**Google App Rating Dashboard**

Details:

* Created a dashboard which shows the rating of the Google apps with respect to the category it belongs too.
* Used cards to display the total number of apps taken for the dashboard, and the average ratings of the Google apps.
* Used an Area chart to show the average rating with respect to the Category.
* Used a table which shows the app name, Rating, Installs, reviews and size similarly like the play store app where it shows App name, ratings, comments, downloads and size of the app.
* Used a funnel to display top 10 apps with respect to their price.
* Used a bar chart to show the apps with highest downloads.
* Used two slicers for price and ratings where we are supposed to give the range.
* Used two slicers with dropdown list for type (free/paid) and size of the apps.

Conclusions :

* A total of 10840 apps are taken for this analysis
* Average rating of all the apps used in the study is 4.21.
* Majority of apps are free (99%)
* App ratings are high for the news and magazines, Education i.e., 4.80 and 4.75
* There are few expensive apps as well which charge like $400 but majority of them are free.
* The app which is downloaded for the highest number of times are subway surfers with 6B downloads which comes under gaming category with a rating of 4.5.
* In paid apps Minecraft and hitman sniper are the apps with highest number of downloads.
* There are few apps with 0 downloads and has a good rating which does make sense.

Suggestions :

* Apps with less ratings and downloads needs to worked on .
* Few apps should be removed as they don’t have any downloads.
* Gaming apps with huge size can also be added.
* Google makes majority of money with the free apps .