Feedback for Project Number 23

## Instructions

Use the program below (beginning line 13) to figure out who you will be critiquing. You will critique two of your colleagues’ work and provide feedback for them to produce their best work. Remember this is to help them out so do not be mean, but also do not hold back. Be sure to highlight areas of success as equally as areas of failure. Use the template below the code to provide them this feedback. You can find the [project links here](https://docs.google.com/spreadsheets/d/1xAiea3WAt-7ANAYtzhjFfRRkSTCQlcu123y7hqizJso/edit#gid=0)

**Be sure to change the name of the project in the title above and in the document title.** This is the project number you are critiquing and should be included in the output file so that the document name reads ‘Critique\_of\_Project##.docx’. Once you are finished, e-mail me both documents (one document per critique) and I will upload them to the ‘Peer\_Reviewed\_Work’ folder so that your peers can view them. Do not e-mail me the .Rmd file. These reviews are due by **Friday, March 26th at 5:30pm CST**. For ease you can use this markdown file to fill out your responses and knit which will produce a word document for you.

## Feedback Below

**What is their topic on?**

* Topis is clear and makes perfect sense based on the data and presentation
* Topic is on PvP and Co-op games and using data to see if you can determine which is more popular

**Are the objectives of the project clearly identifiable?**

* Objective is very clear and easy to understand based on the way the information was presented
* They are wanting to study which type of games are more popular especially with the trend of online gaming
* They grew up playing games and interested in future of gaming which is the motivation behind the research question

**What data are used?**

* Used PlayStation gaming data from PS-timetracker that listed top games played in the month
* Detailed and presented smoothly and clear where it was easy to understand and grasp

**What is your overall impression of the project?**

* Really liked the presentation, it was very clear, informative, and very easy to understand the details the way they were presented
* The presentation was straight forward and to the point, good pace, and brought in all the key details without being overwhelming
* Pretty funny at the end about how polling people outside of the project to check determined people just wanted to play what their friends were playing which maybe it’s just all up in the air and maybe it’s some years it will be Co-op being more popular and other years it will be PvP all depending on what games come out that catch popularity and maybe also if you have friends or not :/