If we were to be video game developers, what factors should we consider to maximize global sales?

```
In [1]:
          import numpy as np
          import pandas as pd
          import seaborn as sb; sb.set theme(color codes=True)
          import matplotlib.pyplot as plt
          from sklearn.tree import DecisionTreeClassifier
          from sklearn.metrics import confusion matrix
          from sklearn.model selection import train test split
          from sklearn.tree import plot tree
          sb.set()
In [2]:
          gamesData = pd.read csv('sales.csv')
          gamesData.head()
Out[2]:
                   Name Platform Year of Release
                                                     Genre Publisher NA Sales EU Sales JP Sales Other Sales Global Sales Critic Score Critic Count User Sc
                                                            Nintendo
         0
                Wii Sports
                               Wii
                                            2006.0
                                                     Sports
                                                                           41.36
                                                                                    28.96
                                                                                              3.77
                                                                                                           8.45
                                                                                                                       82.53
                                                                                                                                    76.0
                                                                                                                                                 51.0
              Super Mario
                                                   Platform
                                                                           29.08
                              NES
                                            1985.0
                                                            Nintendo
                                                                                     3.58
                                                                                              6.81
                                                                                                           0.77
                                                                                                                       40.24
                                                                                                                                    NaN
                                                                                                                                                NaN
                    Bros.
               Mario Kart
         2
                               Wii
                                            2008.0
                                                     Racing
                                                             Nintendo
                                                                           15.68
                                                                                    12.76
                                                                                              3.79
                                                                                                           3.29
                                                                                                                       35.52
                                                                                                                                    82.0
                                                                                                                                                 73.0
                     Wii
                Wii Sports
         3
                               Wii
                                            2009.0
                                                            Nintendo
                                                                          15.61
                                                                                    10.93
                                                                                              3.28
                                                                                                           2.95
                                                                                                                       32.77
                                                                                                                                    0.08
                                                                                                                                                 73.0
                                                     Sports
                   Resort
                Pokemon
                                            1996.0
         4 Red/Pokemon
                                GB
                                                             Nintendo
                                                                          11.27
                                                                                     8.89
                                                                                             10.22
                                                                                                           1.00
                                                                                                                       31.37
                                                                                                                                   NaN
                                                                                                                                                NaN
                                                     Playing
                     Blue
```

We removed games from before 2002 as it might be outdated and irrelevant

```
gamesData['below2002'] = np.where(gamesData['Year_of_Release'] < 2002.0 ,np.nan , False)
gamesData.dropna(subset=['below2002'], inplace=True)
gamesData.head(10)</pre>
```

	Name	Platform	Year_of_Release	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	Other_Sales	Global_Sales	Critic_Score	Critic_Count	User_S
0	Wii Sports	Wii	2006.0	Sports	Nintendo	41.36	28.96	3.77	8.45	82.53	76.0	51.0	
2	Mario Kart Wii	Wii	2008.0	Racing	Nintendo	15.68	12.76	3.79	3.29	35.52	82.0	73.0	
3	Wii Sports Resort	Wii	2009.0	Sports	Nintendo	15.61	10.93	3.28	2.95	32.77	80.0	73.0	
6	New Super Mario Bros.	DS	2006.0	Platform	Nintendo	11.28	9.14	6.50	2.88	29.80	89.0	65.0	
7	Wii Play	Wii	2006.0	Misc	Nintendo	13.96	9.18	2.93	2.84	28.92	58.0	41.0	
8	New Super Mario Bros. Wii	Wii	2009.0	Platform	Nintendo	14.44	6.94	4.70	2.24	28.32	87.0	80.0	
10	Nintendogs	DS	2005.0	Simulation	Nintendo	9.05	10.95	1.93	2.74	24.67	NaN	NaN	
11	Mario Kart DS	DS	2005.0	Racing	Nintendo	9.71	7.47	4.13	1.90	23.21	91.0	64.0	
13	Wii Fit	Wii	2007.0	Sports	Nintendo	8.92	8.03	3.60	2.15	22.70	80.0	63.0	
14	Kinect Adventures!	X360	2010.0	Misc	Microsoft Game Studios	15.00	4.89	0.24	1.69	21.81	61.0	45.0	

