



Google Play Store App rating Prediction

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Introduction

The google play store is one of the largest and most popular Android app stores. It has an enormous amount of data that can be used to make an optimal model. We have used a raw data set of Google Play Store from the Kaggle website. This data set contains 13 different features that can be used for predicting whether an app will be successful or not using different features. This data set is scraped from the Google Play Store. This journal talks about different classifier models that we used for prediction purposes and finding which one gives the highest accuracy. This journal also gives detailed information on feature extraction and the complete Data visualization done on this data set.

Datasets

The dataset taken is of Google play store application and is taken from Kaggle, which is the world's largest community for data scientists to explore, analyze and share data. This dataset is for Web scraped information of 10k Play Store applications to analyze the market of android. Here it is a downloaded dataset which a user can use to examine the Android market of different use of classifications music, camera etc. With the assistance of this, client can predict see whether any given application will get lower or higher rating level. This dataset can be moreover used for future references for the proposal of any application. Additionally, the disconnected dataset is picked so as to choose the estimate exactly as online data gets revived all around a great part of the time. With the assistance of this dataset I will examine various qualities like rating, free or paid

Datasets - [Link](#)

Columns - Apps, Categories, Rating, Review, Size, Installs, Types, Price, Content Rating, Current Version, Android Version, Last Update

Objectives

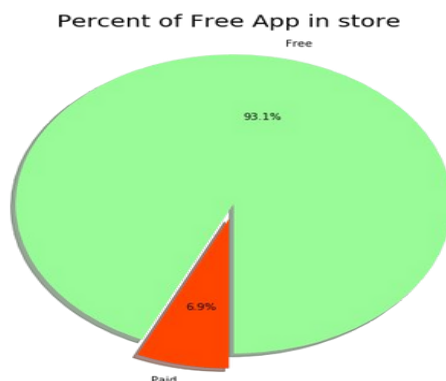
The main goal of this project is to analyze different attributes of given application like application name, category, rating, reviews, size, installs, type, price, content rating, genres, last updated, current version, android version. And to find out the most rated and most reviewed apps and also to distinguish between the apps which are either free or paid



Python

Most of the info scientist use python due to the good built-in library functions and therefore the decent community. Python now has 70,000 libraries. Python is simplest programing language to select up compared to other language. That's the most reason data scientists use python more often, for machine learning and data processing data analyst want to use some language which is straightforward to use. That's one among the most reasons to use python. Specifically, for data scientist the foremost popular data inbuilt open source library is named panda. As we've seen earlier in our previous assignment once we got to plot scatter plot, heat maps, graphs, 3-dimensional data python built-in library comes very helpful.

Exploratory Data Analysis



Here we can see that 92.6% apps are free and 7.38% apps are paid on Google Play Store, so we can say that Most of the apps are free on Google Play Store.

Missing Values

There are 1474 missing values in rating columns filled with median values.

