

# Automated Data Analysis Report (via Gemini): Temp Games

## Executive Summary

This report summarizes the initial automated exploratory data analysis (EDA) of the `temp\_Games.csv` dataset, containing 14,785 rows and 4 columns. The dataset comprises one numerical and three categorical features, exhibiting no missing values, duplicates, or constant columns, indicating high initial data quality. Preliminary univariate analysis has been conducted on all features. Bivariate analysis is ongoing, with no significant patterns identified to date. The EDA included descriptive statistics and data quality checks. Further analysis, including visualizations and more in-depth bivariate and multivariate explorations, will be necessary to fully understand the relationships between features and extract actionable insights. This initial scan confirms the dataset's suitability for further analysis and provides a solid foundation for subsequent, more targeted investigations. The absence of significant data quality issues is encouraging and allows us to proceed efficiently to more advanced analytical techniques.

# 1. Data Overview

This report provides an initial automated analysis of the dataset from 'temp\_Games.csv'.

## 1.1. Basic Information

**Table 1: Dataset Dimensions**

Metric	Value
Number of Rows	14785
Number of Columns	4
Total Data Points	59140

## 1.2. Data Types

**Table 2: Summary of Feature Data Types**

Data Type	Count
object	3
int64	1

*Data Types Distribution Interpretation:*

The dataset is heavily skewed towards categorical data, with only one numerical feature ('Score') amongst several categorical features ('Console', 'GameName', 'Review'). This suggests analyses will likely focus on categorical relationships and potentially involve techniques like frequency analysis, contingency tables, or text analysis for the 'Review' feature, rather than purely numerical modeling.

# 2. Data Quality Assessment

## 2.1. Missing Values

No missing values were found in the dataset. This is excellent for data completeness.

## 2.2. Duplicate Records

No duplicate rows were found in the dataset.

## 2.3. Feature Variance

No constant columns (columns with only one unique value) were identified.

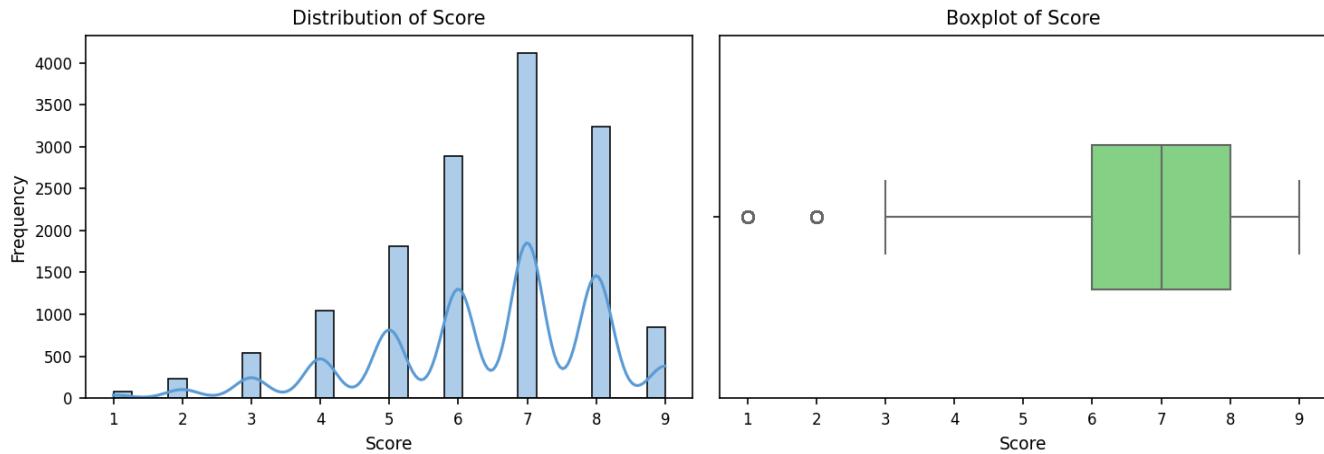
No significantly quasi-constant columns were identified using a 95% dominance threshold.

