# DS Project CodeFile

December 11, 2024

# 1 What Best Buy's Video Game Listings Tell Us About Customer Preferences

Specifically, the group hopes to answer questions such as:

• What are the different attributes consumers tend to account for when purchasing consoles vs. Accessories • Which brands provide the safest floor from poor product ratings, and which are more risky (largest variation) in terms of product rating? • What specific key words do consumers look for in positive reviews and look out for in more negative-leaning revie s? • Which brands excel in certain accessory types according to customer rating, sales figure and the variety of product offered? The answer to these questions will help to provide a better assessment and understanding of what it is that consumers look for when purchasing electronic products such as video game consoles and accessories in particular from retailrs.

I The initial dataset was web scraped using the Web scraper app. We also used beautiful soup to scrap the category details at the later point as this was more efficient. Below is the piece of code used for that.

```
443 Insignia - Dual Controller Charging Station f...
     444 HyperX - Cloud Stinger Core Wireless Gaming He...
     [445 rows x 1 columns]
[2]: # Function to fetch the most specific category from Best Buy
     def get_category(item_name):
         # Step 1: Perform a search on Best Buy's website
         search_url = f'https://www.bestbuy.com/site/searchpage.jsp?st={item_name.
      →replace(" ", "+")}'
         headers = {
             'User-Agent': 'Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/
      →537.36 (KHTML, like Gecko) Chrome/85.0.4183.121 Safari/537.36'
         search_response = requests.get(search_url, headers=headers)
         search_soup = BeautifulSoup(search_response.text, 'html.parser')
         # Step 2: Find the first product link on the search results page
         product_link = search_soup.find('a', {'class': 'image-link'})
         if not product link:
             return 'Product Not Found'
         product_url = "https://www.bestbuy.com" + product_link['href']
         # Step 3: Go to the product page to retrieve category
         product_response = requests.get(product_url, headers=headers)
         product_soup = BeautifulSoup(product_response.text, 'html.parser')
         # Step 4: Extract the last item in the category breadcrumb
         breadcrumbs = product_soup.find_all('li', {'class':__
      ⇔'c-breadcrumbs-list-item'})
         if breadcrumbs:
             last_category = breadcrumbs[-1].get_text(strip=True) # Get the text of__
      ⇔the last breadcrumb item
             return last_category
         return 'Category Not Found'
     # Create a new column for the most specific category in the DataFrame
     data['Category'] = data['Item'].apply(get_category)
     # Save the results back to Excel
     output_file = 'categorized_items.xlsx'
     data.to excel(output file, index=False)
     print(f"Categories saved to {output_file}")
```

442 HyperX - Cloud III Wired Gaming Headset for PC...

Categories saved to categorized\_items.xlsx

```
⇔categorized_items.xlsx'
     data2 = pd.read excel(file path2)
     data2
[3]:
                                                         Item \
     0
                         Meta - Quest 2 Carrying Case - Gray
     1
          Thrustmaster - eSwap X Fighting Pack WW for Xb...
     2
                                     Meta - Quest 2 Fit Pack
     3
          Logitech - PRO Racing Wheel for PC with TRUEFO ...
     4
          Insignia - Battery Pack for Meta Quest 2 & Me...
     440 SteelSeries - Arctis Nova 7X Wireless Gaming H...
     441 Turtle Beach - Recon 70 Wired Gaming Headset f...
     442 HyperX - Cloud III Wired Gaming Headset for PC...
     443 Insignia - Dual Controller Charging Station f...
     444 HyperX - Cloud Stinger Core Wireless Gaming He...
                                Category
     0
                          VR Accessories
     1
          Gaming Controller Accessories
     2
                             VR Headsets
     3
                           Racing Wheels
     4
                          VR Accessories
     440
                         Gaming Headsets
     441
                      Product Not Found
                      Product Not Found
     442
     443
               PS5 Batteries & Chargers
     444
                      PC Gaming Headsets
     [445 rows x 2 columns]
    The above scraped deatils were then added to the main dataset and used for further analysis.
[1]: # Load packages
     import numpy as np
     import pandas as pd
     import matplotlib.pyplot as plt
```

file\_path2 = 'C:/Users/shyam/Data and Programming for Analytics - Fall 2024/

[3]: # Load the above scraped dataset.

import seaborn as sns

→DATA & PRGM ANLYTCS/Project/Book2.xlsx")

# Read dataset

data

data = pd.read\_excel("C:/Users/shyam/Desktop/UCI/Courses/Quarter 2/BANA 212⊔

```
[1]:
         web-scraper-order
                                                            web-scraper-start-url \
     0
               1730688458-2
                              https://www.bestbuy.com/site/searchpage.jsp?st...
     1
                              https://www.bestbuy.com/site/searchpage.jsp?st...
               1730688527-3
     2
                              https://www.bestbuy.com/site/searchpage.jsp?st...
               1730688595-4
     3
                              https://www.bestbuy.com/site/searchpage.jsp?st...
               1730688658-5
     4
                              https://www.bestbuy.com/site/searchpage.jsp?st...
               1730688695-6
     . .
     545
             1730807435-441
                              https://www.bestbuy.com/site/video-games/video...
     546
                              https://www.bestbuy.com/site/video-games/video...
               1730742789-4
     547
             1730750130-128
                              https://www.bestbuy.com/site/video-games/video...
     548
                              https://www.bestbuy.com/site/video-games/video...
             1730807606-444
     549
                              https://www.bestbuy.com/site/video-games/video...
             1730754404-171
                                                                   price
                                                           name
                                                                          Discount
     0
          My Arcade - Ms Pac-Man Pocket Player Pro - Pin...
                                                                 39.99
                                                                              NaN
     1
          Sony - Geek Squad Certified Refurbished PlaySt ...
                                                                209.99
                                                                            190.0
     2
          Nintendo - Geek Squad Certified Refurbished Ga...
                                                                 46.99
                                                                              3.0
     3
          Microsoft - Geek Squad Certified Refurbished X...
                                                                            170.0
                                                                229.99
     4
          My Arcade - Tetris Go Gamer Classic Handheld P...
                                                                 29.99
                                                                              NaN
     545
          SteelSeries - Arctis Nova 7X Wireless Gaming H...
                                                                179.99
                                                                              NaN
     546
          Logitech - PRO Racing Wheel for PC with TRUEFO ...
                                                                799.99
                                                                              NaN
     547
                          Thrustmaster - T-GT II Racing Wheel
                                                                  799.99
                                                                                NaN
     548
          Insignia - Dual Controller Charging Station f...
                                                                14.99
                                                                             5.0
     549
          Logitech G PRO Racing Wheel with TRUEFORCE fee...
                                                                999.99
                                                                              NaN
               %off releasedate
                                  review review count Wireless
     0
          0.00000
                             NaN
                                     4.2
                                                      5
                                                              NaN
     1
          0.475012
                                     3.8
                                                    185
                             NaN
                                                             NaN
     2
          0.060012
                             NaN
                                     NaN
                                                    NaN
                                                             NaN
     3
          0.425011
                             NaN
                                     2.0
                                                      4
                                                             NaN
     4
          0.00000
                                     NaN
                                                    NaN
                             NaN
                                                             NaN
     . .
     545
          0.000000
                     08/23/2022
                                     4.5
                                                    851
                                                             NaN
     546
                                     4.3
          0.000000
                             NaN
                                                     19
                                                              No
     547
          0.000000
                             NaN
                                     5.0
                                                      3
                                                             NaN
                                     4.7
     548
          0.250125
                             NaN
                                                   1693
                                                              NaN
     549
          0.000000
                             NaN
                                     3.3
                                                             NaN
                                                                      quality rating
                 top mention2
                                  top mention(bad) Value rating
     0
                Nostalgia (1)
                                                NaN
                                                               NaN
                                                                                  NaN
     1
                   Price (11)
                                    Power cord (8)
                                                               4.2
                                                                    Video Game Cards
     2
                                                NaN
                                                              NaN
                                                                                  NaN
                           NaN
     3
                Condition (1)
                                     Packaging (1)
                                                               NaN
                                                                    Video Game Cards
     4
                           NaN
                                                NaN
                                                               NaN
                                                                                  NaN
     545
                Comfort (203)
                                         Volume (7)
                                                               4.4
                                                                                  4.6
```

