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Pandas Homework

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Task: Include a written description of three observable trends based on the data.

After viewing the data there were a few noticeable trends that can be gathered from the analysis. Once inference we can make from the data is that the purchase count is highest among the age groups of 15-19 and 20-24 where total values equaled $412.89 $1,114.06 respectively. An argument can be made that due to the most active players being between these age groups equate to spending the most money being spent. Another conclusion, that be can drawn from the data tables is that Item name “Nirvana” and “Final Critic” were the most purchased items in the list. Although both items were bought the most, they weren’t the most profitable. In fact, “Stormfury Mace” and “Chaos, Ender of the End”, are the most profitable items. One other interpretation we can make from the data is as people get older there are less players active. Some additional question we can ask is what causes older players to pay less and what makes an item to be purchased more than others.