## Final Project

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## Task 1

First, I am going to read in data about home prices, remove some data, make a simple sales price column, and produce a small snapshot of the data.

```
library(dplyr)
homedata <- readr::read_csv("https://www4.stat.ncsu.edu/online/ST308/Data/ezfullwo_house.csv")
mhomedata <- homedata%>%

#Remove obs w. Low variable using filter() and ! for FALSE
filter(LandContour != "Low" )%>%

#Remove obs before 2007 using filter()
filter(YrSold > 2006)%>%

#Make SimpleSp w mutate(), SalesPrice divided by 100000
mutate(SimpleSP = SalePrice/100000)%>%

#Remove variables using select(-c())
select(-c(WoodDeckSF, Condition1))

#create table with kable of first 10 rows and first 6 columns
knitr::kable(mhomedata[1:10, 1:6])
```

SalePrice	FullBath	MoSold	${\bf TotRmsAbvGrd}$	YrSold	OpenPorchSF
208500	2	2	8	2008	61
181500	2	5	6	2007	0
143000	1	10	5	2009	30
307000	2	8	7	2007	57
200000	2	11	7	2009	204
129500	1	2	5	2008	0
144000	1	9	4	2008	0
157000	1	5	5	2008	213
132000	1	7	5	2007	112
149000	1	3	5	2010	0

I am now going to generate some summary statistics about sales price, month sold, and full bath amount. I will include a table that groups this data based on whether or not there is central air.

```
#Produce summary statistsics about the SalePrice, FullBath, and MoSold variables
homedstats <- mhomedata%>%
  #group by central air first
  group_by(CentralAir)%>%
  summarise(
    #sales price summary
   Spmean = mean(SalePrice),
   Spstdev = sd(SalePrice),
   Spq1 = quantile(SalePrice, .25),
   Spq3 = quantile(SalePrice, .75),
     #FullBath Summary
   Fbmean = mean(FullBath),
   Fbsdev = sd(FullBath),
   Fbq1 = quantile(FullBath, .25),
   Fbq3 = quantile(FullBath, .75),
   #MoSold Summary
   Msmean = mean(MoSold),
   Mstdev = sd(MoSold),
   Msq1 = quantile(MoSold, .25),
   Msq3 = quantile(MoSold, .75),
knitr::kable(homedstats)
```

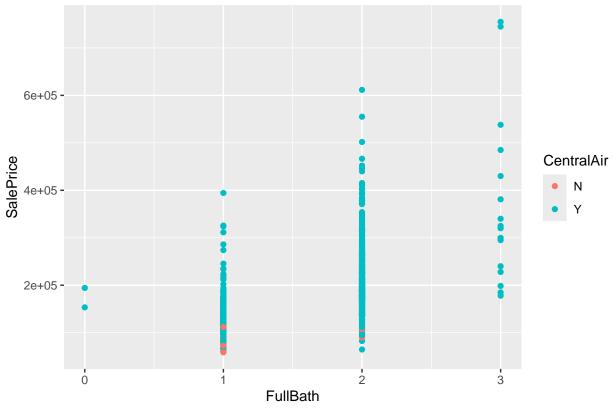
CentralAir	Spmean	Spstdev	$\operatorname{Spq}1$	$\operatorname{Spq}3$	Fbmean	Fbsdev	Fbq1	Fbq3	Msmean	Mstdev	Msq1	Msq3
N	103412.5	31208.32	82750	122750	1.28125	0.4568034	. 1	2	6.343750	3.096401	4.75	8.25
Y	187875.9	81400.05	135250	216500	1.58728	0.5398992	1	2	6.335589	2.748928	5.00	8.00

Below is a scatter plot that shows the price based on the amount of bathrooms. Orange dots show homes with no central air.

```
library(ggplot2)

#create the ggplot arguments and save as object
SPplot <- ggplot(data=mhomedata, aes(x=FullBath, y=SalePrice, color = CentralAir))

#add the scatter plot with geom_point() and the caption with labs(caption =)
SPplot + geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot with geom_point() + labs(caption = "No central air is uncommon, and is most often found in homes with the scatter plot wit
```



No central air is uncommon, and is most often found in homes with below average sales prices.