546	Force feedback (2)	Compatibil:	ity (1)	4.1	1	4.7	
547	Looks nicer (1)		NaN	Nal	1	NaN	
548	Easy to use (147)	Compatibili	ty (19)	4.7	7	4.7	
549	Comfortable (1)		NaN	NaN	N Gaming I	Headsets	
	Ease of use rating	Туре	7	TypeCategory	Controller	SubClass1	\
0	NaN	Console		NaN		NaN	
1	4.1	Console		NaN		NaN	
2	NaN	Console		NaN		NaN	
3	NaN	Console		NaN		NaN	
4	NaN	Console		NaN		NaN	
	•••	•••		•••		•••	
545	4.6	Accessories	Gami	ing Headsets		NaN	
546	4.4	Accessories	Gaming	${\tt Controllers}$		NaN	
547	NaN	Accessories	Gaming	${\tt Controllers}$		NaN	
548	4.7	Accessories		Other		NaN	
549	NaN	Accessories	Gaming	${\tt Controllers}$		NaN	
	C+		_				
0	ControllerSubClass		•				
0	Nal						
1	Nal						
2	Nal						
3	Nal						
4	Nal	N Nal	N				
545	Nal						
546	Racing Wheels						
547	Racing Wheels						
548	Nal	N PlayStation	n				

[550 rows x 30 columns]

# 1.1 Descriptive Statistics

Racing Wheels

## [2]: data.describe()

549

[2]:		price	Discount	%off	review	USB ports	\
	count	550.000000	146.000000	550.000000	481.000000	67.000000	
	mean	166.116673	43.102740	0.065062	4.418295	0.805970	
	std	191.990833	55.328359	0.132825	0.598538	1.305453	
	min	4.990000	2.000000	0.000000	1.000000	0.000000	
	25%	39.990000	8.500000	0.000000	4.300000	0.000000	
	50%	79.990000	20.000000	0.000000	4.500000	0.000000	
	75%	199.990000	50.750000	0.050011	4.800000	1.000000	
	max	999.990000	300.000000	0.640064	5.000000	4.000000	

Multi

	recommend rate	Value rating	Ease of use rating
count	436.000000	322.000000	322.000000
mean	87.208716	4.428882	4.565839
std	16.251331	0.326319	0.287563
min	0.000000	2.800000	3.300000
25%	84.000000	4.300000	4.425000
50%	91.000000	4.500000	4.600000
75%	97.000000	4.700000	4.800000
max	100.000000	5.000000	5.000000

[3]: data.info() data.shape

<class 'pandas.core.frame.DataFrame'>
RangeIndex: 550 entries, 0 to 549
Data columns (total 30 columns):

#	Column	Non-Null Count	Dtype
0	web-scraper-order	550 non-null	object
1	web-scraper-start-url	550 non-null	object
2	name	550 non-null	object
3	price	550 non-null	float64
4	Discount	146 non-null	float64
5	%off	550 non-null	float64
6	releasedate	198 non-null	object
7	review	481 non-null	float64
8	review count	489 non-null	object
9	Wireless	144 non-null	object
10	USB ports	67 non-null	float64
11	Compatible Platform(s)	73 non-null	object
12	keyspecs	364 non-null	object
13	keyspecs2	292 non-null	object
14	Brand	511 non-null	object
15	sublink	550 non-null	object
16	sublink-href	550 non-null	object
17	ESRB Rating	55 non-null	object
18	recommend rate	436 non-null	float64
19	top mentions1	415 non-null	object
20	top mention2	404 non-null	object
21	top mention(bad)	353 non-null	object
22	Value rating	322 non-null	float64
23	quality rating	355 non-null	object
24	Ease of use rating	322 non-null	float64
25	Туре	550 non-null	object
26	TypeCategory	442 non-null	object
27	Controller SubClass1	91 non-null	object
28	ControllerSubClass2	53 non-null	object
29	Specificity	215 non-null	object

```
dtypes: float64(8), object(22)
memory usage: 129.0+ KB
[3]: (550, 30)
```

