Heroes of Pymoli

Observable Trends:

1. Males, on average, tend to spend more on items than females. Interestingly the percentage of male/female players who purchase items falls within the overall percentage of male/female players within the game.
2. The 20 to 24 age group, on average, spends more on items than any other age group. This group also has the highest percentage of players. This makes sense since this is the primary target audience.
3. Higher priced items tend to be the higher selling items. This could be due to higher priced items being more powerful in the game. Players are more likely to spend money if the item is more powerful.

When I do these homework assignments, I like to finish the problem first, and then compare my answer to the example provided. This time around I noticed that my answers came out slightly different from the examples. I tried to tailor my answer to match the examples, but at the end I used my original output. I realized that some of the items have two different Item ID’s, and this results in different outputs based on how you sort. If you look by Item Name you will see more products sold than if you look by Item ID. I’m not sure if this is an error in the data set, but I left my last answer as I originally formed it to reflect this discrepancy.