**JAIPURIA INSTITUTE OF MANAGEMENT, INDORE**

**PGDM**

**FOURTH TRIMESTER (Batch 2021-23)**

**MID TERM EXAMINATION, SEP-2022**

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| Course Name | **Business Intelligence for Decision Making** | Course Code | **40826** |
| Max. Time | **1 hour** | Max. Marks | **20** |

**INSTRUCTIONS:**

* All the questions are compulsory.
* Students are supposed to upload two files of data analysis, one mandatory of PowerBI, 1 Excel File.
* Explanation has to submitted in hard copy to the invigilator.

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**Questions.1:** Uncover the factors that lead to employee attrition and explore important questions such as**:** *(use file HR Data.xls)* **(10 Marks)**

1. Break down of distance from home by job role and attrition
2. compare average monthly income by education and attrition
3. Is there is any relation between Marital status, distance travelled and Job satisfaction.
4. Do we have any impact of changing companies in salary hike?
5. Is adequate time promotion of an employee would reduce the chances of attrition?

**Questions.2** This dataset contains a list of video games with sales greater than 100,000 copies. Fields include *(Use dataset VgSales.xls)* ***Use PowerBI* (10 Marks)**

* Rank - Ranking of overall sales
* Name - The games name
* Platform - Platform of the games release (i.e., PC, PS4, etc.)
* Year - Year of the game's release
* Genre - Genre of the game
* Publisher - Publisher of the game
* NA\_Sales - Sales in North America (in millions)
* EU\_Sales - Sales in Europe (in millions)
* JP\_Sales - Sales in Japan (in millions)
* Other\_Sales - Sales in the rest of the world (in millions)
1. Find out the total global sales.
2. Find out which Genre is more popular and also comment on the Name of the game which makes the genre more popular.
3. Compare sales of EU and NA sales in terms of Nintendo and Sony Computer Entertainment.
4. Explain year wise bifurcation of various games in different geographies.
5. Is Mario is still keeping its popularity