## 2 Data Preprocessing and Cleaning

```
[4]: # Select columns for features
     brand columns = [col for col in data.columns if col.startswith("Brand ")]
     selected_features = brand_columns + ["price", "USB ports", "ESRB Rating"]
     # Filter the dataset
     X = data[selected features]
     y = data["review"].dropna() # Assuming 'review' is the rating column
[5]: from sklearn.preprocessing import LabelEncoder
     # Fill missing values for numeric columns
     X["price"] = X["price"].fillna(X["price"].median())
     X["USB ports"] = X["USB ports"].fillna(X["USB ports"].median())
     # Encode ESRB Rating as numerical values
     if "ESRB Rating" in X.columns:
         le = LabelEncoder()
         X["ESRB Rating"] = le.fit_transform(X["ESRB Rating"].fillna("Unknown"))
    C:\Users\shyam\AppData\Local\Temp\ipykernel_28312\3007401143.py:4:
    SettingWithCopyWarning:
    A value is trying to be set on a copy of a slice from a DataFrame.
    Try using .loc[row_indexer,col_indexer] = value instead
    See the caveats in the documentation: https://pandas.pydata.org/pandas-
    docs/stable/user_guide/indexing.html#returning-a-view-versus-a-copy
      X["price"] = X["price"].fillna(X["price"].median())
    C:\Users\shyam\AppData\Local\Temp\ipykernel_28312\3007401143.py:5:
    SettingWithCopyWarning:
    A value is trying to be set on a copy of a slice from a DataFrame.
    Try using .loc[row_indexer,col_indexer] = value instead
    See the caveats in the documentation: https://pandas.pydata.org/pandas-
    docs/stable/user_guide/indexing.html#returning-a-view-versus-a-copy
      X["USB ports"] = X["USB ports"].fillna(X["USB ports"].median())
    C:\Users\shyam\AppData\Local\Temp\ipykernel 28312\3007401143.py:10:
    SettingWithCopyWarning:
    A value is trying to be set on a copy of a slice from a DataFrame.
    Try using .loc[row_indexer,col_indexer] = value instead
```

```
See the caveats in the documentation: https://pandas.pydata.org/pandas-docs/stable/user_guide/indexing.html#returning-a-view-versus-a-copy
X["ESRB Rating"] = le.fit_transform(X["ESRB Rating"].fillna("Unknown"))
```

# 3 Exploratory Data Analysis - Visualizations

### 3.1 Product Analysis

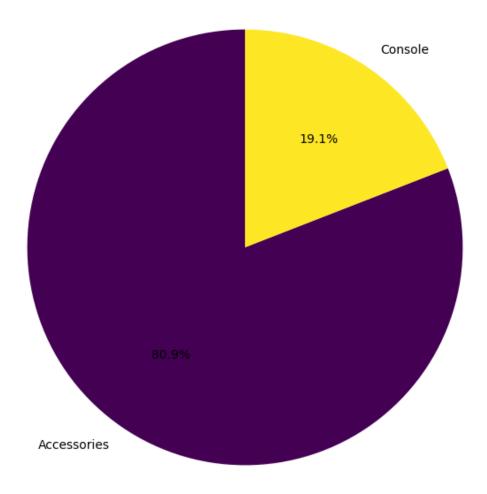
Product Type Distribution: 80.4% Accessories, highlighting a market focus on supporting hardware over Consoles (19.6%).

Product Releases by Year: Steady growth, peaking in 2024, driven by Accessories

**Top Brands by Product Count** Nintendo leads with a mix of Accessories and Consoles, while others (e.g., Logitech, Razer) focus heavily on Accessories.

```
[7]: # Pie chart for product types
    type_counts = data['Type'].value_counts()
    plt.figure(figsize=(8, 8))
    type_counts.plot(kind='pie', autopct='%1.1f%%', startangle=90, cmap='viridis')
    plt.title('Product Type Distribution')
    plt.ylabel('')
    plt.show()
```

## Product Type Distribution



```
release_type_counts.plot(kind='bar', stacked=True, figsize=(12, 6),u colormap='viridis')

plt.title('Product Releases by Year and Type')

plt.xlabel('Year')

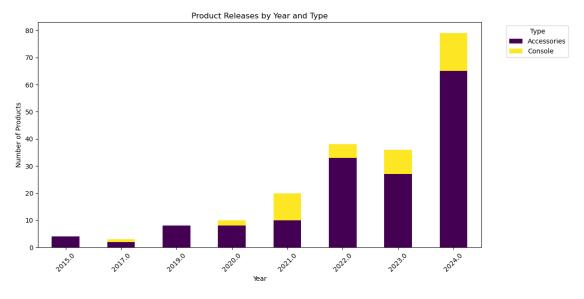
plt.ylabel('Number of Products')

plt.legend(title='Type', bbox_to_anchor=(1.05, 1), loc='upper left')

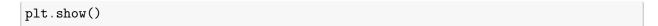
plt.xticks(rotation=45)

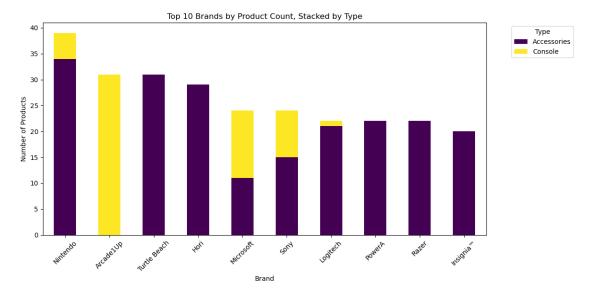
plt.tight_layout()

plt.show()
```



```
[10]: # Top 10 Brands by Product Count, Stacked by Type
      # Group data by brand and type, then count the products
     brand_type_counts = data.pivot_table(index='Brand', columns='Type',_
      →aggfunc='size', fill_value=0)
      # Filter for the top 10 brands by total product count
     top_brands = brand_type_counts.sum(axis=1).nlargest(10).index
     top_brand_type_counts = brand_type_counts.loc[top_brands]
      # Plot stacked bar chart
     top_brand_type_counts.plot(kind='bar', stacked=True, figsize=(12, 6),__
       plt.title('Top 10 Brands by Product Count, Stacked by Type')
     plt.xlabel('Brand')
     plt.ylabel('Number of Products')
     plt.legend(title='Type', bbox_to_anchor=(1.05, 1), loc='upper left')
     plt.xticks(rotation=45)
     plt.tight_layout()
```



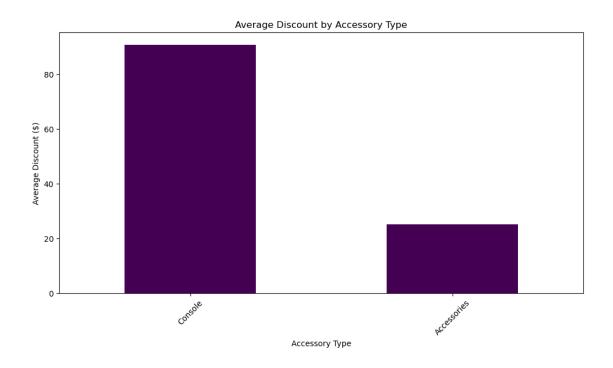


### 3.2 Price and Discount Analysis

Price Distribution: Consoles: Prices are widely spread, with peaks around \$500

Accessories: Prices are concentrated below \$200, reflecting affordabilit y. Discount Distribution: Consoles and Accessories: Discounts are minimal, with most products showing little to no markdowns.

