**Capstone Project Submission**

**Instructions:**

i) Please fill in all the required information.

ii) Avoid grammatical errors.

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| **Team Member’s Name, Email and Contribution:** |
| 1. Sanjeev Hegde:  * Mail: [sanjeevhegde454@gmail.com](mailto:sanjeevhegde454@gmail.com) * Contributions: Data cleaning, essential modifications to the data, visual representation of analyzed data, PowerPoint Presentation development, Project Summary development and Project Report development  1. Bishwajeet: 2. Saad: 3. Samruddhi: |
| **Please paste the GitHub Repo link.** |
| 1. Github Link for Sanjeev Repository: - <https://github.com/Sanjeevhegde009/EDA-Capstone-Project-Playstore-App-Data-Review> |
| **Please write a short summary of your Capstone project and its components. Describe the problem statement, your approaches and your conclusions. (200-400 words)**  **Play store is the official app store for devices running on android platform developed by Google LLC. The platform lets android users download and install secure apps developed by various developers or companies. Apps developed can be either free or priced depending on the developer. In this project, We are provided with two data sets, one containing publicly available information such as average ratings, number of reviews etc. while other data set contains processed data of user reviews based on the sentiments in the review .**  **As an initial step to EDA on the given data sets, data cleaning and essential modifications have been performed on the data sets wherein, misaligned values have been arranged appropriately, NaN values in numeric data have been replaced by their median values or Mode values accordingly. Further, Categorical values in the data set have been replaced by their mode values, quantified values of the data were assigned with appropriate Units of measurement, non-essential characters such as commas and “+” etc. were cleaned. Also, Columns have been converted to the appropriate data types while unimportant columns with already processed data were removed from the data set.**  **Several meaningful insights were drawn from the Exploratory Data Analysis of the two data sets. Among 10,841 apps, it can be noted that Family category of apps are mostly present in the data set followed by Games category. Average Ratings for apps is about 4.2 stars while average size of apps is about 16.5MB.**  **Also, Games category apps were most installed by the users while all category of apps had above 4 star rating. Users have tended to install apps with more reviews in comparison to apps with lesser reviews. Further, apps with size less than 25MB were most installed. Data sets mostly contain apps developed and rated mostly for everyone. Paid apps reviews are more of positive sentiments compared to free apps. Also, paid app reviews are slightly subjective in nature compared to free apps wherein paid apps reviews also contain extremely subjective as well as objective reviews.**  **From the above analysis, user preference is clearly highlighted and is of great help to the developers in design and development of apps, their pricing models and thereby impacting the revenue generated from the apps.** |
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