Do the variables FullBath and MoSold have an impact on SalePrice?

```
#Run multiple linear regression on specified data
LRmodel <- lm(data = mhomedata, SalePrice ~ FullBath + MoSold)
#summary of LRmodel
summary(LRmodel)</pre>
```

```
##
## lm(formula = SalePrice ~ FullBath + MoSold, data = mhomedata)
##
## Residuals:
      Min
               1Q Median
                               3Q
                                      Max
## -155867 -39737
                    -6900
                            21435 446637
##
## Coefficients:
##
              Estimate Std. Error t value Pr(>|t|)
## (Intercept) 51194.2
                           8997.0
                                   5.690 1.81e-08 ***
               85826.4
                           4516.1 19.004 < 2e-16 ***
## FullBath
## MoSold
                -310.0
                            882.8 -0.351
                                             0.726
## ---
## Signif. codes: 0 '*** 0.001 '** 0.01 '* 0.05 '.' 0.1 ' 1
##
## Residual standard error: 67410 on 768 degrees of freedom
## Multiple R-squared: 0.3208, Adjusted R-squared: 0.3191
```

```
## F-statistic: 181.4 on 2 and 768 DF, p-value: < 2.2e-16

#predict the SalePrice using list() with experimental variables
predict(LRmodel, list(FullBath = 2, MoSold = 8))

## 1
## 220366.8

predict(LRmodel, list(FullBath = 6, MoSold = 1))

## 1
## 565842.3</pre>
```

After looking at the linear regression, it is likely that FullBath is important to price, but not MoSold, as the p-value is high.

## Task 2

Write a function that finds the mean median and IQR of all of the data to analyze averages of all video game scores.

```
#Read in video game data
vgs <- readr::read_csv("https://corgis-edu.github.io/corgis/datasets/csv/video_games/video_games.csv")</pre>
## Rows: 1212 Columns: 36
## -- Column specification ---
## Delimiter: ","
## chr (5): Title, Metadata.Genres, Metadata.Publishers, Release.Console, Rele...
## dbl (25): Features.Max Players, Metrics.Review Score, Metrics.Sales, Metrics...
## lgl (6): Features. Handheld?, Features. Multiplatform?, Features. Online?, Met...
##
## i Use 'spec()' to retrieve the full column specification for this data.
## i Specify the column types or set 'show_col_types = FALSE' to quiet this message.
#use apply(), select data and column, set up function
apply(select(vgs, 'Metrics.Review Score'), MARGIN = 2, FUN = function(x){
  #generate mean, median, IQR
  c(mean=mean(x), median= median(x), IQR=IQR(x))
})
##
          Metrics.Review Score
## mean
                      68.82838
## median
                      70.00000
## IQR
                      19.00000
```

