

Objective

Google Play Store team is about to launch a new feature where in certain apps that are promising are boosted in visibility. The boost will manifest in multiple ways – higher priority in recommendations sections (“Similar apps”, “You might also like”, “New and updated games”). These will also get a boost in visibility in search results. This feature will help bring more attention to newer apps that have potential.


The task is to understand what makes an app perform well - size? price? category? multiple factors together? Analyze the data and present your insights in a format consumable by business – the final output of the analysis would be presented to business as insights with supporting data/visualizations.

Data

	App	Category	Rating	Reviews	Size	Installs	Type	Price	Content Rating	Genres	Last Updated	Current Ver	Android Ver
0	Photo Editor & Candy Camera & Grid & ScrapBook	ART_AND_DESIGN	4.1	159	19000.0	10,000+	Free	0	Everyone	Art & Design	January 7, 2018	1.0.0	4.0.3 and up
1	Coloring book moana	ART_AND_DESIGN	3.9	967	14000.0	500,000+	Free	0	Everyone	Art & Design;Pretend Play	January 15, 2018	2.0.0	4.0.3 and up
2	U Launcher Lite – FREE Live Cool Themes, Hide ...	ART_AND_DESIGN	4.7	87510	8700.0	5,000,000+	Free	0	Everyone	Art & Design	August 1, 2018	1.2.4	4.0.3 and up
3	Sketch - Draw & Paint	ART_AND_DESIGN	4.5	215644	25000.0	50,000,000+	Free	0	Teen	Art & Design	June 8, 2018	Varies with device	4.2 and up
4	Pixel Draw - Number Art Coloring Book	ART_AND_DESIGN	4.3	967	2800.0	100,000+	Free	0	Everyone	Art & Design;Creativity	June 20, 2018	1.1	4.4 and up

Tasks

1. Data clean up – Missing value treatment


a. Drop records where rating is missing since rating is our target/study variable 

b. Check the null values for the Android Ver column.


i. Are all 3 records having the same problem? 

ii. Drop the 3rd record i.e. record for “Life Made WIFI ...” 










iii. Replace remaining missing values with the mode 

c. Current ver – replace with most common value 




2. Data clean up – correcting the data types







a. Which all variables need to be brought to numeric types? 

b. Price variable – remove \$ sign and convert to float 

- c. Installs – remove ‘,’ and ‘+’ sign, convert to integer 
 - d. Convert all other identified columns to numeric 
- 3. Sanity checks – check for the following and handle accordingly
 - a. Avg. rating should be between 1 and 5, as only these values are allowed on the play store.
 - i. Are there any such records? Drop if so. 
 - b. Reviews should not be more than installs as only those who installed can review the app.
 - i. Are there any such records? Drop if so. 
- 4. Identify and handle outliers –
 - a. Price column
 - i. Make suitable plot to identify outliers in price 
 - ii. Do you expect apps on the play store to cost \$200? Check  out these cases
 - iii. After dropping the useless records, make the suitable plot again to identify outliers
 - iv. Limit data to records with price < \$30
 - b. Reviews column
 - i. Make suitable plot 
 - ii. Limit data to apps with < 1 Million reviews
 - c. Installs
 - i. What is the 95th percentile of the installs? 
 - ii. Drop records having a value more than the 95th percentile 

Data analysis to answer business questions

- 5. What is the distribution of ratings like? (use Seaborn) More skewed towards higher/lower values?
 - a. How do you explain this? 
 - b. What is the implication of this on your analysis? 
- 6. What are the top Content Rating values? 
 - a. Are there any values with very few records?
 - b. If yes, drop those as they won't help in the analysis
- 7. Effect of size on rating

- a. Make a joinplot to understand the effect of size on rating 
 - b. Do you see any patterns?
 - c. How do you explain the pattern?
8. Effect of price on rating 
 - a. Make a jointplot (with regression line)
 - b. What pattern do you see?
 - c. How do you explain the pattern?
 - d. Replot the data, this time with only records with price > 0
 - e. Does the pattern change?
 - f. What is your overall inference on the effect of price on the rating
9. Look at all the numeric interactions together – 
 - a. Make a pairplot with the columns - 'Reviews', 'Size', 'Rating', 'Price'
10. Rating vs. content rating 
 - a. Make a bar plot displaying the rating for each content rating
 - b. Which metric would you use? Mean? Median? Some other quantile?
 - c. Choose the right metric and plot
11. Content rating vs. size vs. rating – 3 variables at a time
 - a. Create 5 buckets (20% records in each) based on Size 
 - b. By Content Rating vs. Size buckets, get the rating (20th percentile) for each combination
 - c. Make a heatmap of this
 - i. Annotated 
 - ii. Greens color map
 - d. What's your inference? Are lighter apps preferred in all categories? Heavier? Some? 