Home Work Assignment – 4

**Data Analytics and Visualization**

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The following are observations based on analysis done in HeroesOfPymoli dataset in Python by utilizing pandas and numpy libraries (attached file “HeroesOfPymoli.jpynb” details the analysis steps in jupyter notebook.

* Based on total purchase value, 652 male gamers spent the maximum of $1,968 in comparison to that of for the 113 female gamers who spent $362 on game purchase. The other/non-disclosed category were few in numbers (15) and spent only $50 although the average total purchase per person for this category was significantly higher at $4.56 while the same for male and female were $4.07 & $4.47 respectively.
* It is observed that that gamers in the age group of 20-24 years constitutes a large population at about 45%, preceded by the age group of 15-19 years at about 19%. As expected, the 40+ age group of gamers are only 2% of the total gamers. The total purchase of $1,114 was made by the age group of 20-24 years. The total purchase for other age groups were significantly lower.
* Lisosia93 made maximum number of purchases (5) while Idastidru52 made next maximum of four (4) purchases.
* The game “Oathbreaker, Last Hope of the Breaking Storm” was the major sales generating a total purchase value of about $51 against twelve instances of purchases.