Which video game publishers receive the highest ratings, lowest? What are the mean, median, and IQR of the three highest and three lowest publishers?

```
#Split the data into dataframes based on publisher
publishersplt <- split(vgs, vgs$Metadata.Publishers)</pre>
#lapply must be used since the data is formatted as a list
pbscrdata <- lapply(publishersplt, FUN = function(x){</pre>
  #extract scores from data and save as metrics
 metrics <- x$'Metrics.Review Score'</pre>
 #Combine and compute desired metrics
 c(mean = mean(metrics), median = median(metrics), IQR = IQR(metrics))
pbscrdata
## $'2K'
##
                           IQR
              median
       mean
## 73.14286 75.00000 12.00000
##
## $Activision
       mean
              median
                           IQR
## 67.83908 70.00000 19.00000
##
## $'Activision, Konami'
##
     mean median
##
       89
              89
##
## $'Activision, Sony'
     mean median
##
       68
##
              68
                       0
##
## $Atari
                     IQR
##
     mean median
    60.00 57.00 21.25
##
##
## $'Atari, Namco'
     mean median
                     IQR
##
     68.5
            68.5
                     5.5
##
## $Capcom
       mean
              median
## 73.91429 74.00000 11.50000
## $'Capcom, Nintendo'
     mean median
##
                     IQR
       75
              75
                       0
##
##
## $'Capcom, Rockstar'
##
     mean median
                     IQR
       88
              88
                       0
##
##
## $Disney
     mean median
                     IQR
## 67.50 67.50 15.25
```

```
##
## $EA
##
      mean median
## 70.17576 71.00000 14.00000
## $'EA, Namco'
    mean median
                    IQR
     67.5 67.5
##
                    6.5
##
## $'EA,Sony'
    mean median
                    IQR
##
       58
              58
                      0
##
## $Eidos
       mean median
## 64.68182 67.50000 17.25000
##
## $Konami
      mean median
## 66.08511 69.00000 21.00000
##
## $Microsoft
##
      mean median
                          IQR
## 75.19048 79.00000 24.00000
##
## $'Microsoft,SquareEnix'
##
    mean median
                 IQR
##
       64
              64
##
## $Midway
##
       mean median
## 59.43478 62.00000 24.50000
##
## $Namco
       mean median
## 66.78788 67.00000 18.00000
## $'Namco, Sony'
##
     mean median
                    IQR
##
       83
          83
##
## $'Namco, Ubisoft'
##
    mean median
                    IQR
##
       85
             85
                      0
## $Nintendo
       mean
             median
                          IQR
## 75.72941 77.00000 15.00000
## $'Nintendo, Sega'
##
    mean median
                    IQR
##
     68.5
            68.5
                    1.5
##
## $'Nintendo, SquareEnix'
```

```
IQR
##
     mean median
##
       65
              65
##
## $Rockstar
##
       mean
              median
## 78.83333 81.00000 11.00000
##
## $Sega
##
     mean median
                    IQR
##
    65.32 67.00 19.50
##
## $Sony
##
     mean median
                    IQR
##
     75.8
            79.0
                    15.0
##
## $'Sony, Ubisoft'
##
     mean median
                    IQR
##
       71
              71
                       6
##
## $SquareEnix
##
       mean
              median
                           IOR
## 75.80645 75.00000 13.00000
##
## $THQ
##
       mean
              median
                           IOR
## 66.85246 68.00000 15.00000
##
## $Ubisoft
##
                           IQR
       mean
              median
## 66.82609 64.50000 17.25000
#I'm attempting to turn the list back into a data frame using enframe(),
#just so I can sort the data based on mean, and find the highest score.
dataframestats <- tibble::enframe(pbscrdata, value='mean')%>%
   #pbscrdata has 3 values: mean, median, and IQR. unnest_wider will generate a column for each.
   tidyr::unnest_wider(col = 'mean')%>%
   #arrange descending based on mean
   arrange(desc(mean))
dataframestats
## # A tibble: 31 x 4
##
                                        IQR
      name
                          mean median
##
      <chr>
                         <dbl> <dbl> <dbl>
   1 Activision, Konami
                          89
                                   89
                                          0
    2 Capcom, Rockstar
                                   88
                                           0
                          88
##
    3 Namco, Ubisoft
                          85
                                   85
                                          0
##
                                   83
                                          5
   4 Namco, Sony
                          83
   5 Rockstar
                          78.8
                                   81
                                         11
  6 SquareEnix
                          75.8
                                   75
##
                                          13
##
   7 Sony
                          75.8
                                   79
                                          15
## 8 Nintendo
                                         15
                          75.7
                                   77
## 9 Microsoft
                          75.2
                                   79
                                          24
## 10 Capcom, Nintendo
                                   75
                                          0
                          75
```

## ## # i 21 more rows

It appears that Konami has the highest critic score, although it seems like they only have 1 game, along with Capcom Rockstar and Namco Ubisoft.

```
BADstats <- tibble::enframe(pbscrdata, value='mean')%>%
  tidyr::unnest_wider(col = 'mean')%>%
  #arrange ascending
  arrange(mean)
BADstats
```

```
## # A tibble: 31 x 4
                            mean median
                                          IQR
##
     name
##
      <chr>
                           <dbl>
                                  <dbl> <dbl>
   1 EA, Sony
                            58
                                   58
##
                                          0
## 2 Midway
                            59.4
                                   62
                                         24.5
  3 Atari
                            60
                                   57
                                         21.2
## 4 Microsoft, SquareEnix
                            64
                                   64
                                          0
## 5 Eidos
                            64.7
                                   67.5 17.2
##
  6 Nintendo, Square Enix
                            65
                                   65
                                          0
##
  7 Sega
                            65.3
                                   67
                                         19.5
## 8 Konami
                            66.1
                                   69
                                         21
## 9 Namco
                            66.8
                                   67
                                         18
## 10 Ubisoft
                            66.8
                                   64.5 17.2
## # i 21 more rows
```

EA(Sony) and Midway are the worst.