**Capstone Project-1 Submission**

|  |
| --- |
| * **Team Member’s Name, Email and Contribution:** |
| 1. **Name**: - Aniket Abhit Jadhav:   **Email ID:-** aniketjadhavv28@gmail.com   * Contributed In notebook helped with Google diver data connectivity and data cleaning, data manipulation, and in EDA Visualization * Contributed for the contents of PPT. * Contributed in Technical Documentation in content of problem statement goal of project and steps involved.  1. **Name**: - Subhash RamAchal Mishra:   **Email ID**: - subhashmishra380@gmail.com   * Contributed in notebook for data cleaning, data manipulation, and in EDA Visualization and finalizing the conclusion. * Contributed in PPT by making sure all the points to be covered. * Contributed in Technical Documentation in content of problem statement goal of project and steps involved. |
| * **GitHub Repo link:** |
| * Link : [**https://github.com/Aniketj777/Google\_PlayStore\_review\_anaysis.git**](https://github.com/Aniketj777/Google_PlayStore_review_anaysis.git) |
| In this project we have 2 datasets:   * Play Store Data   (App, Category, Rating, Review, Size, Install, Type, current rating , genres , Last update, current Var ,Android Var)   * User Review Data   (App, Sentiment , Sentiment Polarity, Sentiment Subjectivity) Digging into data we understand |
| **In first dataset of Play Store Data we have 13 columns with 10841 rows:**  Apps, Category, Rating , Review, Size, Install, Type, current rating, genres, last update, current Var, Android Var  **In second dataset of User Review Data we have 5 columns with 64295 rows:**  App, Translated Review, Sentiment, Sentiment Polarity, Sentiment\_Subjectivity.  Column 'Reviews', 'Size', 'Installs' and 'Price' are in the type of 'object'.  Values of column 'Installs' are strings representing install amount with symbols such as ',' and '+'.  Values of column 'Price' are strings representing price with symbol '$'.  If we see individually app wise the communication app like Facebook and whatsup get highly reviewed app it shown that people regularly active on that and give there feedback also on that.  We also see that most number of installers comes from the category like FAMILY, GAMES , TOOLS , TEXT , MEDICAL and BUSSINESS.  Durind the study of datasets we come to know that the 92% of App’s are free and 8% of App’s are paid. |
| **Conclusion**:  The Google Play Store Apps report provides some useful details regarding the trending of the apps in the play store. As per the graphs visualizations shown above, most of the trending apps (in terms of users' installs) are from the categories like GAME, COMMUNICATION, and TOOL even though the amount of available apps from these categories are twice as much lesser than the category FAMILY but still used most. The trending of these apps are most probably due to their nature of being able to entertain or assist the user. Besides, it also shows a good trend where we can see that developers from these categories are focusing on the quality instead of the quantity of the apps. |