Cleaning and Feature Engineering

Cleaning unwanted syntax, symbols. Put numeric values to Price column in place of 'M', 'K'. Remove reviews counts that greater than installs count

```
In [13]: GPS[GPS['Size']== 'Varies with devices']=np.nan

In [14]: GPS['Size']=GPS.Size.str.replace('M','e3')
#convert K value
GPS['Size']=GPS.Size.str.replace('K','e0')

In [15]: GPS['Size']=pd.to_numeric(GPS['Size'],errors='coerce')
#replace Nan value with mean
GPS['Size']=GPS['Size'].fillna(GPS['Size'].mean())

In [16]: GPS['Installs']=GPS.Installs.str.replace('+','')
GPS['Installs']=GPS.Installs.str.replace(',','')
GPS['Installs']=GPS['Installs'].astype(int)#convert to numeric

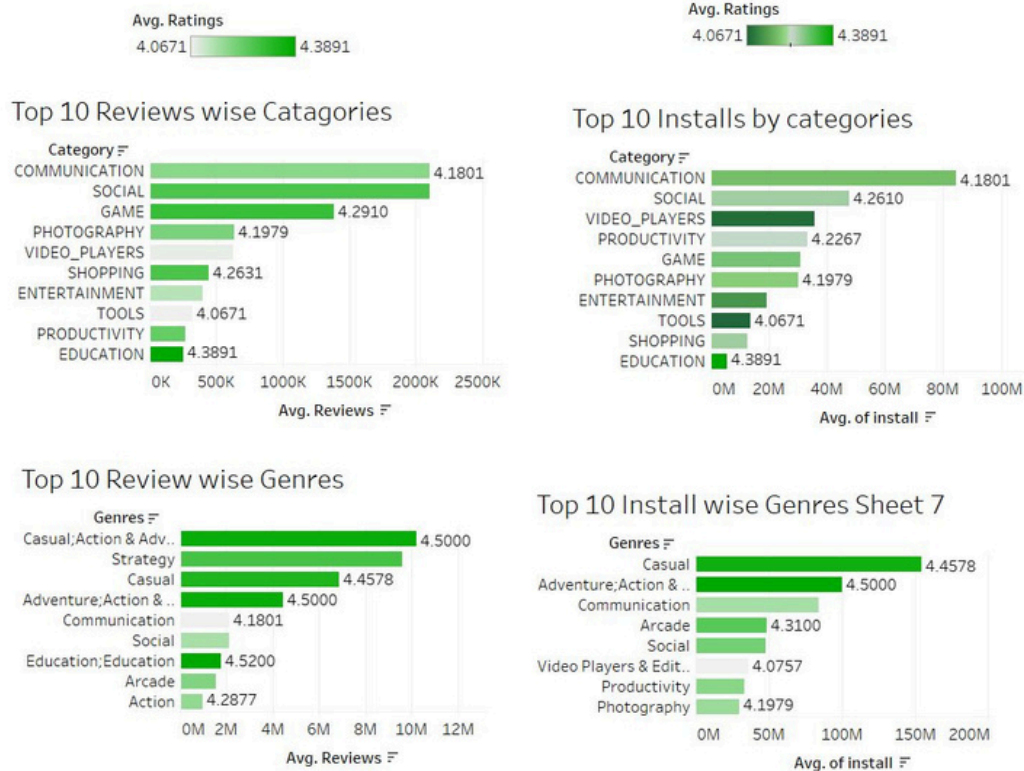
In [17]: GPS['Price']=GPS.Price.str.replace('$','')

In [18]: GPS['Price']=GPS['Price'].astype(float)

In [19]: GPS['Reviews']=GPS['Reviews'].astype(int)
#remove reviews greater than installs
GPS.drop(GPS[GPS['Reviews']>GPS['Installs']].index,axis=0,inplace=True)
```



Catagories and Genres



Findings:

Here(Teen(13-17), 10+(10-13)

Communication and social categories apps are most reviewed. Also rating is above 4.

- Mature 17+ -user reviewed Communication also installed Photography and Communication categories
- Teen - user reviewed Social categories apps but installed Video Player apps
- Teen also installed less education and productivity categories apps.
- 10+ - user reviewed Game and installed also
- Adult 18+ user did not review



Genre and content rating Analysis

- Action and adventure apps are most installed with average 4.5 ratings.
 - 10-13 years user installed Arcade apps most with 4.3 ratings.
 - 17+ user installed Photography and communication apps
 - Teen user installed Video player Editor apps and Social media
- Productivity, Education, Music installed less.

- 10-13 years user reviewed most Strategy apps with 4,4 ratings.
- Mature (17+) reviewed Action and Communication genres apps with 4.3 ratings.
- Teen content user reviewed most Social apps with 4.3 ratings

So, Action, Games, Social, Video Player and Communication apps are most liked by users.

Active users are mostly Teen age (10 - 17+)content users and they did not use Education, Music, Productivity apps.

Apps

- 10- 13 years user installed Subway Surfer Most with 4.5 ratings
 - Mature 17+ user installed Z-camera(4.4), VK(3.8), Tumblr(4.4), Tango-Live
 - Video(4.3), Sniper 3D(4.3), Modern Combat(4,3), Badoo- Dating apps most.
- 13-17 years old user installed Facebook,Youtube(4.3), Instagram(4.5), Google+(4.2), Google Play Movie(3.7), Google play Games(4.3).

Google products are already installed in some android Phones

- Instagram Most reviewed with 4.5 rating then whatsapp
- Subway Surfer app most reviewed (4.5) among 17+ content users.
- Sniper 3d app most reviewed (4.5) among teen content users



Google Play Store Apps Dashboard

Category

(All)

Current Ver

(All)

Installs

(All)

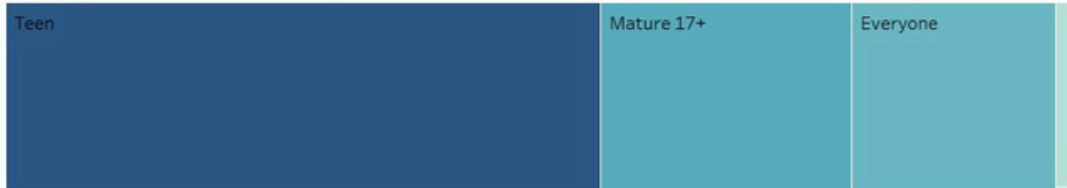
Size

(All)



