Jessica Solomon

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Homework 4: Pandas

Observable Trends:

1. The majority of purchases (84.03%) were made by male players. Male gamers also spent more money than members of other genders ($1,967.64). Therefore, it can be expected that for coming financial periods the majority of purchases and revenue will be collected from male gamers.
2. The majority of purchases were made by gamers between the age range of 20 to 24 years. They also account for the most revenue ($1,114.06) when in comparison to their counterparts. Therefore, gamers in this age group are also expected to contribute to the majority of revenue in the future. The number of purchases also starts to decline in a trend similar to that of a bell curve when moving away from the 20-24 age group in either direction.
3. Final Critic and Oathbreaker, Last Hope of the Breaking Storm, despite not being the lowest priced items offered, were both the most frequently purchased and contributed the greatest source of revenue. Therefore, it can be expected that they will continue to do so in the future.