Interpretations to be made from gaming app dataset

Based on the dataset and features we have got, I would like to divide out analysis into mainly three parts:

1. What features are likely to affect all_ratio and number of reviews of gaming apps? We could gain insights into how those features correlate with the level of quality and level of user activity of a gaming app. In my opinion, the features we could utilize for this part are <u>genres, price and developer</u>.

2. What features are probable to affect the popularity of gaming apps? In this part, we are going to compare selected features under the constraint of most popular 100 apps and all the other apps. Then we could gain insights into what features are more relevant to the popularity of a gaming app. The features we could utilize for this part are <u>genres, price and developer</u>.

3. Make some text clouds out of the review words or the features. Examples could be: What are the most common review words people would describe for one category of gaming apps, constrained by one or multiple features? Then we may gain insight into the correlation between the weight of words and the constraint, say people use mostly 'bloody' to describe gaming apps belonging to 'Action' genre. The constraint can be <u>genres, all_ratio and developer</u>.