Free

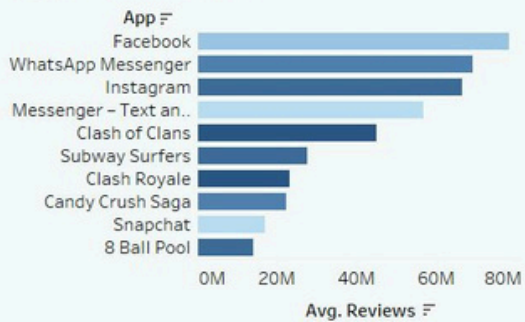
Content Rating By Reviews

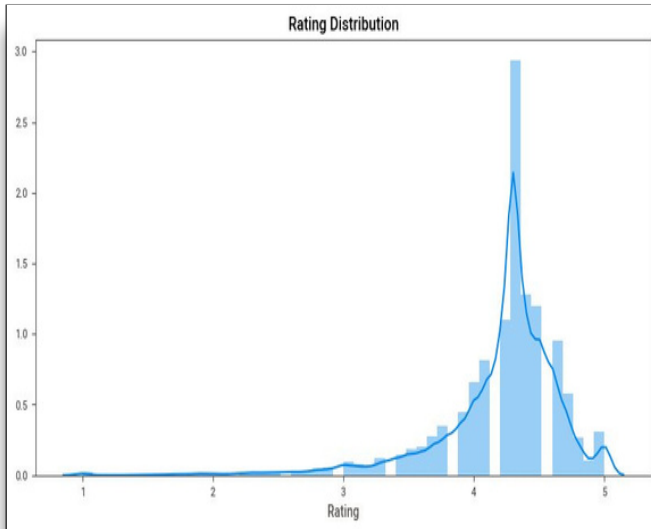


Top 10 Apps by Installs

App	Installs
Facebook	1,000,000,000
Gmail	1,000,000,000
Google	1,000,000,000
Google Chrome: Fas..	1,000,000,000
Google Drive	1,000,000,000
Google News	1,000,000,000
Google Photos	1,000,000,000
Google Play Books	1,000,000,000
Google Play Games	1,000,000,000
Google Play Movies ..	1,000,000,000

