# Data Analysis

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#### Goal

Using games informations that the user owned to infer the continent.

# Data Summary

9713 random users

(>= 5 owned games):

AF: 1.07%, 104

AT: 0.2%, 19

AS: 13.18%, 1280

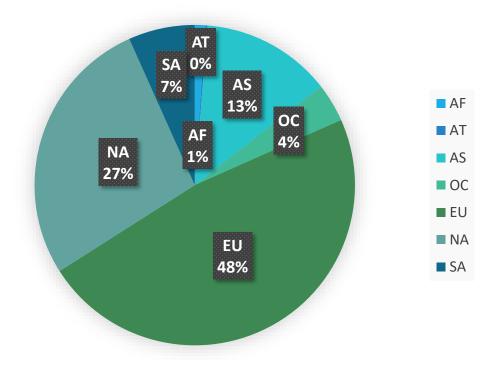
OC: 3.89%, 378

EU: 47.65%, 4628

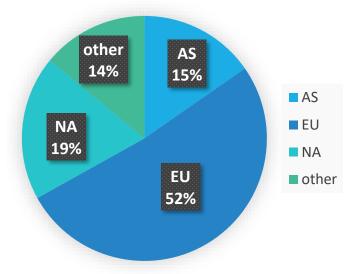
NA: 27.31%, 2653

SA: 6.7%, 651

#### **Amount of users: 9713**

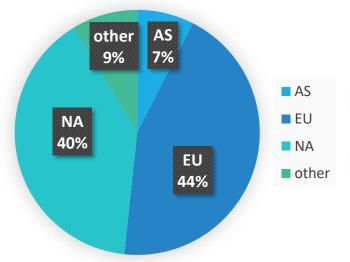






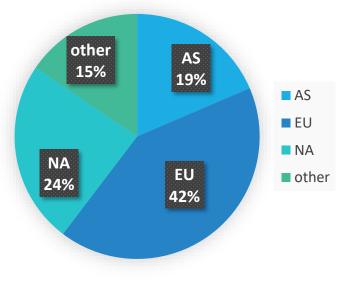
**Appid: 72850** 

Users count: 1842



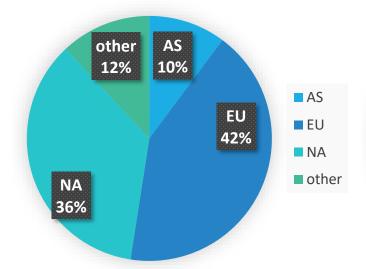
Appid: 550

**Users count: 1778** 



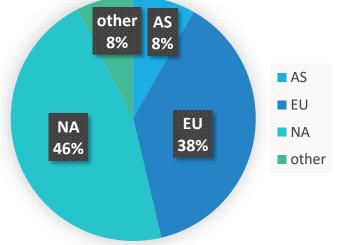
**Appid: 4000** 

Users count: 1563



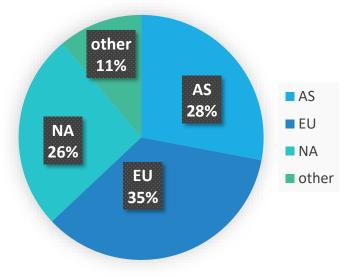
**Appid: 8930** 

Users count: 1354



Appid: 578080

Users count: 1272



appid: 105600 appid: 271590 appid: 218620 appid: 240

users count: 1199 users count: 1183 users count: 1139 users count: 1135

