

Project Context:

In this project we are working with a dataset that covers information about apps available on the Apple Store. The dataset was found on Kaggle.

We start with a csv filled "AppleStore.CSV" which gives us information about the apps (app names, sizing bytes, ratings, supporting devices, etc) Additionally, we use a second dataset that tells us the overview of each application to see how it is perceived in the market.

Stakeholder:

In this case, it would be an aspiring app developer who needs data-driven insights to decide what type of app to build and so they are seeking answers to questions like:

- What app categories are most popular?
- What price should I let it be?
- How can I maximize user ratings?

EDA:

A couple of things I looked at are:

- Number of Apps per genre
- Overview of App Ratings
- Distribution of App Prices

Analysis :

From the EDA above I analyzed:

- Apps with more supported languages and their ratings
- Genre of Apps with Low Ratings
- Check if there is correlation between the length of app description and user rating
- Top-Rated apps for each genre

Final Recommendations:

1. Paid Apps have better Ratings
 - a. users who pay for an app may have higher engagement and perceived more value leading to the better ratings
 - b. If creator thinks the quality of their app is good, they should charge users
2. Apps supporting between 10 and 30 languages have better ratings
 - a. focusing on the right language is important versus quantity of languages
3. Finance and Book Apps have low ratings
 - a. User needs are not being fully met so there is potential for high user ratings and market penetration
4. Apps with a longer description have better ratings
 - a. A detailed well crafted app description can set click expectation and eventually increase the satisfaction of users
5. A new app should have a rating of 3.5 or higher
6. Games and Entertainment have a high volume of apps
 - a. Market is saturated, so entering this space is challenging. However, there is high user demand in these sectors