We filled the empty values with 0 for the quantitative values as to preserve it for use, and N/A for qualitative values

```
gamesData["Critic_Score"].fillna(value = 0, inplace = True)
gamesData["Critic_Count"].fillna(value = 0, inplace = True)
gamesData["User_Score"].fillna(value = 0, inplace = True)
gamesData['User_Score'].replace('tbd', 0, inplace=True)
gamesData["User_Count"].fillna(value = 0, inplace = True)
```

```
gamesData["Developer"].fillna(value = "N/A", inplace = True)
gamesData["Rating"].fillna(value = "N/A", inplace = True)
gamesData['User_Score'] = gamesData['User_Score'].astype('float')
gamesData.head()
```

Out[4]:		Name	Platform	Year_of_Release	Genre	Publisher	NA_Sales	EU_Sales	JP_Sales	Other_Sales	Global_Sales	Critic_Score	Critic_Count	User_Score	U
	0	Wii Sports	Wii	2006.0	Sports	Nintendo	41.36	28.96	3.77	8.45	82.53	76.0	51.0	8.0	
	2	Mario Kart Wii	Wii	2008.0	Racing	Nintendo	15.68	12.76	3.79	3.29	35.52	82.0	73.0	8.3	
	3	Wii Sports Resort	Wii	2009.0	Sports	Nintendo	15.61	10.93	3.28	2.95	32.77	80.0	73.0	8.0	
	6	New Super Mario Bros.	DS	2006.0	Platform	Nintendo	11.28	9.14	6.50	2.88	29.80	89.0	65.0	8.5	
	7	Wii Play	Wii	2006.0	Misc	Nintendo	13.96	9.18	2.93	2.84	28.92	58.0	41.0	6.6	
	4														•

Removal of outliers from Global Sales

```
In [35]:
    gamesData = pd.DataFrame(gamesData[["Genre", "Critic_Score", "Critic_Count", "User_Score", "Global_Sales", "Publisher", "Platform"

# Calculate the quartiles
    Q1 = gamesData.quantile(0.25)
    Q3 = gamesData.quantile(0.75)

# Rule to identify outliers
    rule = ((gamesData < (Q1 - 1.5 * (Q3 - Q1))) | (gamesData > (Q3 + 1.5 * (Q3 - Q1))))

# Count the number of outliers
    rule.sum()
```

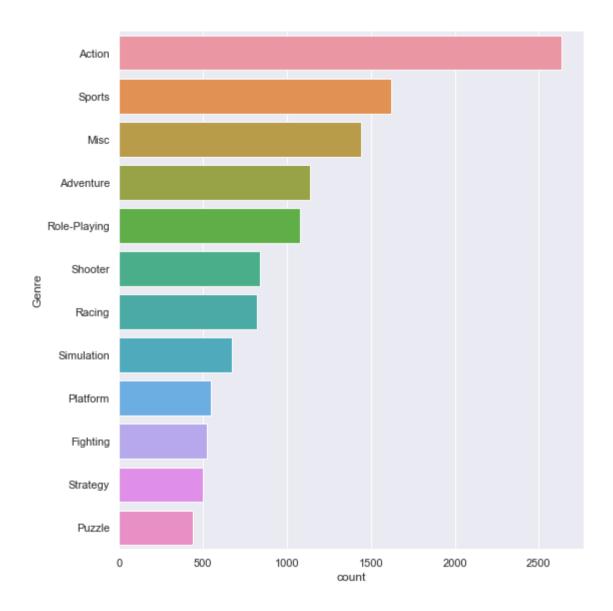
```
C:\Users\dobin001\AppData\Local\Temp/ipykernel 19060/3248969249.py:8: FutureWarning: Automatic reindexing on DataFrame vs Series c
         omparisons is deprecated and will raise ValueError in a future version. Do `left, right = left.align(right, axis=1, copy=False)`
         before e.g. `left == right`
           rule = ((gamesData < (Q1 - 1.5 * (Q3 - Q1))) | (gamesData > (Q3 + 1.5 * (Q3 - Q1))))
         Critic Count
                            302
Out[35]:
         Critic Score
                              a
         Genre
                              a
         Global Sales
                            458
         Platform
         Publisher
         User Score
                              0
         Year of Release
         dtype: int64
In [32]:
          # Find the rows where ANY column is True
          outliers = rule.any(axis = 1) # axis 0 is row, 1 is column
          # Check the outliers -- it's a boolean Series
          outliers
          # How many points are outliers for the two variables combined?
          outliers.value counts()
          # Which row indices correspond to outliers in the dataframe?
          outlierindices = outliers.index[outliers == True]
          outlierindices
          # Remove outliers based on the row indices above
          gamesData.drop(axis = 0, index = outlierindices, inplace = True)
```

