



## Data Scientist take home assignment

The goal of this assignment is to assess your coding and problem solving skills along with your knowledge of data science techniques. Below are instructions on how to complete the assignment which will be evaluated against the following criteria:

- Translation of the problem into a data science solution
- Code quality
- Application of data science techniques

You will have 72 hours to complete this assignment after which you should email your work to [jbrooke@kabaminc.com](mailto:jbrooke@kabaminc.com); [cc.vfung@kabaminc.com](mailto:cc.vfung@kabaminc.com)

Good luck!

### Problem statement:

A game designer has asked you to help them identify users that are likely to spend money in their game after finishing the tutorial. They would like to give different prices to new users who are likely to spend money in the game. A data set has been provided to you with data on individual players and their spending habits since the launch of the game. You are to provide a solution for the game designer.

We ask that you use Python to complete this assignment, but you are free to use any open source libraries.

In *kabam\_ds\_interview\_data.zip* you will find:

- 2 data files
- 1 sqlite database
- A data dictionary that describes the data files

Applicants typically submit a Jupyter notebook with their solution, along with a short (~500 word) summary of their approach. Please upload your work to github and share a link to the repository in your email along with the summary.