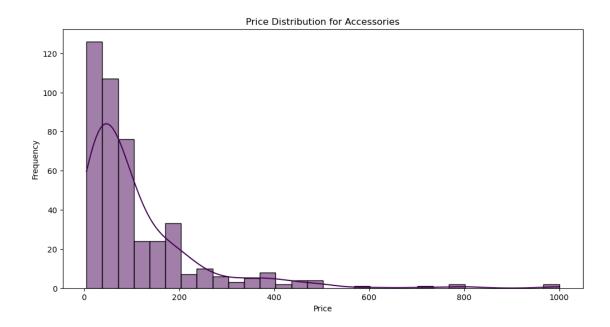
### 3.2.1 Price and Discount Distribution by Type



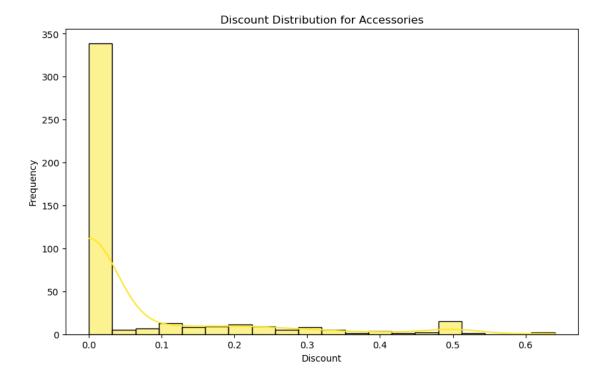
```
[22]: import matplotlib.cm as cm

# Price and Discount dsitribution for Accessories
# Filter data for Type
accessory_data = data[data['Type'] == 'Accessories']
console_data = data[data['Type'] != 'Accessories']

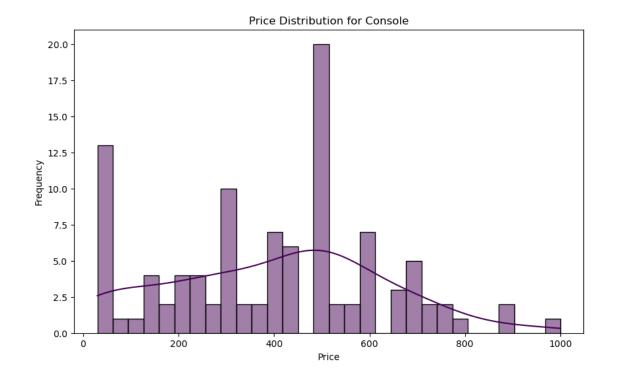
# Price Distribution for Accessories
plt.figure(figsize=(12, 6))
sns.histplot(accessory_data['price'], bins=30, kde=True, color=cm.viridis(0.0))
plt.title('Price Distribution for Accessories')
plt.xlabel('Price')
plt.ylabel('Frequency')
plt.show()
```

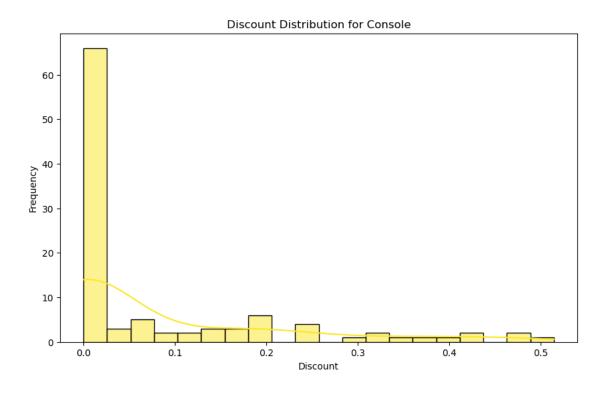


```
[23]: # Discount distribution for Accessories
plt.figure(figsize=(10, 6))
discounted_items = accessory_data[accessory_data['%off'].notnull()]
sns.histplot(discounted_items['%off'], bins=20, kde=True, color=cm.viridis(1.9))
plt.title('Discount Distribution for Accessories')
plt.xlabel('Discount')
plt.ylabel('Frequency')
plt.show()
```



```
[24]: # Price and Discount distribution for Consoles
      # Price distribution
      plt.figure(figsize=(10, 6))
      sns.histplot(console_data['price'], bins=30, kde=True, color=cm.viridis(0.0))
      plt.title('Price Distribution for Console')
      plt.xlabel('Price')
      plt.ylabel('Frequency')
      plt.show()
      # Discount distribution
      plt.figure(figsize=(10, 6))
      discounted_items = console_data[console_data['%off'].notnull()]
      sns.histplot(discounted_items['%off'], bins=20, kde=True, color=cm.viridis(1.9))
      plt.title('Discount Distribution for Console')
      plt.xlabel('Discount')
      plt.ylabel('Frequency')
      plt.show()
```





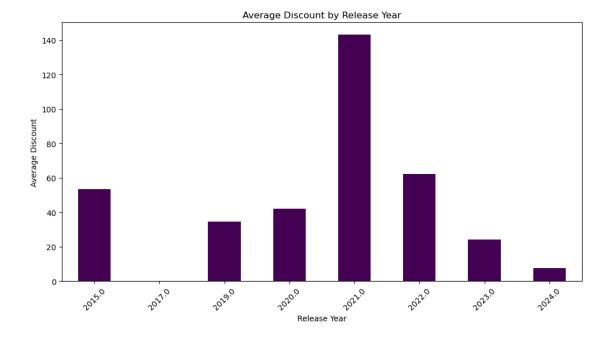
#### 3.2.2 Discount Pattern Analysis

```
[28]: # Convert the 'releasedate' column to datetime, handling errors gracefully
data['releasedate'] = pd.to_datetime(data['releasedate'], errors='coerce')

# Extract the year and month from the release date
data['release_year'] = data['releasedate'].dt.year
data['release_month'] = data['releasedate'].dt.month
```