Summary for type of Genres

1622

Sports

Misc	1442
Adventure	1136
Role-Playing	1079
Shooter	837
Racing	818
Simulation	671
Platform	547
Fighting	524
Strategy	498
Puzzle	436



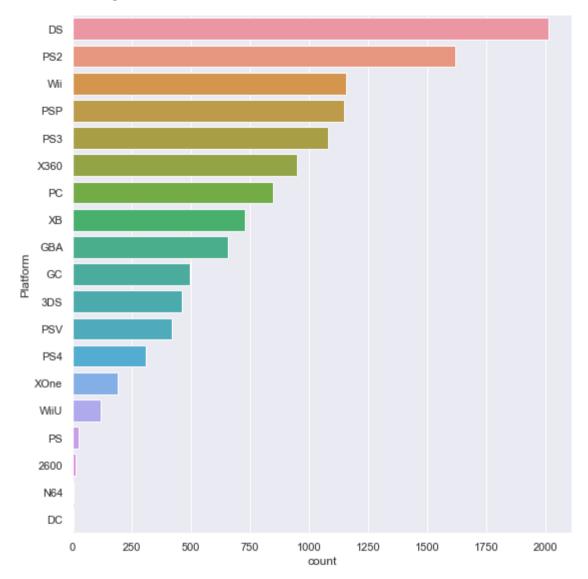
Top 10 most games published Publishers

```
In [8]: print("Number of Unique Publisher :", len(gamesData["Publisher"].dropna().unique()))
    print(gamesData["Publisher"].dropna().value_counts().head(10))
```

```
Number of Unique Publisher: 434
Electronic Arts
                                873
Namco Bandai Games
                                791
Ubisoft
                                744
Activision
                                741
Konami Digital Entertainment
                                600
THO
                                566
Sega
                                430
Sony Computer Entertainment
                                351
Tecmo Koei
                                303
Take-Two Interactive
                                297
Name: Publisher, dtype: int64
```

Types of platform

```
In [9]:
         print("Number of Unique Platforms :", len(gamesData["Platform"].dropna().unique()))
         print(gamesData["Platform"].dropna().value counts())
         sb.catplot(y = "Platform", data = gamesData, kind = "count", height = 8, order=gamesData['Platform'].value counts().index)
        Number of Unique Platforms : 19
        DS
                 2010
        PS2
                 1620
        Wii
                 1157
        PSP
                 1150
        PS3
                 1079
        X360
                  950
        PC
                  849
        XB
                  731
                 659
        GBA
        GC
                  495
        3DS
                  463
        PSV
                  418
        PS4
                  308
        X0ne
                  191
                  120
        WiiU
        PS
                   25
        2600
                   14
        N64
                    4
        DC
                    3
        Name: Platform, dtype: int64
```



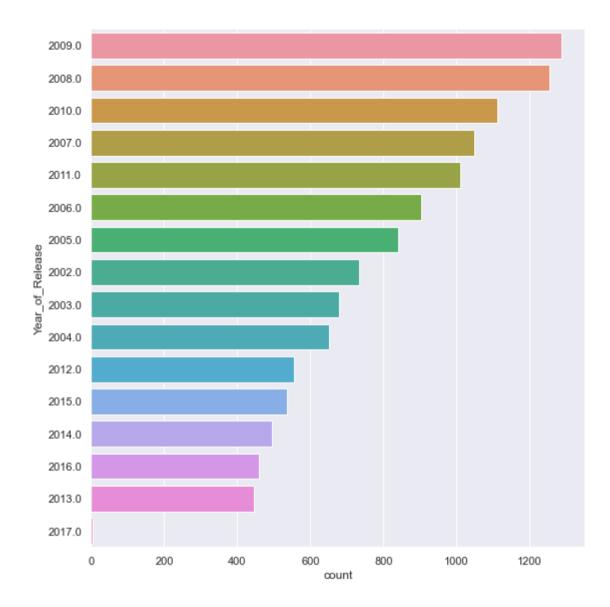
No. of games released per year

```
In [10]:
    print(gamesData["Year_of_Release"].dropna().value_counts())
    sb.catplot(y = "Year_of_Release", data = gamesData, kind = "count", height = 8, order=gamesData['Year_of_Release'].value_counts().
```

```
2009.0
         1286
2008.0
         1253
2010.0
         1112
2007.0
         1047
2011.0
         1010
2006.0
          904
2005.0
          839
2002.0
          733
2003.0
          678
2004.0
          650
2012.0
          555
2015.0
          535
2014.0
          495
2016.0
          459
2013.0
          444
2017.0
            3
```