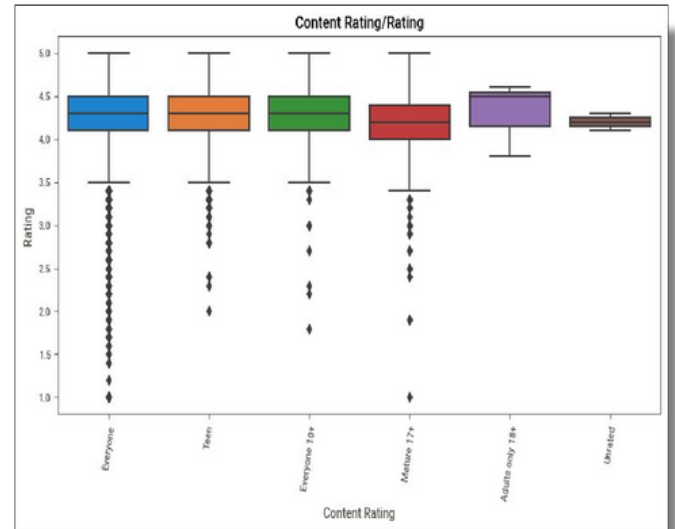
Highest Reviews





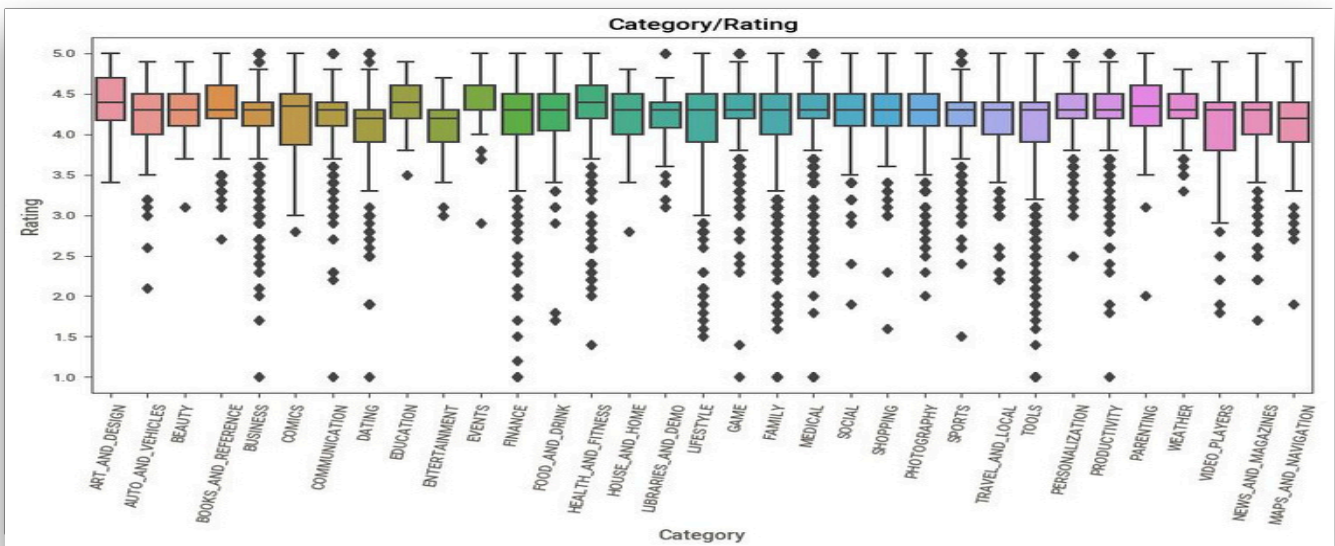
Rating data distributions

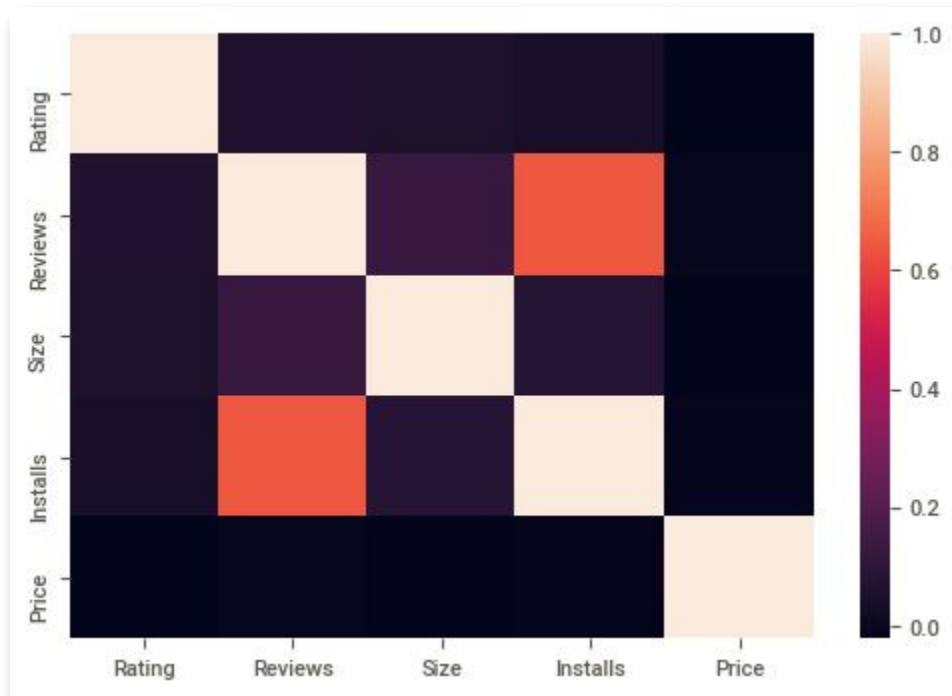
Many apps are rated between 3.5-5



Rating as per age Catagories

Adults(+18) Rated 3.7 - 4.5





Heat map

Feature Engineering

- Handle (Categories and Genres) categorical features by mean encoding with respect to Target variables.
- Content rating with (Teen: 5, 10+: 4, 17+ : 3, 18+: 2, Everyone:1) as per counts. Drop Last Updated, Current Version, Android Version as they do not add importance to model.

Transformation

Use Standard Scaler to Scale the data

Train Data: Split train and test data to 75:25 ratio

Supervised Learning

Linear Regression Linear

Regression model is also used to find the variable importance of different variables with ratings. Although linear regression model is a simple regression model, it sometimes produces better results than other complex models. In this model, only numeric values are used. Therefore, when this model is applied to the dataset, only the numeric variables are considered.



K Nearest Neighbors

KNN is easiest supervised machine learning algorithm. It's the foremost basic machine learning algorithm you'll find on scikit-learn. We will use KNN solve complicated problems. With the assistance of KNN we will do pattern recognition and data processing. KNN defines the similarity. From the given dataset KNN finds common groups between attributes. We split the info into training and test set. Then we will see what proportion similarity it becomes on the result.

Random Forest

Random forest regression is applied to all the variables the results of random forest determine the importance of all the variable and their influence on the rating. The results of random forest regression are evaluated using Mean Square Error. Random forest model is the first model that is applied to the dataset and the results of Random forest classification are computed for a number of variables to find the importance of these variables