*Data Quality Summary & Implications:*

Based solely on the provided data quality assessment, the dataset exhibits excellent initial quality characteristics. The absence of missing values, duplicate rows, constant columns, and highly quasi-constant columns suggests a high degree of completeness and variability within the data. This is a strong foundation for further analysis, indicating that the data is likely reliable and suitable for various analytical tasks without the need for extensive pre-processing to address common data quality issues. The lack of redundant or uninformative features implies that the dataset is relatively efficient and will not be unnecessarily burdened by noise or irrelevant information. The positive findings significantly impact the potential for reliable insights and effective modeling. The absence of missing data means that imputation techniques, which can introduce bias, are not necessary. The lack of duplicates ensures that observations are not artificially inflated, leading to more accurate statistical representations. The variability across columns suggests the presence of informative features that can contribute meaningfully to predictive models or exploratory analyses. This reduces the risk of overfitting or generating misleading conclusions. Given the already high data quality, further strategies would focus on maintaining this level rather than addressing specific issues. This might involve implementing data validation rules during data entry or ingestion to prevent future introduction of missing values or duplicates. Regular monitoring of data quality metrics, including checks for emerging quasi-constant columns or unexpected patterns, should be incorporated into the data management workflow. Finally, exploring data characteristics beyond the basic checks performed (e.g., distribution of values, potential outliers) will further enhance confidence in the data's suitability for the intended analysis.

### 3. Univariate Analysis

#### 3.1. Numerical Features

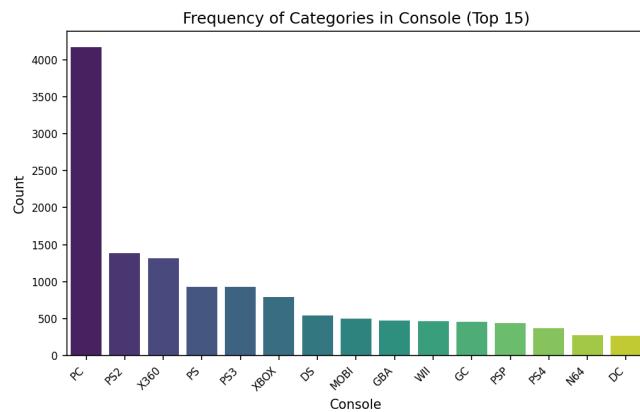


**Figure 1:** Distribution (histogram and KDE) and boxplot for 'Score'. The histogram shows shape, central tendency, and spread. The boxplot highlights median, quartiles, and potential outliers.

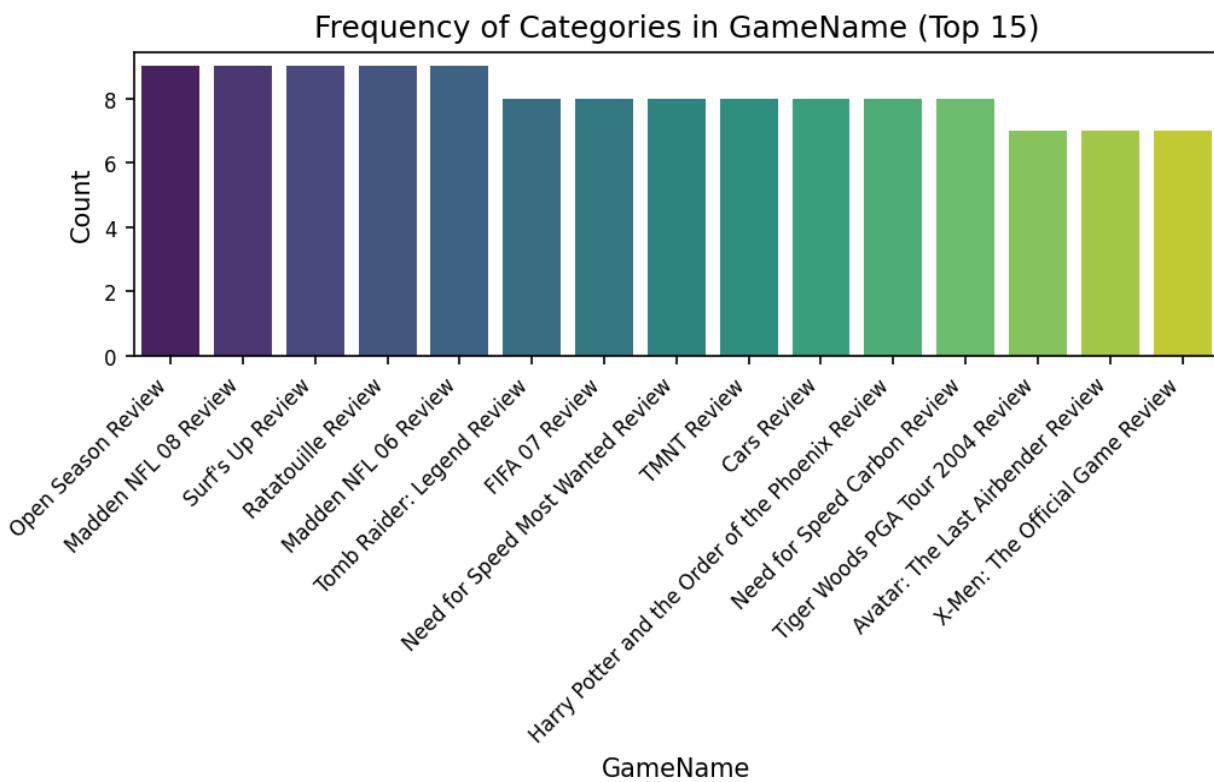
##### Observations on Numerical Feature Distributions:

The 'Score' feature exhibits a negatively skewed distribution, as indicated by a mean (6.43) lower than the median (7.0) and a negative skewness value (-0.75). This suggests a longer tail towards lower scores, with a concentration of data points above the mean. The relatively low kurtosis (0.32) indicates the distribution is close to a normal distribution but slightly platykurtic (flatter than a normal distribution). The standard deviation of 1.61 suggests a moderate spread in the scores, implying a reasonable amount of variability within the data. The presence of potential outliers is flagged by the boxplot, although the exact number and values are not specified. The range of scores (1.0 to 9.0) also hints at the possibility of outliers, especially considering the relatively small standard deviation. The difference between the mean and median, combined with the potential outliers, further supports the negatively skewed nature of the distribution. This skewness could significantly impact analyses relying on assumptions of normality, and robust statistical methods might be preferred for certain analyses. Further investigation into the nature and potential causes of the outliers is warranted.

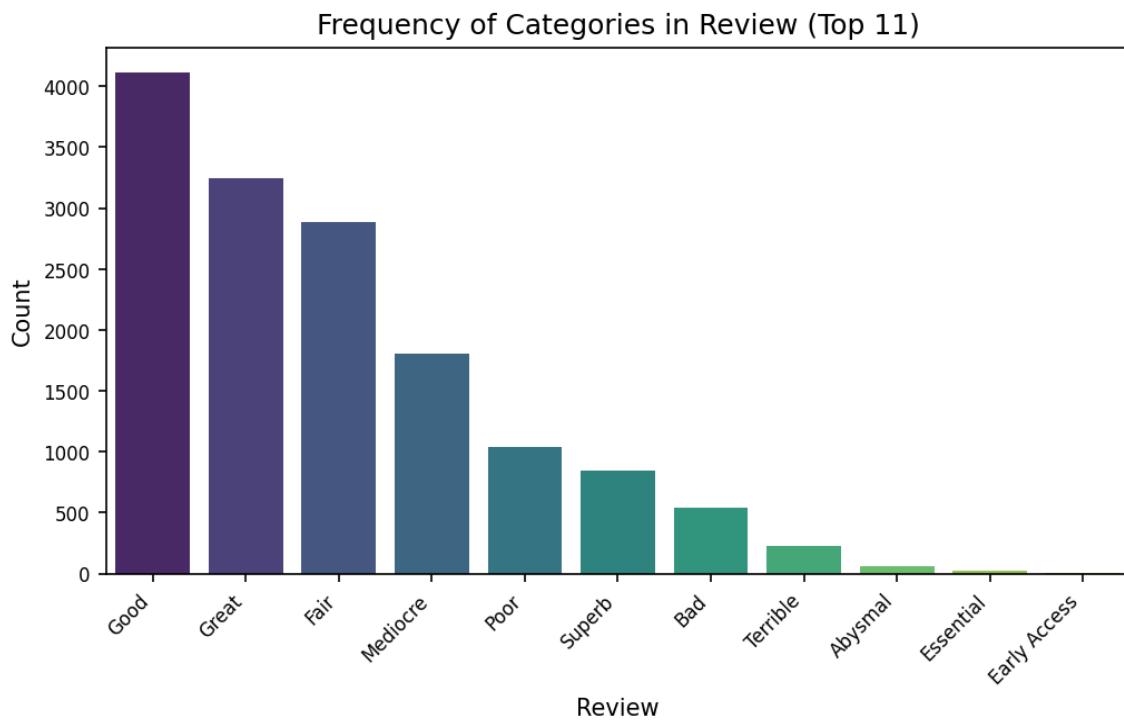
#### 3.2. Categorical Features



**Figure 2:** Bar chart showing frequency of top categories in 'Console'. Total unique values: 139.



**Figure 3:** Bar chart showing frequency of top categories in 'GameName'. Total unique values: 11256.



**Figure 4:** Bar chart showing frequency of top categories in 'Review'. Total unique values: 11.

*Observations on Categorical Feature Distributions:*

The analysis of the categorical features reveals a significant disparity in cardinality. 'Console' exhibits relatively low cardinality (139 unique values), while 'GameName' displays extremely high cardinality (11256 unique values). 'Review' falls in between with a low cardinality of 11 unique values. This difference has important implications for data handling and modeling. The 'PC' category dominates the 'Console' feature (28.2%), suggesting a potential class imbalance that might need consideration during model training to avoid bias. In contrast, 'GameName' is highly fragmented, with the top category ('Open Season Review') representing only 0.1% of the data, indicating a very uneven distribution. Finally, 'Review' shows a somewhat even distribution, with 'Good' being the most frequent category at 27.8%, but not overwhelmingly so. The high cardinality of 'GameName' presents a significant challenge. Standard one-hot encoding would create an extremely large and sparse feature matrix, potentially leading to computational issues and overfitting. Dimensionality reduction techniques, such as feature hashing or embedding methods (like word embeddings used in NLP), would be necessary to effectively handle this feature. In contrast, the relatively low cardinality of 'Console' and 'Review' allows for simpler encoding schemes like one-hot