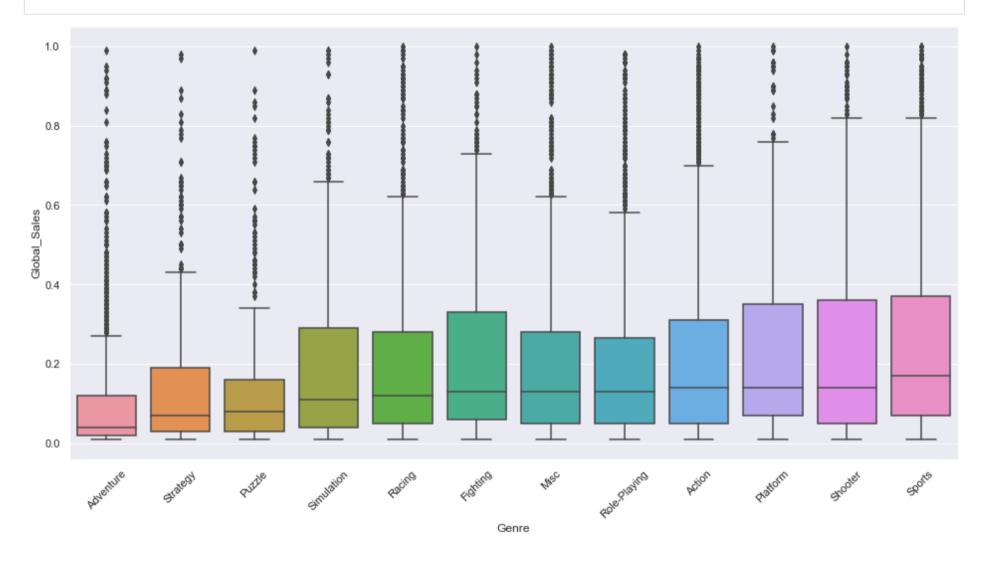
Name: Year_of_Release, dtype: int64

Out[10]: <seaborn.axisgrid.FacetGrid at 0x267772b5b80>

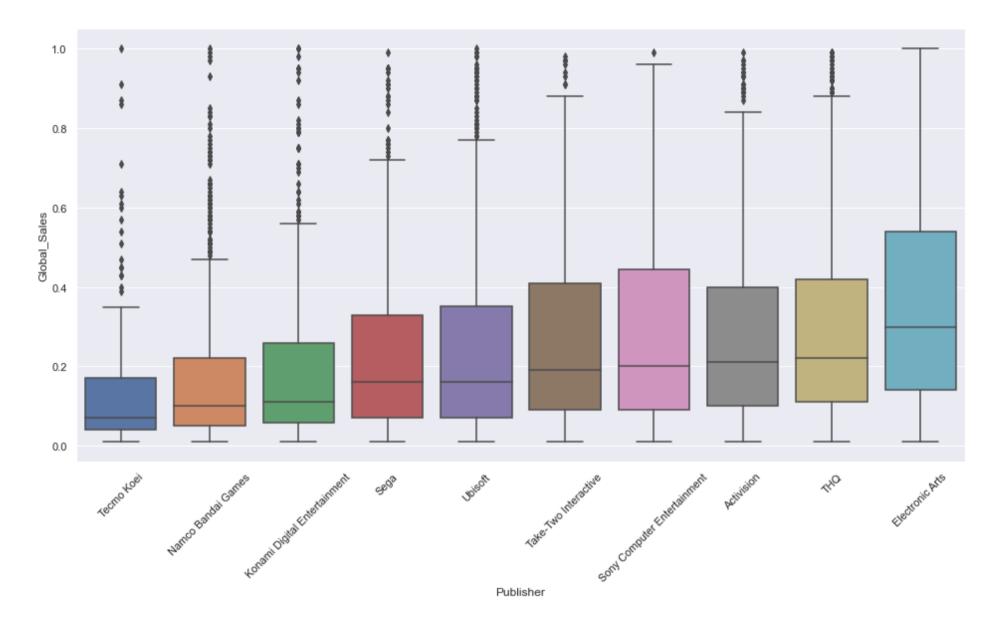


Global Sales based on Genre

Tilt the x-axis labels for better readability
plt.xticks(rotation=45);