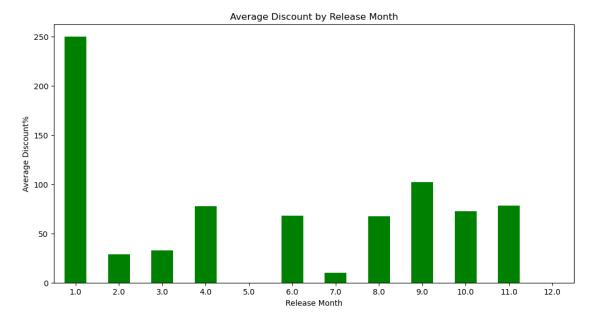
```
[29]: # Group by release year and calculate the average discount
avg_discount_by_year = data.groupby('release_year')['Discount'].mean()

# Plot: Average Discount by Release Year
plt.figure(figsize=(12, 6))
avg_discount_by_year.plot(kind='bar', colormap='viridis')
plt.title('Average Discount by Release Year')
plt.xlabel('Release Year')
plt.ylabel('Average Discount')
plt.xticks(rotation=45)
plt.show()
```



```
[30]: # Group by release month and calculate the average discount
avg_discount_by_month = data.groupby('release_month')['Discount'].mean()
# Plot: Average Discount by Release Month
plt.figure(figsize=(12, 6))
```

```
avg_discount_by_month.plot(kind='bar', color='green')
plt.title('Average Discount by Release Month')
plt.xlabel('Release Month')
plt.ylabel('Average Discount%')
plt.xticks(rotation=0)
plt.show()
```



### 3.3 Accessory Analysis

### 3.3.1 Accessory Sub-Type Distribution

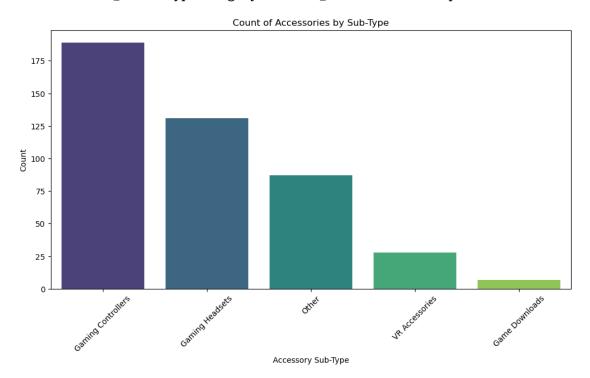
```
[31]: # Filter data for accessories only
accessories_data = data[data['Type'] == 'Accessories']

# 1. Count of Accessories by Sub-Type
plt.figure(figsize=(12, 6))
sns.countplot(data=accessories_data, x='TypeCategory',
order=accessories_data['TypeCategory'].value_counts().index,
palette='viridis')
plt.title('Count of Accessories by Sub-Type')
plt.xlabel('Accessory Sub-Type')
plt.ylabel('Count')
plt.xticks(rotation=45)
plt.show()
```

C:\Users\shyam\AppData\Local\Temp\ipykernel\_28312\2807941495.py:6:
FutureWarning:

Passing `palette` without assigning `hue` is deprecated and will be removed in v0.14.0. Assign the `x` variable to `hue` and set `legend=False` for the same effect.

sns.countplot(data=accessories\_data, x='TypeCategory',
order=accessories\_data['TypeCategory'].value\_counts().index, palette='viridis')



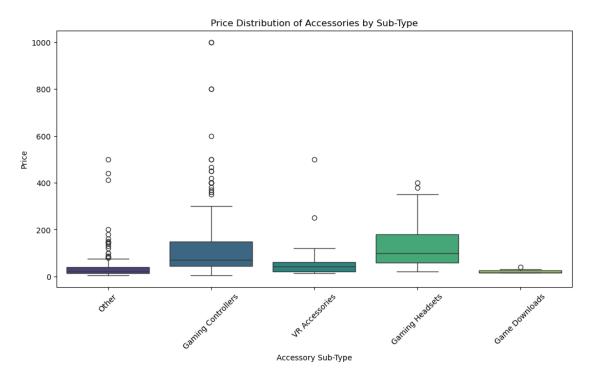
#### 3.3.2 Price Distributions

```
plt.xlabel('Accessory Sub-Type')
plt.ylabel('Price')
plt.xticks(rotation=45)
plt.show()
```

C:\Users\shyam\AppData\Local\Temp\ipykernel\_28312\2169741249.py:3:
FutureWarning:

Passing `palette` without assigning `hue` is deprecated and will be removed in v0.14.0. Assign the `x` variable to `hue` and set `legend=False` for the same effect.

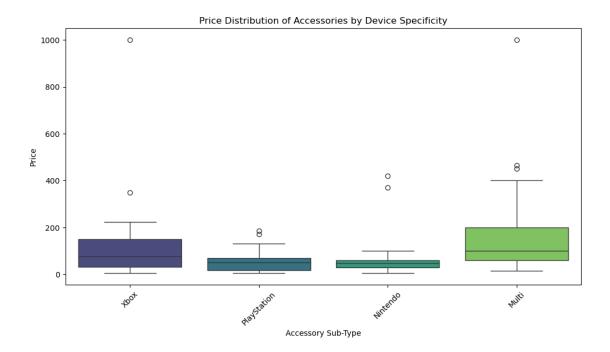
sns.boxplot(data=accessories\_data, x='TypeCategory', y='price',
palette='viridis')



 $\begin{tabular}{l} $C:\Users\shyam\AppData\Local\Temp\ipykernel\_28312\2169741249.py:12: Future\Warning: \end{tabular}$ 

Passing `palette` without assigning `hue` is deprecated and will be removed in v0.14.0. Assign the `x` variable to `hue` and set `legend=False` for the same effect.

sns.boxplot(data=accessories\_data, x='Specificity', y='price',
palette='viridis')

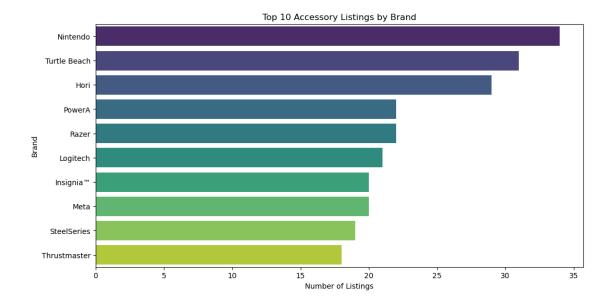


### 3.3.3 Top Brands

C:\Users\shyam\AppData\Local\Temp\ipykernel\_28312\2238174661.py:9:
FutureWarning:

Passing `palette` without assigning `hue` is deprecated and will be removed in v0.14.0. Assign the `y` variable to `hue` and set `legend=False` for the same effect.

