**Some Patterns:**

* Graphics is chosen by majority of the gamers coming from all MBTIs [Can be ignored from question to user]
* Challenging attribute of a game is considered one of the key factors by majority of the gamers [Can be studied for these two MBTIs ENTJ and ENFP or eliminated upon interviews & discussions from question to user]
* Columns ‘What best describe you’ & ‘What games do you like? You can tick more than one checkbox’ should be studied closely and needs discussion to eliminate choices
* Columns ‘Why do you play’ has recorded more number of hits in terms of ‘Time for Break’ in combinations [Could be used as a heuristic to recommend and can be asked to the user on how much time they want to spend gaming and suggest games that fall within that category]
* Attributing the giddiness factor doesn’t have huge impact when it comes to gaming as almost 68% have answered ‘’No” taking this survey into account. [If needed to be used as a heuristic, we should come up with a shaded way of asking this to users]
* Come up with a logic to predict the personality (may be divide into halves) and map the games based on the % graph for each MBTI category against the type of game (puzzle, shooting) using qlik [may be pick]
* Exercise Attribute: No – 47 & Yes – 59 [Discuss how this is relevant or can be discarded
* Read up this link once again to understand better: **https://www.quora.com/What-kind-of-video-games-would-each-MBTI-type-most-likely-play**