AF: 1.17%, 14 AF: 1.52%, 18 AF: 1.32%, 15 AF: 1.23%, 14

AT: 0.33%, 4 AT: 0.17%, 2 AT: 0.26%, 3 AT: 0.26%, 3

AS: 9.34%, 112 AS: 20.12%, 238 AS: 16.33%, 186 AS: 8.02%, 91

OC: 5.42%, 65 OC: 4.14%, 49 OC: 3.25%, 37 OC: 4.05%, 46

EU: 38.78%, 465 EU: 41.0%, 485 EU: 50.4%, 574 EU: 65.73%, 746

NA: 40.12%, 481 NA: 25.44%, 301 NA: 21.25%, 242 NA: 16.04%, 182

SA: 4.84%, 58 SA: 7.61%, 90 SA: 7.2%, 82 SA: 4.67%, 53

appid: 205790 appid: 230410 appid: 49520 appid: 10

users count: 1074 users count: 1041 users count: 965 users count: 953

AF: 1.58%, 17 AF: 1.63%, 17 AF: 0.83%, 8 AF: 1.47%, 14

AT: 0.19%, 2 AT: 0.29%, 3 AT: 0.31%, 3 AT: 0.21%, 2

AS: 32.12%, 345 AS: 21.71%, 226 AS: 11.71%, 113 AS: 9.02%, 86

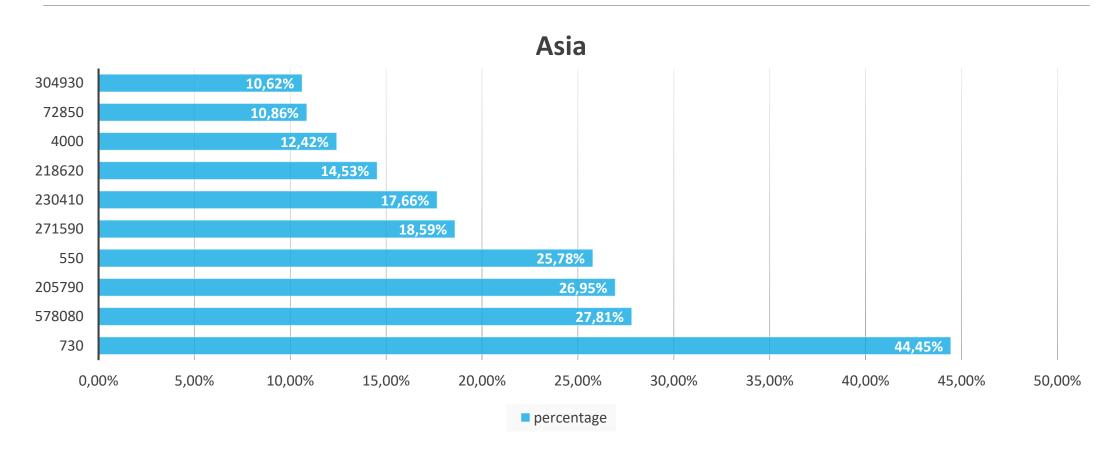
OC: 2.98%, 32 OC: 3.27%, 34 OC: 5.39%, 52 OC: 0.94%, 9

EU: 41.81%, 449 EU: 43.52%, 453 EU: 38.55%, 372 EU: 69.25%, 660

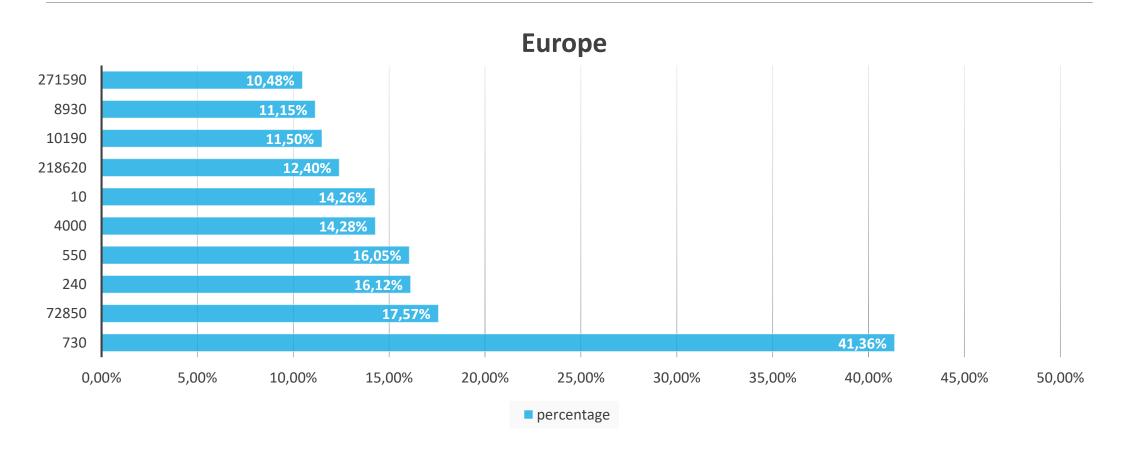
NA: 10.34%, 111 NA: 23.15%, 241 NA: 39.9%, 385 NA: 7.45%, 71