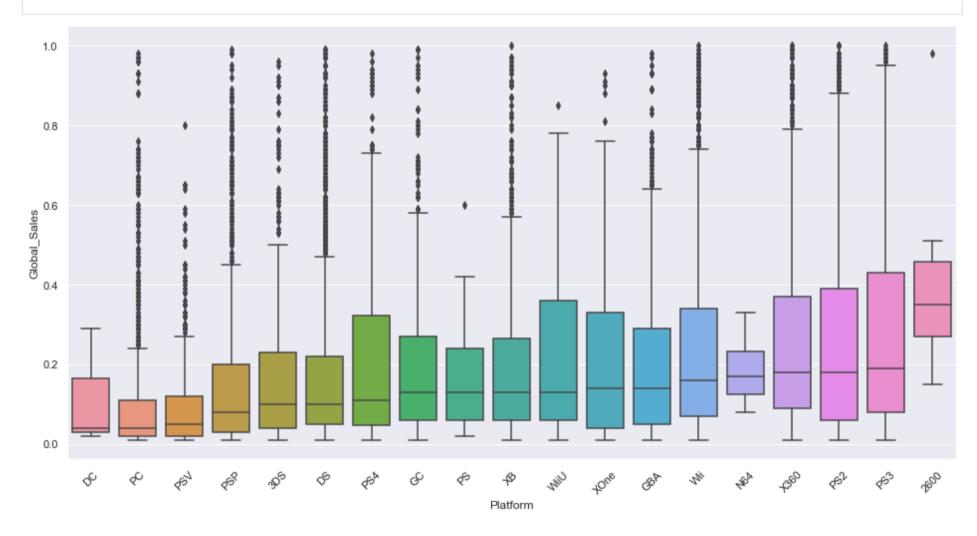


Global sales based on Publisher



Global Sales based on Platform

Tilt the x-axis labels for better readability
plt.xticks(rotation=45);

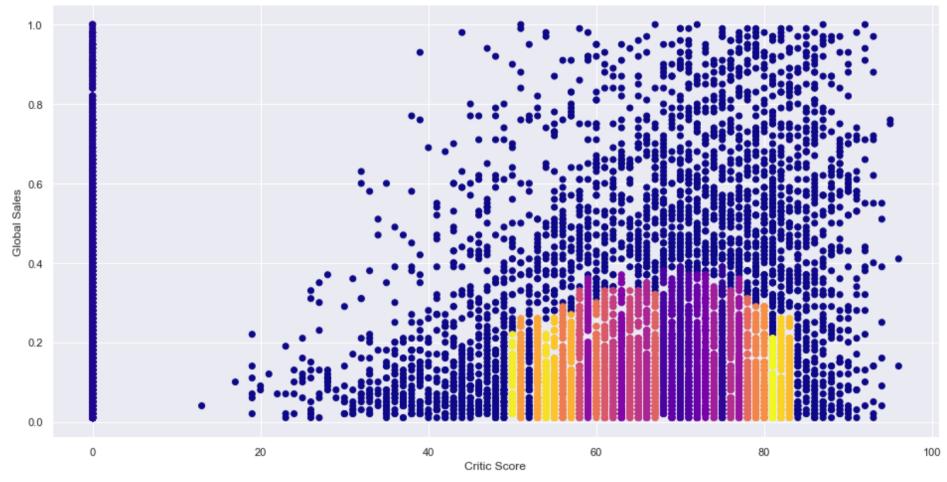


Critic Score vs Global Sales

```
from sklearn.neighbors import NearestNeighbors # importing the library
from sklearn.cluster import DBSCAN

f, axes = plt.subplots(1, 1, figsize=(16, 8))
```

```
x = gamesData.loc[:, ['Critic Score', 'Global Sales']].values
neighb = NearestNeighbors(n neighbors=2) # creating an object of the NearestNeighbors class
nbrs=neighb.fit(x) # fitting the data to the object
distances, indices=nbrs.kneighbors(x) # finding the nearest neighbours
# cluster the data into five clusters
dbscan = DBSCAN(eps = 0.1, min samples = 50).fit(x) # fitting the model
labels = dbscan.labels # getting the labels
# Plot the clusters
plt.scatter(x[:, 0], x[:,1], c = labels, cmap= "plasma") # plotting the clusters
plt.xlabel("Critic Score") # X-axis Label
plt.ylabel("Global Sales") # Y-axis Label
plt.show() # showing the plot
n clusters = len(set(labels)) - (1 if -1 in labels else 0)
n noise = list(labels).count(-1)
print('Estimated number of clusters: %d' % n clusters )
print('Estimated number of noise points: %d' % n noise )
```



