

# The Internet Game Database Data Analysis Project

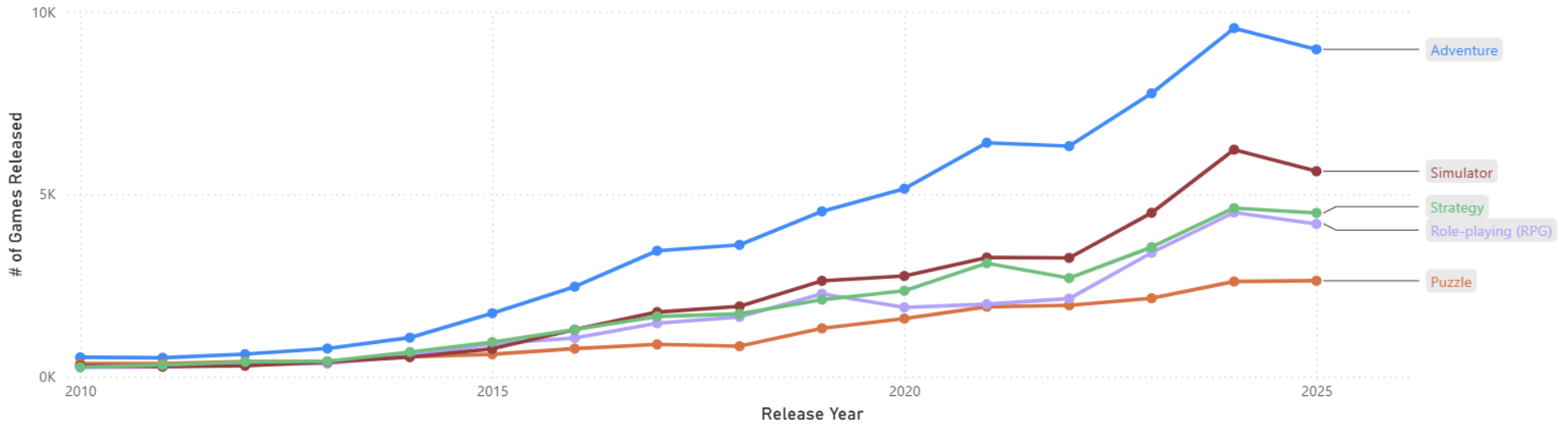
This document includes data visualization(s) using data from the Internet Game Database. I used Python to transform the data into a workable format for use in Power BI. IGDB is an online database accessible via API. My Python code:

- authenticates with IGDB
- queries the database and stores the response in JSON format
- converts the response into a data frame
- saves the data frame as a CSV

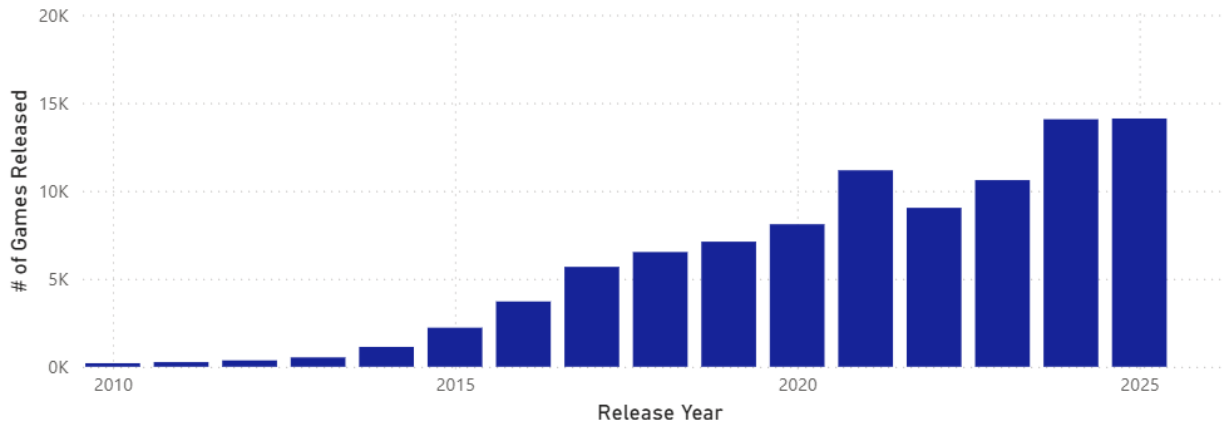
The data visualization below gives insight into game volume within the top five most popular video game genres from 2010-2025. The number of video games released is trending up, with notable spikes during 2021 and 2024; independent (indie) games have become much more common. Here is the link to my GitHub for the Python and Power BI file as well as the dataset:

[IGDB Game Data Analysis \(Python Power BI\) GitHub](#)

Genre Popularity 2010-2025



Indie Game Releases 2010-2025



Genre Distribution

