One operation I noticed from this data set was the overwhelming number of purchases per age group. The numbers show that ages 16-25 are far any way the majority of purchases. Although it’s not hard to imagine the numbers would reflect this for the age range, it was surprising to see compared to the others. I also thought the ages between 40-50 was very small. It almost feels as if there’s missing information for this age group. I would like to see the age ranges be a little more defined, I feel as if each age range is too large. It would be interesting to see the more age ranges represented. For example, ages 16-25 could be split into 16-19 and 20-24.

A second observation was the item price for the most purchased item, Final Critic. It was the second highest priced item on the list, although not by much. I would have guessed that the most purchased item would also be the cheapest item. Something for 99 cents. But all of the items listed are similarly priced. It would be interesting to see if there would be a way to measure the value of the item in game. How much use or value a player got for a specific item. Does this item help you progress in game, or is it cosmetic? Are there items that help a player progress farther based on its price?

A third observation was that there wasn’t a large discrepancy between the player with the most purchases. The player with the most purchases is five, and the second player is 4. I would have thought that the data would show more variation. It is interesting to see that the players are so close together in purchases.