Data Exploration

Data Set Overview

The table below lists each of the files available for analysis with a short description of what is found in each one.

File Name	Description	Fields	
users.csv	This file contains a line for each user playing the game.	timestamp: when user first played the game.	
		id: the user id assigned to the user.	
		nick: the nickname chosen by the user.	
		twitter: the twitter handle of the user.	
		dob: the date of birth of the user.	
		country: the two-letter country code where the user lives.	
user session, v when a user st playing the gar when a team g level in the gar ended for each	Each line in this file describes a user session, which denotes when a user starts and stops	timeStamp: a timestamp denoting when the event occurred.	
	playing the game. Additionally, when a team goes to the next level in the game, the session is ended for each user in the team and a new one started.	userSessionId: a unique id for the session.	
		userId: the current user's ID.	
		teamld: the current user's team.	
		assignmentId: the team assignment id for the user to the team.	
		sessionType: whether the event is	

		the start or end of a session.
		teamLevel: the level of the team during this session.
		platformType: the type of platform of the user during this session.
teams.csv	This file contains a line for each team terminated in the game.	teamid: the id of the team
		name: the name of the team
		teamCreationTime: the timestamp when the team was created
		teamEndTime: the timestamp when the last member left the team
		strength: a measure of team strength, roughly corresponding to the success of a team
		currentLevel: the current level of the team
team- assignments.csv	A line is added to this file each time a user joins a team. A user can be in at most a single team at a time.	time: when the user joined the team.
		team: the id of the team
		userid: the id of the user
		assignmentid: a unique id for this assignment
ad-clicks.csv	A line is added to this file when a player clicks on an advertisement in the Flamingo	timestamp: when the click

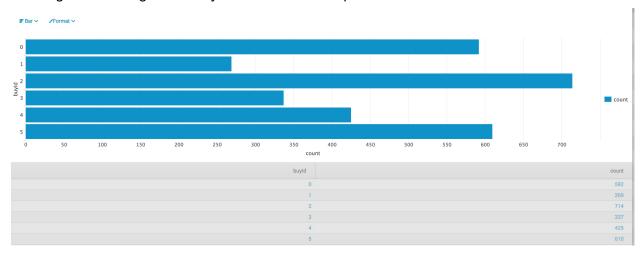
	арр.	occurred.
		txID: a unique id (within ad- clicks.log) for the click
		userSessionid: the id of the user session for the user who made the click
		teamid: the current team id of the user who made the click
		userid: the user id of the user who made the click
		adID: the id of the ad clicked on
		adCategory: the category/type of ad clicked on
buy-clicks.csv	A line is added to this file when a player makes an in-app purchase in the Flamingo app.	timestamp: when the purchase was made.
		txID: a unique id (within buy- clicks.log) for the purchase
		userSessionid: the id of the user session for the user who made the purchase
		team: the current team id of the user who made the purchase
		userid: the user id of the user who made the purchase
		buyID: the id of the item purchased
		price: the price of the item purchased

game-clicks.csv	A line is added to this file each time a user performs a click in the game.	time: when the click occurred. clickid: a unique id for the click. userid: the id of the user performing the click. usersessionid: the id of the session of the user when the click is performed. isHit: denotes if the click was on a flamingo (value is 1) or missed the flamingo (value is 0) teamId: the id of the team of the user teamLevel: the current level of the team of the user
level-events.csv	A line is added to this file each time a team starts or finishes a level in the game	time: when the event occurred. eventid: a unique id for the event teamid: the id of the team level: the level started or completed eventType: the type of event, either start or end
<fill in=""></fill>	<fill in="" phrase="" short=""></fill>	<fill all="" and="" describe="" fields="" in:="" name=""></fill>

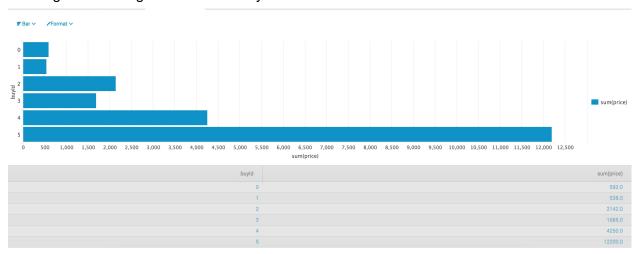
Aggregation

Amount spent buying items	21407.0
# Unique items available to be purchased	6

A histogram showing how many times each item is purchased:

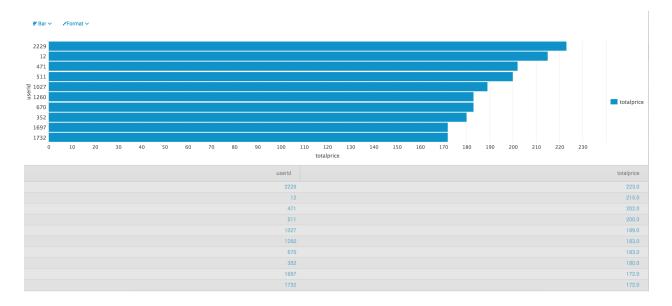


A histogram showing how much money was made from each item:



Filtering

A histogram showing total amount of money spent by the top ten users (ranked by how much money they spent).



The following table shows the user id, platform, and hit-ratio percentage for the top three buying users:

Rank	User Id	Platform	Hit-Ratio (%)
1	2229	iphone	0.116
2	12	iphone	0.131
3	471	iphone	0.145