Estimated number of clusters: 34
Estimated number of noise points: 2674

User_Score & Critic_Score VS Global_Sales using Machine Learning

```
Q1 = netData.quantile(0.25)
Q3 = netData.quantile(0.75)
rule = ((netData < (Q1 - 1.5 * (Q3 - Q1))) | (netData > (Q3 + 1.5 * (Q3 - Q1))))
outliers = rule.any(axis = 1)
outliers.value_counts()
outlierindices = outliers.index[outliers == True]
netData.drop(axis = 0, index = outlierindices, inplace = True)

s = netData['Global_Sales'].quantile(0.85)
netData['Successful'] = (netData['Global_Sales'] >= s)
netData.head(810)
```

C:\Users\dobin001\AppData\Local\Temp/ipykernel_19060/3607325086.py:5: FutureWarning: Automatic reindexing on DataFrame vs Series c omparisons is deprecated and will raise ValueError in a future version. Do `left, right = left.align(right, axis=1, copy=False)` before e.g. `left == right`

rule = ((netData < (Q1 - 1.5 * (Q3 - Q1))) | (netData > (Q3 + 1.5 * (Q3 - Q1))))

n	1.1	+	н	1	6	-	0
\cup	и	L	L	+	U	Ш	0

	Critic_Score	Critic_Count	User_Score	User_Count	Global_Sales	Successful
1042	89.0	25.0	8.9	43.0	1.71	True
1043	84.0	57.0	9.1	81.0	1.71	True
1044	83.0	25.0	8.7	35.0	1.71	True
1053	87.0	18.0	8.6	23.0	1.70	True
1054	74.0	17.0	5.3	77.0	1.70	True
•••						
2742	59.0	42.0	6.5	61.0	0.75	True
2743	80.0	47.0	6.9	106.0	0.75	True
2746	54.0	45.0	7.1	57.0	0.74	False
2747	76.0	45.0	5.7	9.0	0.74	False
2748	79.0	25.0	7.7	33.0	0.74	False

810 rows × 6 columns

```
In [17]: # Extracting Response and Predictors
          p = pd.DataFrame(netData[["Critic_Score", "User_Score"]])
          r = pd.DataFrame(netData["Successful"])
          test = pd.DataFrame(netData["Global Sales"])
          test.describe()
Out[17]:
                Global Sales
          count 5374.000000
                   0.372657
          mean
            std
                   0.369865
           min
                   0.010000
           25%
                   0.100000
           50%
                   0.240000
           75%
                   0.520000
                   1.710000
           max
In [18]:
          # Create a Decision Tree Classifier object
          dectree = DecisionTreeClassifier(max depth = 3)
          # Split the Dataset into Train and Test
          p_train, p_test, r_train, r_test = train_test_split(p, r, test_size = 0.33)
          # Check the sample sizes
          print("Train Set :", r_train.shape, p_train.shape)
          print("Test Set :", r_test.shape, p_test.shape)
         Train Set: (3600, 1) (3600, 2)
         Test Set : (1774, 1) (1774, 2)
In [19]:
          # Summary Statistics for Response
          r train["Successful"].value counts()
          False
                   3050
Out[19]:
                    550
          True
         Name: Successful, dtype: int64
```

```
In [20]:
          # Summary Statistics for Predictors
          p_train.describe(include = 'all')
Out[20]:
                  Critic_Score User_Score
           count 3600.000000
                                  3600
                                    82
          unique
                        NaN
             top
                        NaN
                                   7.8
                                   163
                        NaN
            freq
                   68.447500
                                  NaN
           mean
                   12.372473
                                  NaN
             std
                   35.000000
                                  NaN
             min
            25%
                   60.000000
                                  NaN
```

```
In [21]:
# Draw the distribution of Response
sb.catplot(y = "Successful", data = r_train, kind = "count")
```

