

PUBG MOBILE 174

HALLOWEEKS! PAYLOAD MODE!
Tencent Mobile International Limited

#4 in Strategy

**** 4.5, 772.3K Ratings

Free - Offers In-App Purchases

App Store Ratings

Data Science: Module Five Project

David Mauger | Dec 2, 2019





Clash of Clans 9+ Build your empire

Build your empire Supercell

#7 in Strategy

Free - Offers In-App Purchases

Clash Royale 🖭

Epic Real-Time Card Battles! Supercell

#9 in Strategy

**** 4.7, 1.2M Ratings

Free · Offers In-App Purchases



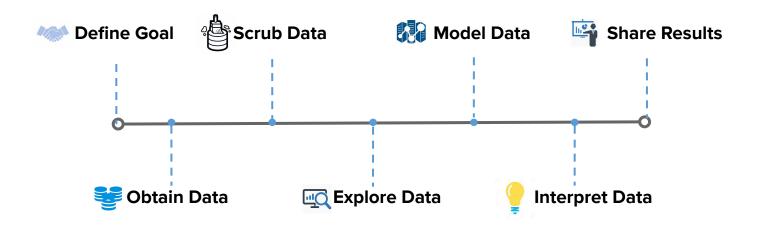


- Create Machine Learning model to predict iOS app likelihood of success.
- Emphasize features that positively impact App Store ratings.

Features to Evaluate

- Genres & subgenres
- Rating count & details
- Descriptive features
- Pricing and additional services







Model Performance //



Baseline Model:

41% accuracy when predicting star rating.

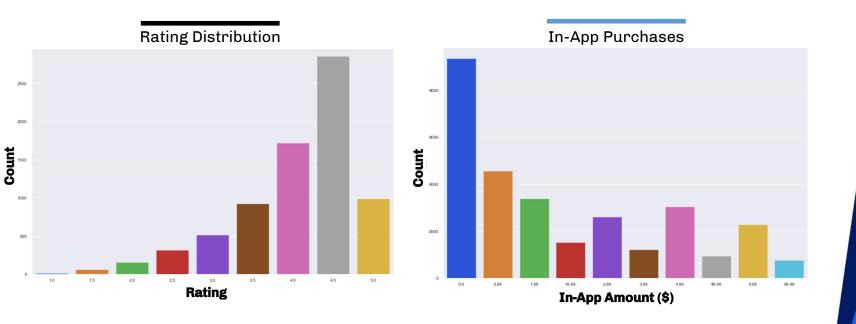
Intermediate Model:

72% accuracy when predicting star rating.

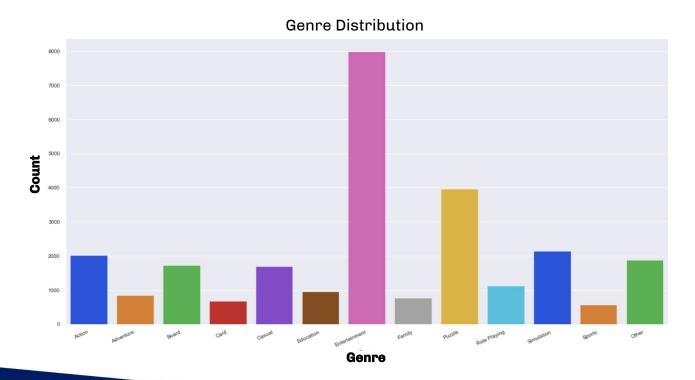
Advanced Model:

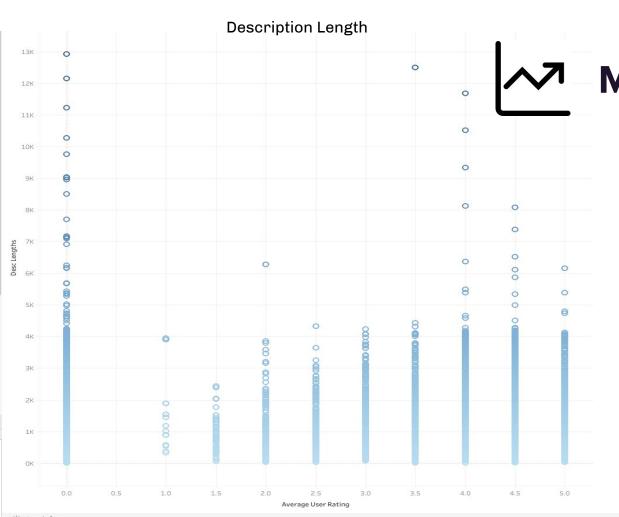
96.3% accuracy when predicting star rating.

Model Results ✓



Model Results

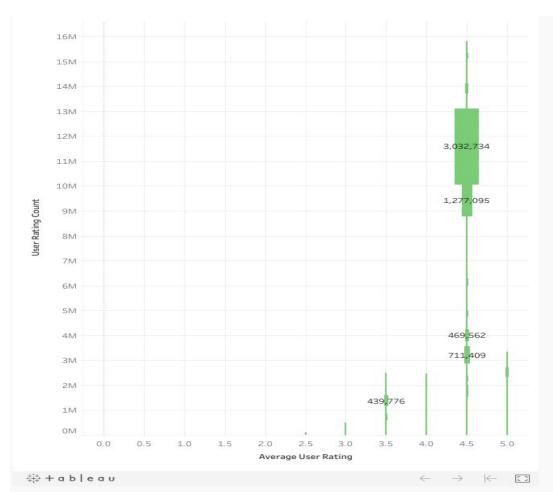




Model Results

Rating Count vs Rating Value

Model Results ~







- iOS Apps that have at least 3928 ratings are more likely to achieve a 4+ star rating 14x higher.
- iOS Apps that have average description lengths of 1,400 characters are most successful - 1.6x higher.



- iOS Apps that were released over 684 days ago are more likely to achieve a 4+ star rating - 2.4x higher.
- App price and in-app purchases does not have an effect on the rating, although profits may be impacted.





Determine threshold for rating count most likely to result in 4+ stars.



Examine the effect of consistent version updates on App success.



Gather data related to revenue and cost to identify the most effective use of investment.

THANK YOU!

DAVID MAUGER