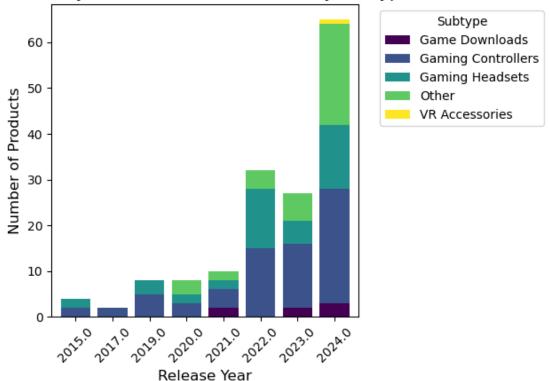
```
sns.countplot(y='Brand', data=top_15_data, order=top_15_brands,
palette='viridis')
```



#### 3.3.4 Accessory Release per Year Distribution by Subtype

<Figure size 1200x800 with 0 Axes>

## Accessory Release Year Distribution by Subtype



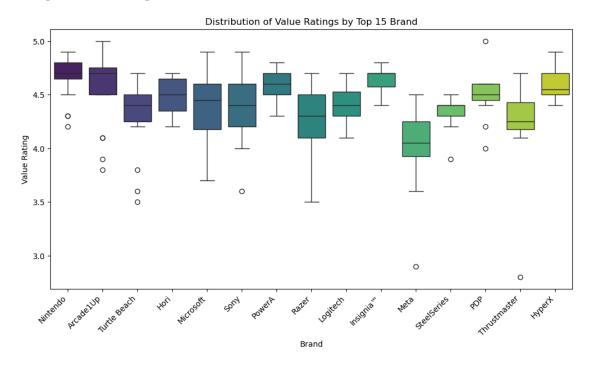
### 3.4 Review Analysis

### 3.4.1 Distribution of Value Ratings by Top 15 Brand

C:\Users\shyam\AppData\Local\Temp\ipykernel\_28312\3066335418.py:8:
FutureWarning:

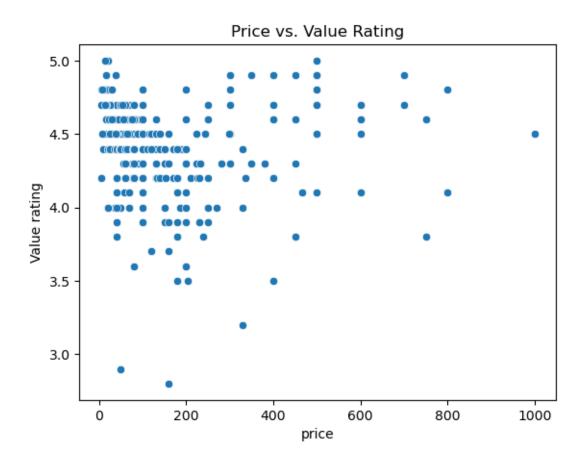
Passing `palette` without assigning `hue` is deprecated and will be removed in v0.14.0. Assign the `x` variable to `hue` and set `legend=False` for the same effect.

sns.boxplot(x='Brand', y='Value rating', data=top\_15\_data,
order=top\_15\_brands, palette='viridis')



### 3.4.2 Price vs. Value Rating

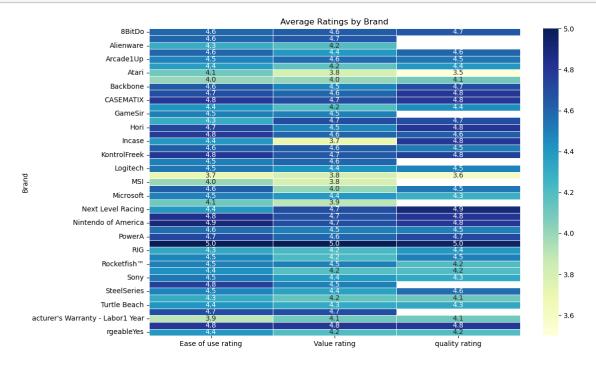
```
[42]: sns.scatterplot(x='price', y='Value rating', data=data)
plt.title('Price vs. Value Rating')
plt.show()
```



### 3.4.3 Heatmap of Average Value, Ease of Use and Quality Ratings

```
[44]: # Convert rating columns to numeric, coercing errors to NaN
     data['Value rating'] = pd.to_numeric(data['Value rating'],
     errors='coerce')
     data['quality rating'] = pd.to_numeric(data['quality rating'],
     errors='coerce')
     data['Ease of use rating'] = pd.to_numeric(data['Ease of use rating'],
     errors='coerce')
     # Re-calculate the mean ratings for each Brand and Type
     ratings_pivot = data.pivot_table(values=['Value rating', 'quality rating', |
       index='Brand',
     # columns='Type',
      aggfunc='mean')
      # Plotting a heatmap
     plt.figure(figsize=(12, 8))
     sns.heatmap(ratings_pivot, annot=True, fmt=".1f", cmap="YlGnBu", linewidths=.5)
     plt.title('Average Ratings by Brand')
     plt.ylabel('Brand')
```

plt.show()

