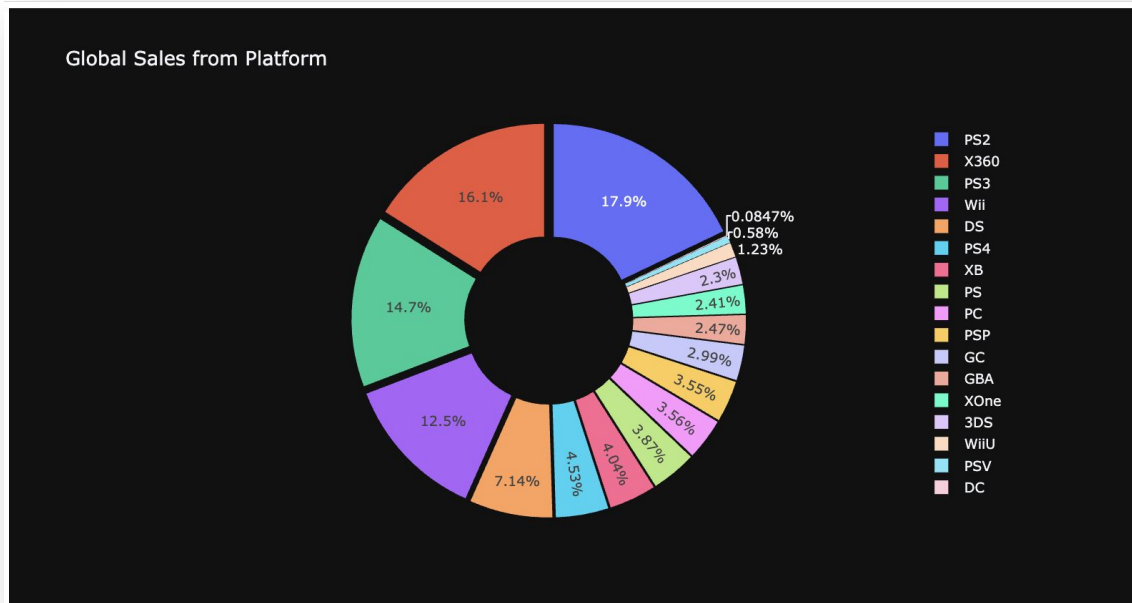


Global Sales from Rating



Visualizations

Sales based on platform



Insights

Presenting the various interesting insights to bring the management notice like top 10 games based on sales & etc.

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.