Out[21]: <seaborn.axisgrid.FacetGrid at 0x26778e71e80>

NaN

NaN

NaN

50%

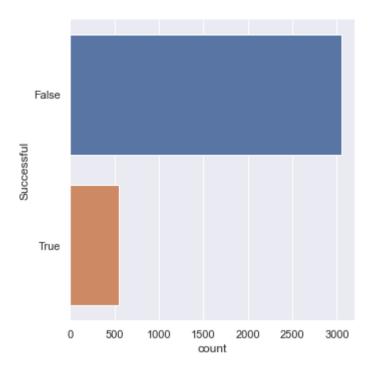
75%

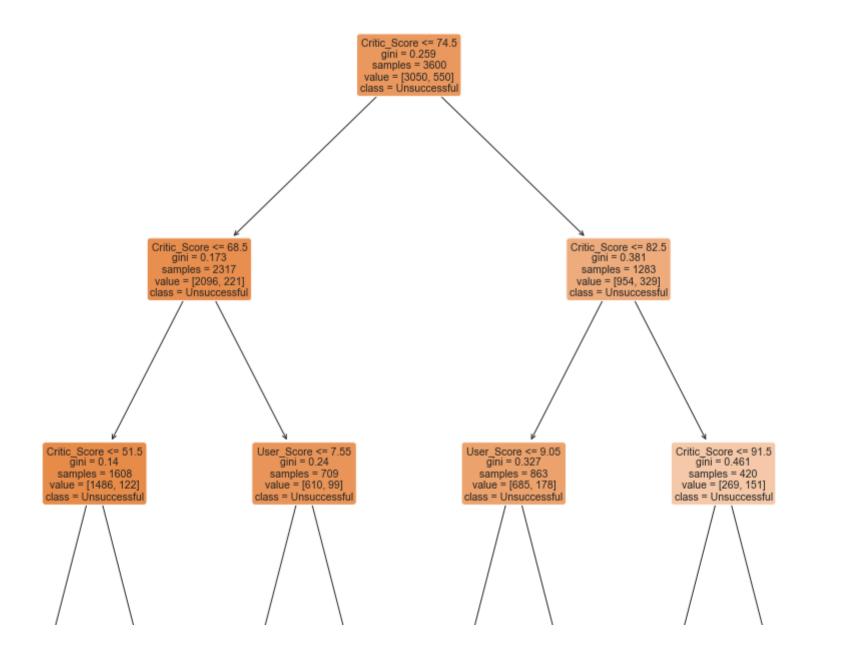
max

70.000000

78.000000

98.000000





```
In [23]:
          # Extract Response and Predictors
          predictors = ["Critic Score", "User Score"]
          r = pd.DataFrame(netData['Successful'])
          p = pd.DataFrame(netData[predictors])
          # Split the Dataset into Train and Test
          p train, p test, r train, r test = train test split(p, r, test size = 0.25)
          # Decision Tree using Train Data
          dectree = DecisionTreeClassifier(max depth = 3) # create the decision tree object
          dectree.fit(p train, r train)
                                                           # train the decision tree model
          # Predict Response corresponding to Predictors
          r train pred = dectree.predict(p train)
          r test pred = dectree.predict(p test)
          # Extract Predictors for Prediction
          p pred = pd.DataFrame(netData[predictors])
          # Predict Response corresponding to Predictors
          r pred = dectree.predict(p pred)
          r pred
         array([False, False, False, False, False, False])
Out[23]:
In [24]:
          # Summarize the Actuals and Predictions
          r pred = pd.DataFrame(r pred, columns = ["Pred Successful"], index = netData.index)
          netData acc = pd.concat([netData[["Critic Score", "User Score", "Successful"]], r pred], axis = 1)
```

```
netData_acc['Correct Guess'] = (netData_acc["Successful"] == netData_acc["Pred_Successful"])
netData_acc
```

Out[24]:		Critic_Score	User_Score	Successful	Pred_Successful	Correct Guess
1	1042	89.0	8.9	True	False	False
1	1043	84.0	9.1	True	False	False
1	1044	83.0	8.7	True	False	False
1	1053	87.0	8.6	True	False	False
1	1054	74.0	5.3	True	False	False
	•••					
16	6654	81.0	8.5	False	False	True
16	6665	46.0	2.4	False	False	True
16	6675	81.0	8.8	False	False	True
16	6698	61.0	5.8	False	False	True
16	6704	60.0	7.2	False	False	True
F2-	71					

5374 rows × 5 columns