

## **Syntax Squad Project Proposal**

**Members:** Nick Panoske, Kate Gibson, Annika Lautenbach, Sophia Ferru, Simon Glarner

Project title:

### **Duties:**

- Clean data: Sophia Ferru
- Prepare slides: Simon Glarner, Annika Lautenbach
- Plotting: Nick Panoske, Kate Gibson, Simon Glarner
- Models: Annika Lautenbach

### **Description of data:** Video Games Sales from Kaggle

(<https://www.kaggle.com/datasets/gregorut/videogamesales/data>)

- This revolves around the sale of video games, while also including regional data so we can compare relative success based on region.
- This dataset contains only video games that have sold 100,000 or more copies
- It has 16,598 values, 11,493 of which are unique
- The rows are as follows:
  - Ranking
  - Name
  - Platform
  - Year
  - Genre
  - Publisher
  - North American Sales
  - European Sales
  - Japanese Sales
  - Other Sales
  - Global Sales

### **Goal of our project:**

Our group aims to understand how video game trends have evolved over time. By comparing the sales data and game rankings, we can quantify periods of peak sales and regional trends to further understand what influences the popularity of games over time. Additionally, patterns within genre, publishers, and platforms are likely to reveal how these regional trends have contributed to the popularity of certain games and their characteristics. These trends, in tandem with their associated ranking, allow our team to quantify what factors promote success in video games and what the public finds worthy of purchasing. Hypothetically, this data and our findings could be relevant when predicting future sales based on key factors, such as genre, platform, or region.