Gaming purchasing analysis:

1. Young men between the ages of 20-24 are overwhelmingly the largest demographic of videogame players in this analysis and has the highest volume of purchases.
2. Although, the age demographic <10 years old made up only approximately 3% of the studies population, and were the youngest demographic, they displayed the 2nd highest average purchase price. Obviously, someone under 10 years old is not obligated to buy things for themselves, so they are little more liberal when it comes to costs.
3. In addition, even though the item: Extraction, Quickblade of Trembling Hands, was the 2nd most popular item purchased, it did not make it in the top 5 of the most profitable items.