



The data used for the Histogram chart comes from the collection of unique games released up until December of 2016. The games specifically shown in the above chart are all of the games published by Nintendo.

Within the data, there were critic ratings for each game. These critic ratings ranged from 0 to 100 overall. This range is perfect for a histogram since histograms are meant to display the frequency of binned data. In this case, the frequency is the number of games and the range is the score given.

From the data displayed, the histogram can then easily show the most frequently awarded critic score for all Nintendo games as well as the most common distribution. The data shows that the most frequent scores were 76, 69 and 81, and 80. These are the max points of the data. The strong distribution ranges from 66 to 92. From these numbers, we can gauge how good a Nintendo game may rank on the critic's ranking and we can tell how well ranked Nintendo games are in general. The range difference of 26 points of the strong distribution shows the average range that a game may be placed in. The chart is skewed to the left, with a few titles scoring significantly lower than the rest that may be considered outliers when compared to the strong distribution. When looking at this data, one may be able to strongly predict that a Nintendo Title may earn the critic rating from 66 to 92. With an additional graph of the genre correlation with each score, they may be able to predict its placement even further. However, with just the histogram to base a prediction off of, there is only a general range that they could use.