

Localization Data Intern Test

Hello there.

Start by downloading the database .sqlite from <https://supr.cl/testy-test>
Password: S2A0m2p1Le7et

It contains sample data from a hypothetical free-to-play mobile game. Your task is to use this data set to answer the questions below and prepare a report of your findings. The report should be written to an audience of game and business developers, and it will be reviewed on actionability, insightfulness and clarity.

Hand in your answers by uploading a PDF on the job application form.

About the Data

The database contains three tables: **account**, **account_date_session** and **iap_purchase**. **account** contains user profiles, **iap_purchase** contains in-app purchases by the users, and **account_date_session** contains the number of sessions for the users for the days they have been active. All the tables contain data for the year of 2016.

You can access the **SQLite3** database by command line interface [sqlite3](#). There are also libraries for [R](#) and [python](#).

We'd prefer that you complete the assignment using **SQL**, **R**, and/or **python** but feel free to use any tools that you think are suitable for the job. The only criteria is still that the plots you do should be reproducible with the code you are writing.

We will assess the visualisation based on clarity and readability, and your conclusions based on actionability and insightfulness.

The Questions

1. Give us short description of datasets.
2. Analyse the daily active users:
 - ☐ Compare DAU changes over time.
 - ☐ Can you identify any trends in data?
 - ☐ Can you find any ups or drops that are out of the normal behaviour?
 - ☐ What do you think why do they happen?
3. Analyse sales:
 - ☐ Analyse the geographic split of the revenue and the users.
 - ☐ Calculate average revenue per user per market.
 - ☐ What are your observations of the results?