

Three trends observable from the given data set

1. Male Players outnumber Female players by over five to one, but the average purchase per Female Players is slightly higher
2. For this data most of the players are in the age range 20 to 24 (44%), with 75% of players falling in the age range 15 to 29
3. The most profitable items are not necessarily the most expensive items, for example the most profitable game Oathbreaker, Last Hope of the Breaking Storm is priced at \$4.23 which was cheaper than the following four most profitable games