SA: 10.99%, 118 SA: 6.44%, 67 SA: 3.32%, 32 SA: 11.65%, 111

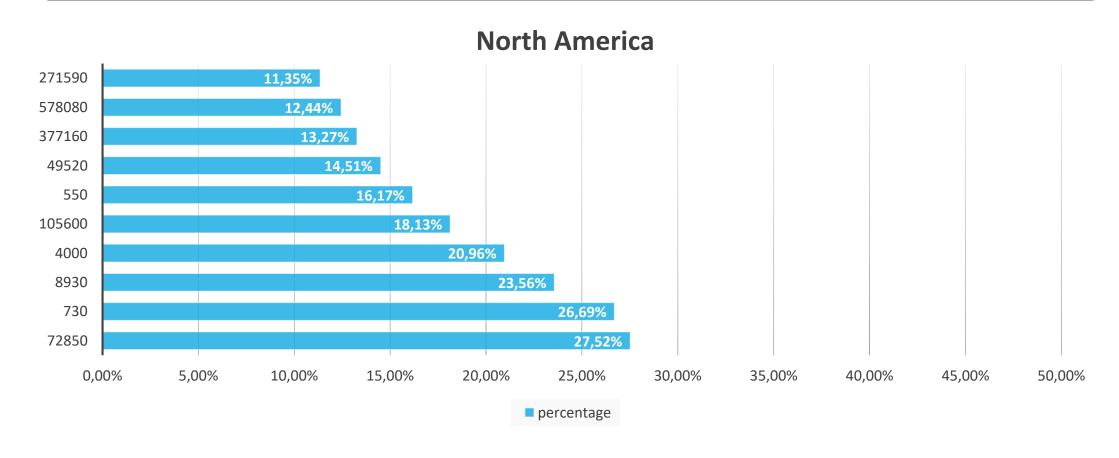
# Top 10 Owned Games In Asia



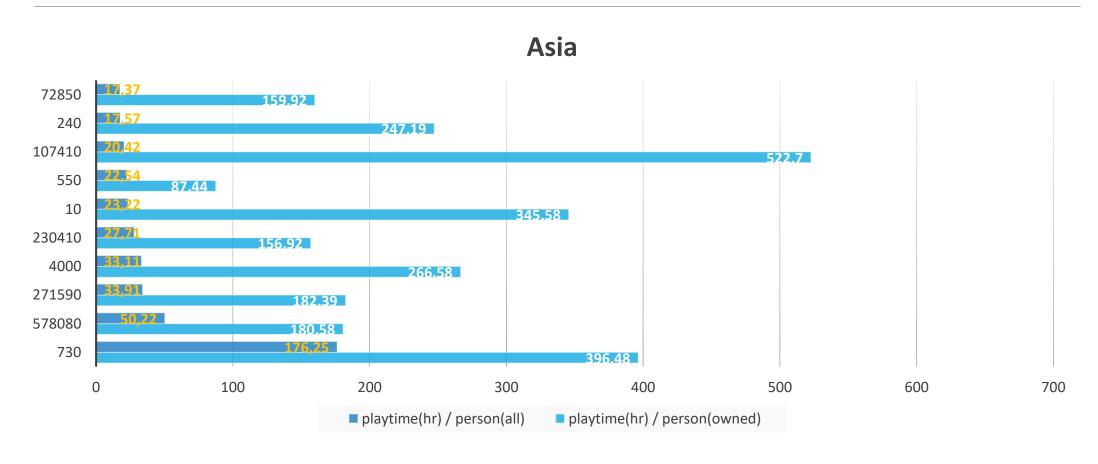
# Top 10 Owned Games In Europe



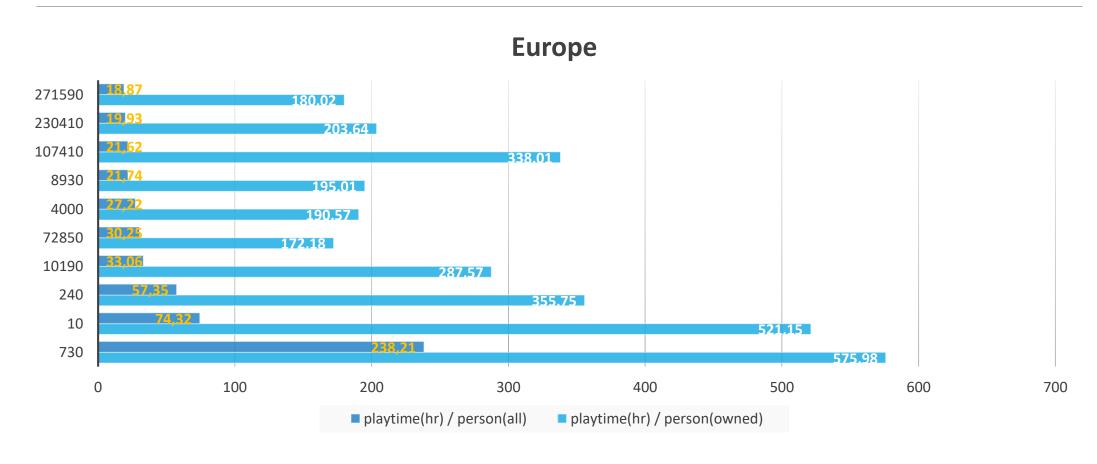
# Top 10 Owned Games In North America



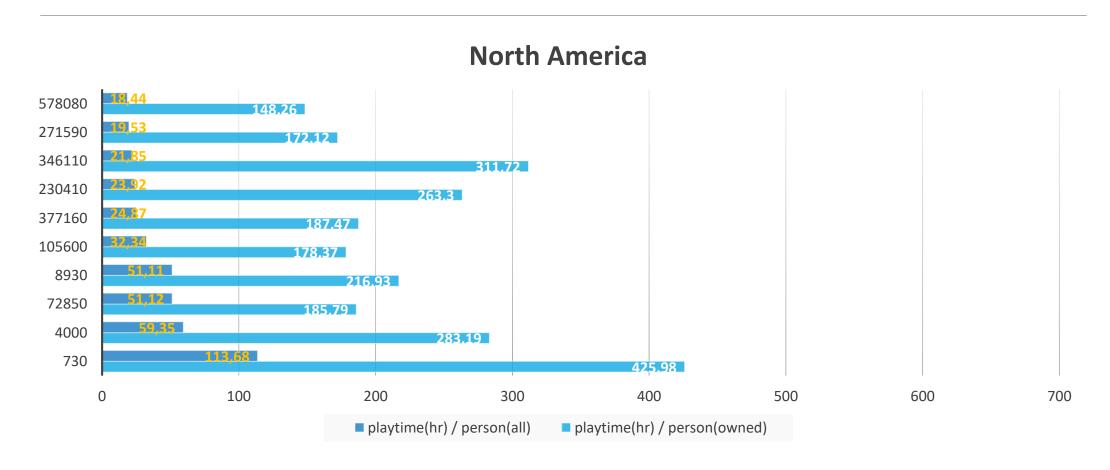
# Top 10 Games By Playtime In Asia



# Top 10 Games By Playtime In Europe



# Top 10 Games By Playtime In North America



# Next Step

Examination of regional preferences towards game genres

weight function to make data more credible

somebody who plays less games more often

= useful data

# Weighted Function

n games/total playtime in hours

X

distribution of most favored games per region

#### Goal

Creation of typical pie chart of a region

Comparison with Genre pie chart of a user

-> predict user's origin (region)