Heroes of Pymol Observations

The Firs observation is that the age group of 20-24 made up most of the player base and making up more than twice the number of players in the second-place age group, 14-19. The second observation is that the lowest playing age group is 40+ and making up around 2%. This is not surprising because the likelihood of having a family at 40 and caring for them is much higher than at 20-24 as well as being more involved in their careers. 14-19 is not the highest possibly because they are hot as independent as 20-24-year-old. Parents may also be a factor and monitor the younger age brackets to keep them from, playing certain games on phones or gaming devices.

The third observation is that males play way more than females. This could be a societal influence because males are targeted more by video games than females creating a sun conscious bias for men to play more over women. Females may also be discouraged more than men to play games from friends and family based on societal norms.