THE WHALES

- Project **title: Interactive data with shiny**

- Members **Duty**:

  o   Dorien & Christian: Presentation and Slideshow Preparation

  o   Brady, Brody, & Filip: Clean data, Coding, debugging, work in R

- The **description of the data set you use** in your project:

  o   The data set contains various statistics about video games, including their sales numbers, console they appear on, as well as sales by region.

  o   The data set has 11493 unique video game titles, and each one of those has a column showing its sales rank, console platform, release year, genre, publisher, sales based on region and global sales.

  o   We will use the videogame titles, their platforms, and sales based in North America, Europe, and Japan.

- The **goal of your project**:

  Our goal is to analyze which games accrue the best sales, on which consoles, and by which global region. We are interested in finding the average sales rank of different consoles, how games sell across consoles, which console is favored in each region, and others. We want to study the data to see if there is a correlation between regions and certain games or consoles. - **Our new goal with the final project is to build off our midterm project. In our midterm project we noticed with generate the graphs for each region was a slow process. Because of the lack of efficiency, we want to incorporate shiny, which is a web application that lets you build interactive dashboards showing real time data. With shiny we hope to make the data more**

efficient in producing the results of video game genres in each region. Lastly, we wanted to make the data more accessible to not just the group but to a variety of people who are of interest.