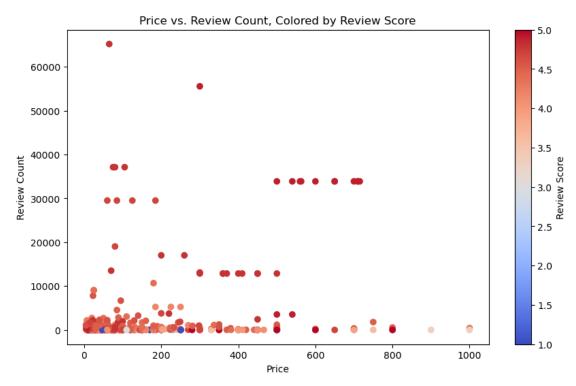


## 3.4.4 Price vs Reviews and Ratings

```
[52]: import matplotlib.colors as mcolors
      # Convert 'review count' to numeric, forcing errors to NaN
      data['review count'] = pd.to_numeric(data['review count'], errors='coerce')
      # Set up the colormap for 'review' scores
      norm = mcolors.Normalize(vmin=data['review'].min(), vmax=data['review'].max())
      cmap = cm.coolwarm
      # Create scatter plot
      plt.figure(figsize=(10, 6))
      scatter = plt.scatter(
          data['price'],
          data['review count'],
          c=data['review'], # Use review scores for color mapping
          cmap=cmap,
          norm=norm
      # Add colorbar for review scores
      cbar = plt.colorbar(scatter)
```

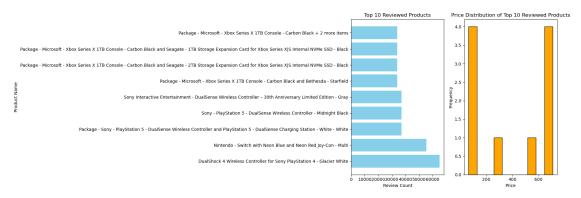
```
cbar.set_label('Review Score')

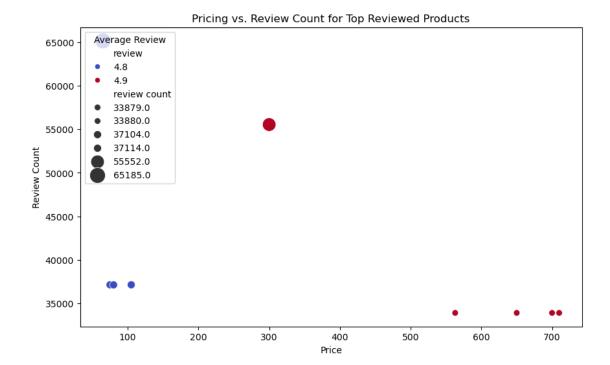
# Set labels and title
plt.title('Price vs. Review Count, Colored by Review Score')
plt.xlabel('Price')
plt.ylabel('Review Count')
plt.show()
```



### 3.4.5 Relation between review count and affordability

```
# Plot 2: Price Distribution for Top 10 reviewed products
axes[1].hist(top_reviewed['price'], bins=10, color='orange', edgecolor='black')
axes[1].set_title('Price Distribution of Top 10 Reviewed Products')
axes[1].set_xlabel('Price')
axes[1].set_ylabel('Frequency')
plt.tight_layout()
plt.show()
# Additional: Pricing vs. Review Count for Top Products
plt.figure(figsize=(10, 6))
sns.scatterplot(
   x=top_reviewed['price'],
   y=top_reviewed['review count'],
   hue=top_reviewed['review'],
   palette='coolwarm',
   size=top_reviewed['review count'],
   sizes=(50, 300)
plt.title('Pricing vs. Review Count for Top Reviewed Products')
plt.xlabel('Price')
plt.ylabel('Review Count')
plt.legend(title='Average Review', loc='upper left')
plt.show()
```



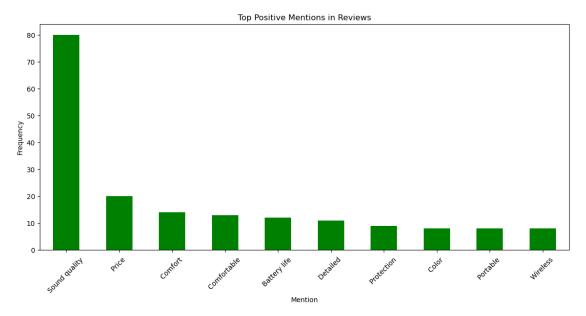


## 3.5 Top Mentions Analysis

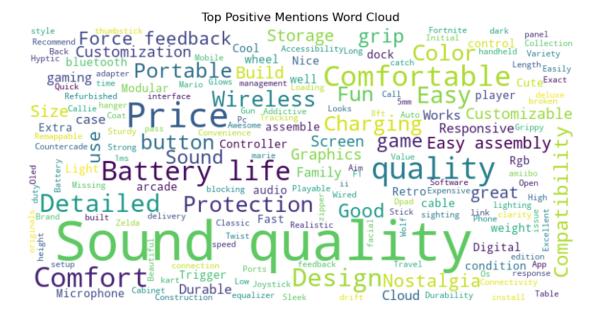
```
[78]: # Strip everything after '('
      data['top mentions1'] = data['top mentions1'].str.split('(').str[0])
      data['top mention(bad)'] = data['top mentions1'].str.split('(').str[0]
      positive_mentions = data['top mentions1'].value_counts().head(10)
      negative_mentions = data['top mention(bad)'].value_counts().head(10)
                      positive_mentions
                                         negative_mentions
     Sound quality
                                     80
                                                         80
     Price
                                     20
                                                         20
     Comfort
                                     14
                                                         14
     Comfortable
                                     13
                                                         13
     Battery life
                                                         12
                                     12
     Detailed
                                     11
                                                         11
     Protection
                                      9
                                                          9
     Color
                                      8
                                                          8
     Portable
                                      8
                                                          8
     Wireless
                                      8
                                                          8
[79]: # Plot positive mentions
      plt.figure(figsize=(14, 6))
      positive_mentions.plot(kind='bar', color='green')
```

