After completing the data analysis for the Heroes of Pymoli pandas challenge, there a quite a few interesting trends.

1. The overwhelming majority of players are Male. This was to be expected. It is general knowledge that males have a much stronger preference for video games compared to Females and Others. Males make up 84% of players in this data set.
2. Another interesting find from the data was the most popular age of players. I was expecting that the ages of 15-19 or 10-14 would be the most popular. However, ages 20-24, was the most popular ages group. Ages 20-24 had almost half of the total players (44.79%). This would raise to me to ask the question of when this data was collected. I think this would be a vital piece of information. If this was collected from 80’s or 90’s, it would make sense that most players fell between 20-24. If this was collected from the 2000’s or later, then I would expect majority of players to be between 10-14 or 15-19 due to rapid growth of the video game industry.
3. The price of games was an interesting piece of data. The price of each game did not vary that much at all. The games were priced around $3.15. Video game prices are similar across all categories of games which is interesting. One would expect initially for more popular games to be more expensive. However, video games prices only tend to change dramatically when their operating system changes as well. For example, game prices on Xbox vs. Xbox 360 back in the 2000’s. The game prices jumped from $29.99 to $49.99.