Moving to Montreal: Where to buy a house?



Andres Leon Salas, 28-08-2021

1. Introduction

Moving to a new city is never easy. You find yourself in front of a very big decision. Where in this city I don't really know should I buy a house?

How could I know what makes each part of the city different or similar to each other? What can I expect to find in each borough of this new city?

It would be a lot easier if you only knew a bunch of things, like:

- How many parks, sport fields, schools, or any other kind of point of interest are there in a given borough.
- Is it easy to move around without a car? Public transit nearby? Bike paths? This benefits a lot big children and teenagers who can't drive.
- Is a certain borough more of a residential area or more of a commercial area?
- What's the price range for different types of housing for each borough?
- Which boroughs relates to each other, which ones really differ?

So many questions... So let's put Data Analysis to the rescue!

2. The Data

Fortunately, we can find a lot of the data needed on the City of Montreal "Données ouvertes" (Open Data) website: https://donnees.montreal.ca/

Here, we can find data about the boroughs names and limits, points of interest, green spaces, exterior installations (like sport fields, kids parks), bike paths, and Free Montreal City Wi-Fi. All this data is available as CSV databases and Geospatial data as GeoJson files.

We had to find some other important data from some other non-governmental websites, as the Public transport, acquired from the "Société de transport de Montréal" (metro and bus company) https://www.stm.info/fr/a-propos/developpeurs, and the Housing Prices for each borough, acquired from the Real estate company "Centris" Website https://www.centris.ca/en/tools/real-estate-statistics/montreal-island?uc=2.

Lastly, If we want to know what's the "character" of each borough, we will need to know what kind of venues we can find in each one of them. For this, we will be making use of the available FourSquare data.