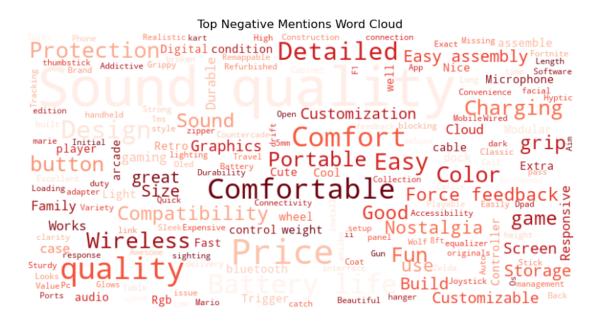
plt.title('Top Positive Mentions in Reviews')

```
plt.xlabel('Mention')
plt.ylabel('Frequency')
plt.xticks(rotation=45)
plt.show()
```



```
[80]: from wordcloud import WordCloud
      # Positive mentions word cloud
      top_mentions = data['top mentions1'].dropna().str.cat(sep=' ')
      wordcloud = WordCloud(width=800, height=400, background_color='white').
       ⇒generate(top_mentions)
      plt.figure(figsize=(10, 6))
      plt.imshow(wordcloud, interpolation='bilinear')
      plt.axis('off')
      plt.title('Top Positive Mentions Word Cloud')
      plt.show()
      # Negative mentions word cloud
      top mentions bad = data['top mention(bad)'].dropna().str.cat(sep=' ')
      wordcloud_bad = WordCloud(width=800, height=400, colormap='Reds', __
       ⇔background_color='white').generate(top_mentions_bad)
      plt.figure(figsize=(10, 6))
      plt.imshow(wordcloud_bad, interpolation='bilinear')
      plt.axis('off')
      plt.title('Top Negative Mentions Word Cloud')
      plt.show()
```





```
[3]: from sklearn.ensemble import RandomForestRegressor from sklearn.ensemble import RandomForestClassifier from sklearn.model_selection import train_test_split from sklearn.metrics import mean_squared_error
```

```
[4]: # Convert 'recommend rate' column to string type first
data["recommend rate"] = data["recommend rate"].astype(str)
```

```
# Then apply the string operations
data["recommend rate"] = data["recommend rate"].str.rstrip('%').astype(float)
data["%off"]
```

```
[4]: 0
            0.000000
            0.475012
     2
            0.060012
     3
            0.425011
            0.000000
            0.000000
     545
     546
            0.000000
     547
            0.000000
     548
            0.250125
     549
            0.000000
    Name: %off, Length: 550, dtype: float64
```

## 4 Predictive Analysis

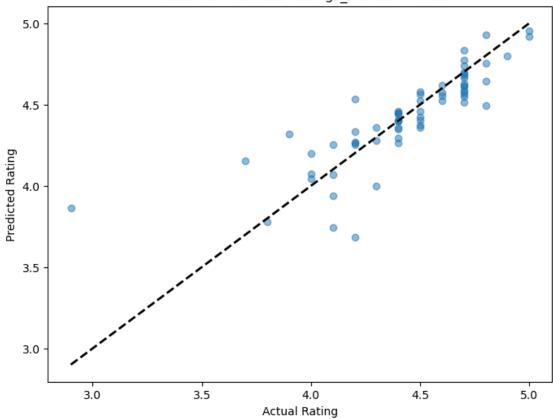
#### 4.1 Random Forest Classifier

```
[8]: # Prepare the data for the model
    # Select features (X) and target variable (y)
    features = ["price","%off","recommend rate","review","review count"]
    target = 'Value rating'
    data = data.dropna(subset=['Value rating'])
    # Split data into training and testing sets
    X = data[features]
    y = data[target]
    →random_state=42) # Adjust test_size as needed
    # Initialize and train the RandomForestRegressor
    rf_model = RandomForestRegressor(n_estimators=100, random_state=42) # Adjust_
     \hookrightarrow n_{-}estimators as needed
    rf_model.fit(X_train, y_train)
    # Make predictions on the test set
    y_pred_RF = rf_model.predict(X_test)
    # Evaluate the model
    mse = mean_squared_error(y_test, y_pred_RF)
    rmse = mse**0.5
    print(f'Mean Squared Error: {mse}')
    print(f'Root Mean Squared Error: {rmse}')
```

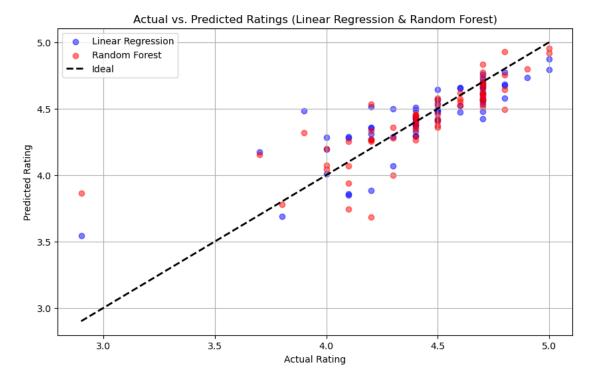
```
# Feature importance
      feature_importances = pd.DataFrame({'Feature': features, 'Importance': rf_model.

→feature_importances_})
      print(feature_importances.sort_values(by='Importance', ascending=False))
     Mean Squared Error: 0.03773467692307698
     Root Mean Squared Error: 0.19425415548470765
               Feature Importance
     2 recommend rate
                         0.628838
                review
                          0.176206
                       0.104714
     0
                 price
     4
          review count
                          0.069774
                          0.020469
     1
                  %off
     4.2 Linear Regression Model
[10]: from sklearn.linear_model import LinearRegression # Import LogisticRegression_
      ⇔from the correct module
      LR = LinearRegression()
      LR.fit(X_train, y_train)
      y_pred_LR = LR.predict(X_test)
[11]: import matplotlib.pyplot as plt
      plt.figure(figsize=(8, 6))
      plt.scatter(y_test, y_pred_RF, alpha=0.5) # Alpha for transparency
      plt.plot([y_test.min(), y_test.max()], [y_test.min(), y_test.max()], 'k--',__
       →lw=2) # Diagonal line for reference
      plt.xlabel('Actual Rating')
      plt.ylabel('Predicted Rating')
      plt.title('Actual vs. Predicted Ratings_Random Forest')
      plt.show()
```





plt.grid(True) # Add grid for better visualization
plt.show()



## 5 Conclusion:

The booming video game market, as evidenced by the increasing monthly accessory releases, high-lights both the growing demand and the intensifying competition in this industry. Our analysis of Best Buy's video game segment reveals that strategic product listings and alignment with consumer preferences are pivotal for success in this dynamic landscape. By focusing on key trends such as pricing strategies, demographic targeting, and customer satisfaction metrics, we identified brands that consistently deliver quality and value, reinforcing Best Buy's strategic positioning. Conversely, brands like MSI present opportunities for improvement, allowing Best Buy to refine its offerings further. Through advanced visualization and predictive modeling, we demonstrated that factors such as price, functionality, and brand reputation significantly influence customer satisfaction. These insights equip Best Buy with actionable recommendations to optimize its product mix, enhance customer engagement, and sustain its competitive edge in the ever-evolving gaming accessories market. This report underscores the importance of aligning supply-side strategies with demand-side expectations to capitalize on the opportunities in this rapidly expanding sector.

[]: