

Section1 Project

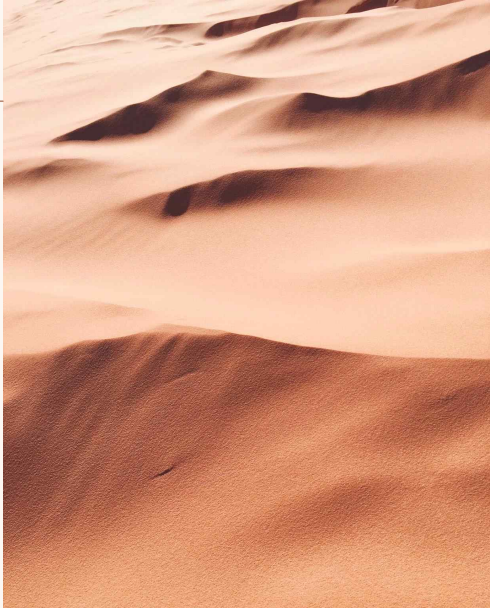
-다음 분기 게임 출시

박윤아

목차 A table of contents.

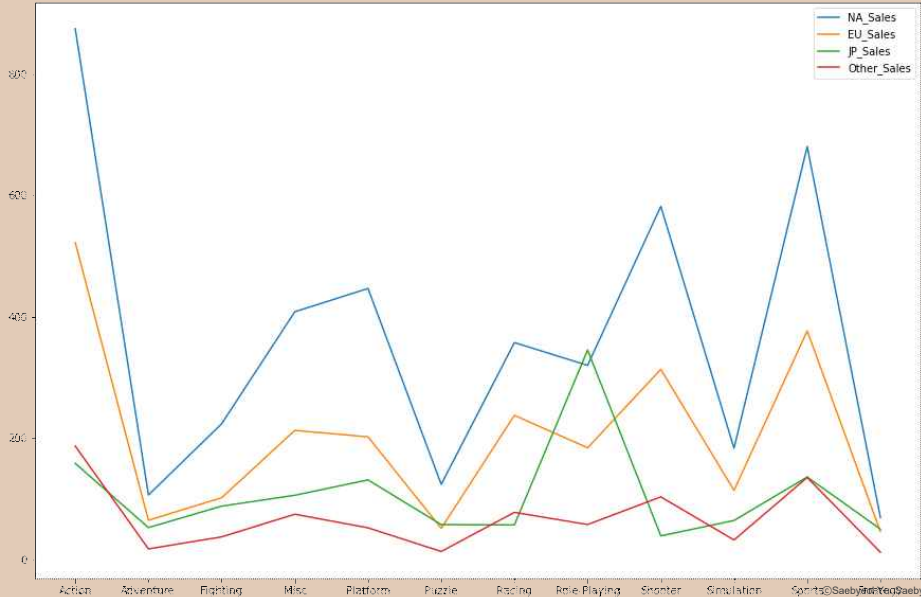
북미, 유럽, 일본, 기타지역

- 1 지역별 선호 게임 장르?
- 2 연도별 게임트렌드가 다를까?
- 3 출고량이 높은 게임에
대한 분석 및 결론

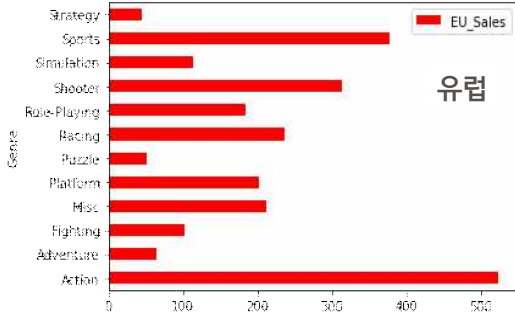
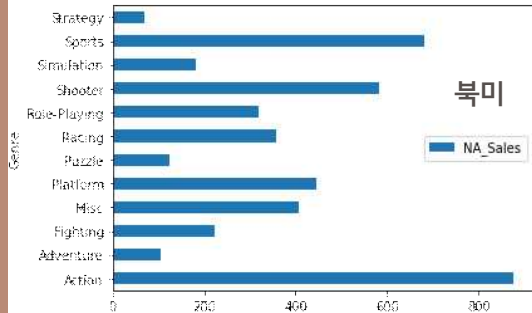


지역에 따라서 선호하는
게임 장르가 다를까?

-북미, 유럽, 일본, 기타지역



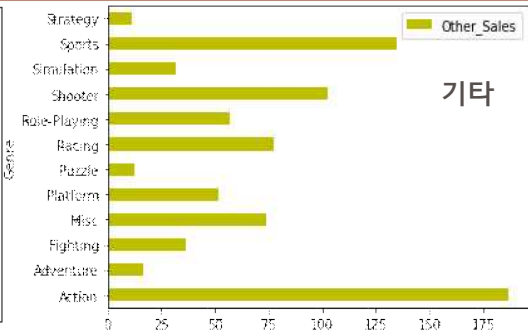
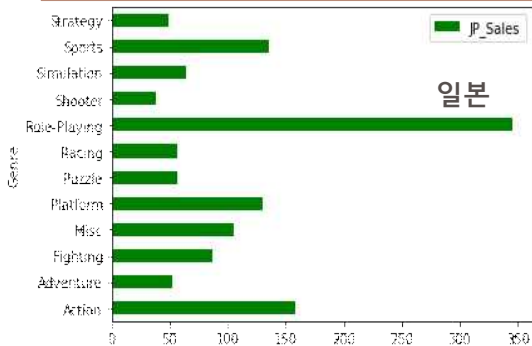
지역에 따라서 선호하는 게임 장르가 다를까?



북미: Action > Sports > Shooter

유럽: Action > Sports > Shooter

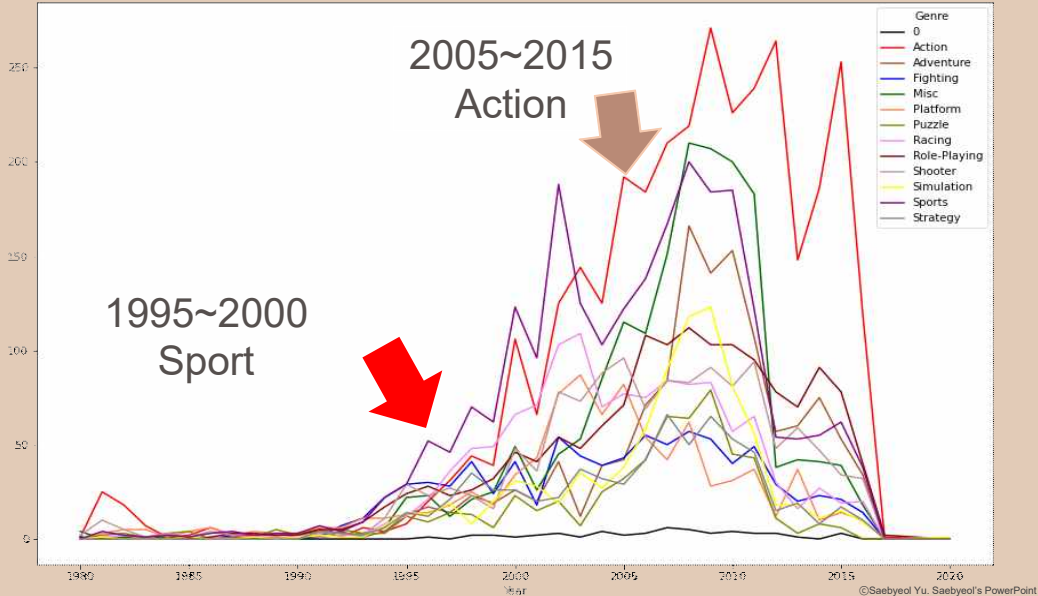
지역에 따라서 선호하는 게임 장르가 다를까?



일본: Role-Playing > Action > sports
 기타: Action > Sports > Shooter

연도별 게임의 트렌드가 있을까?

-북미, 유럽, 일본, 기타지역



출고량이 높은 게임에 대한 분석 및 시각화

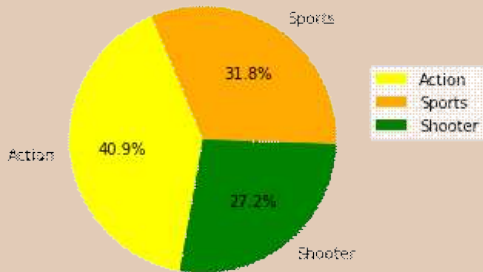
-북미, 유럽, 일본, 기타지역

	Name	Year	Genre	Total_Sales
0	Wii Sports		Sports	82.74
1	Super Mario Bros.	1985.0	Platform	40.24
2	Mario Kart Wii	2008.0	Racing	35.83
3	Wii Sports Resort	2009.0	Sports	33.00
4	Pokemon Red/Pokemon Blue	1996.0	Role-Playing	31.38
5	Tetris	1989.0	Puzzle	30.26
6	New Super Mario Bros.	2006.0	Platform	30.01
7	Wii Play	2006.0	Misc	29.01
8	New Super Mario Bros. Wii	2009.0	Platform	28.61
9	Duck Hunt	1984.0	Shooter	28.31
10	Nintendogs	2005.0	Simulation	24.75

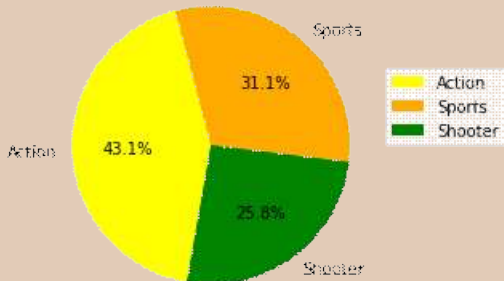
Total_Sales = 북미, 일본, 기타지역의 소비량합계

지역별 top3

NA_Sales



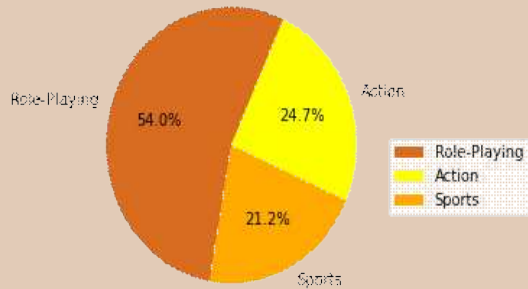
EU_Sales



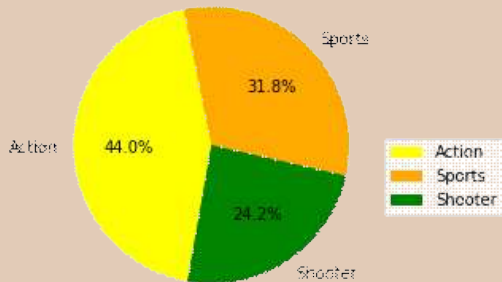
북미: Action> Sports> Shooter

유럽: Action> Sports> Shooter

JP_Sales



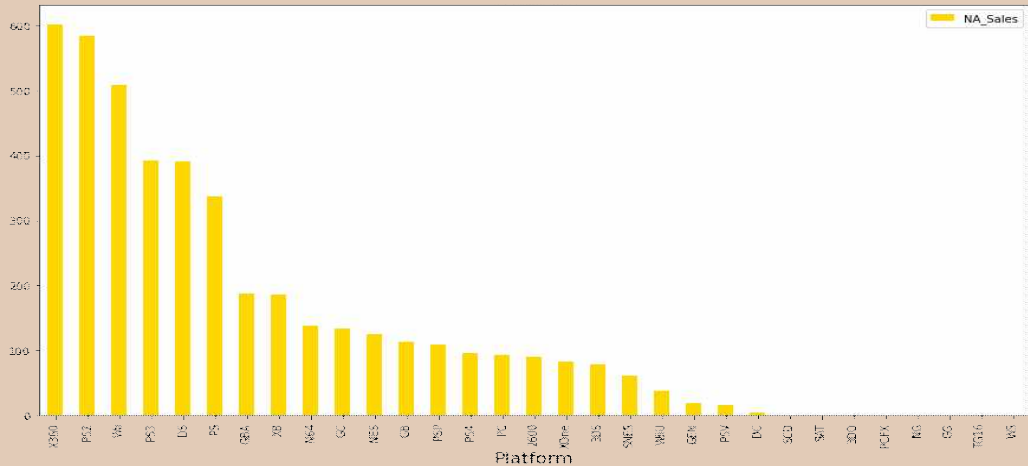
Other_Sales



일본: Role-Playing > Action > sports
기타: Action > Sports > Shooter

Platform 선정

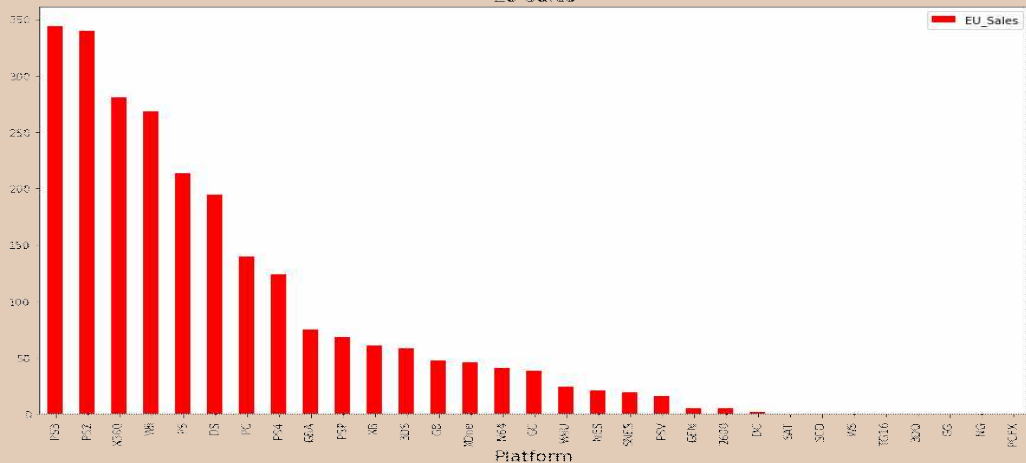
NA Sales



북미 -X360, PS2, / Wii

Platform 선정

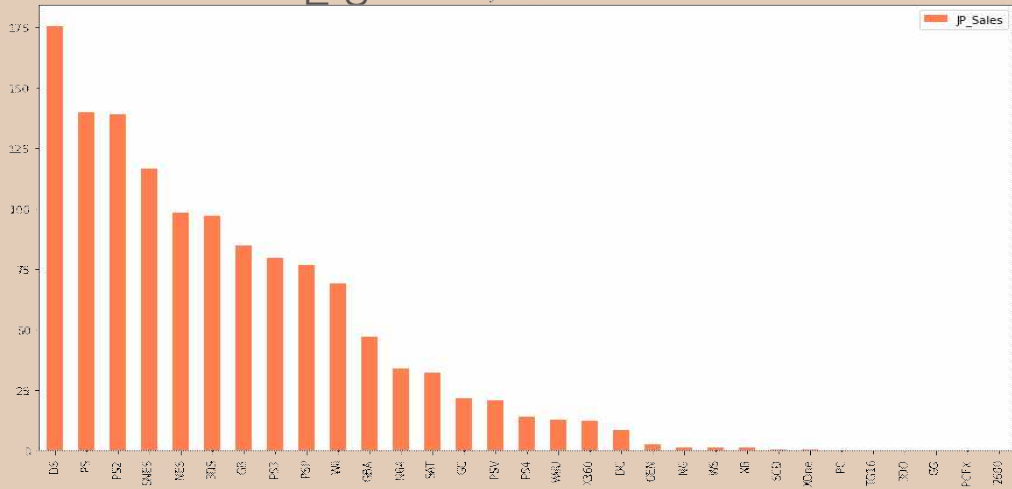
EU Sales



유럽 -PS3, PS2,/ X360

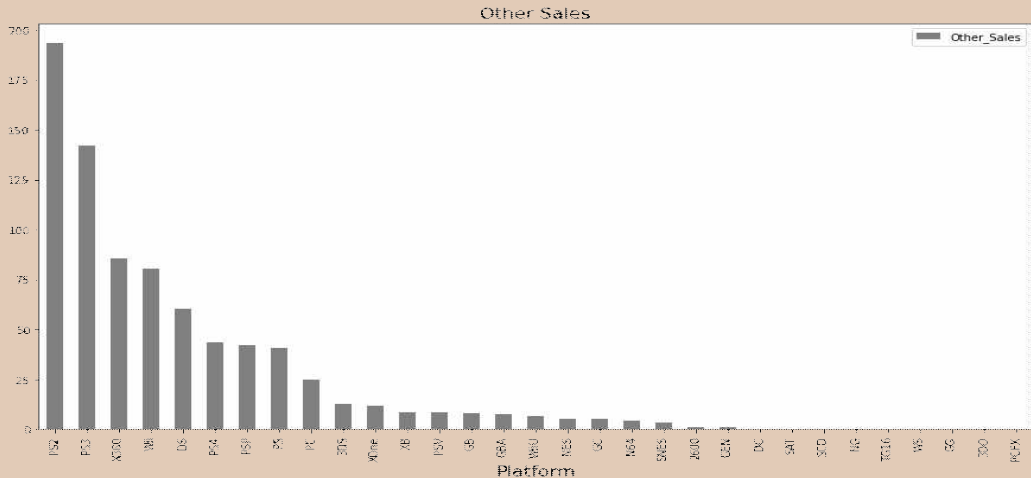
Platform 선정

JP Sales



일본 -DS /PS PS2

Platform 선정



기타지역 -PS2, PS3, X360

어떤 게임을 출시해야할까?

Genre

전 지역-Sports
북미 -Action
유럽 -Action
일본 -Role-playing
기타 -Action

Platform

Platform top3에 항상 포함
-> PS2 플랫폼
북미 -X360
유럽 -PS3
일본 -DS
기타지역 -PS2

감사합니다