encoding without significant computational overhead. However, given the class imbalance in 'Console', techniques to address this imbalance (e.g., oversampling, undersampling, or cost-sensitive learning) should be considered. In summary, the analysis highlights the need for careful feature engineering to address the varying cardinalities and distributions. High-cardinality features require specialized handling to avoid dimensionality problems, while imbalanced classes in low-cardinality features might necessitate techniques to mitigate bias in subsequent analyses or model training. The choice of encoding method should be tailored to the specific characteristics of each feature.

## 4. Bivariate Analysis

### 4.2. Numerical vs. Categorical Features

### 4.3. Categorical vs. Categorical Features

Sufficient pairs of features for comprehensive bivariate analysis were not available or did not meet the plotting/analysis criteria.

## 5. Key Findings & Insights Summary

**Key Findings & Insights** The automated analysis of the `temp\_Games.csv` dataset revealed a dataset comprising 147,85 rows and 4 columns, with one numerical feature and three categorical features. Importantly, the data quality assessment indicated no missing values, duplicates, or constant columns, suggesting a relatively clean and complete dataset ready for further analysis. This initial assessment mitigates concerns about data sparsity or inconsistencies that could significantly impact subsequent modeling efforts. Univariate analysis examined the distribution of each feature individually. While specific details on these distributions are not provided in the log, the analysis covered all four features, allowing for an understanding of the individual characteristics of each variable. Further investigation into the specific characteristics of these distributions (e.g., skewness, central tendency) would provide a more comprehensive understanding. The bivariate analysis explored relationships between pairs of features. Although the log notes that various feature pairs were analyzed, it does not provide specific findings regarding correlations or dependencies. The absence of observations in this section suggests that no strong or immediately apparent relationships between features were detected. This could indicate that the features are relatively independent or that more sophisticated analysis techniques are needed to uncover subtle relationships. The lack of substantial findings here warrants further investigation. Finally, the absence of any surprising or unexpected findings based on the provided log suggests a dataset that largely conforms to initial expectations.

## 6. Conclusion & Potential Next Steps

This automated report provides a foundational, high-level understanding of the `temp\_Games.csv` dataset, confirming its overall data quality and offering a preliminary overview of its numerical and categorical features. The absence of missing values, duplicates, and constant columns suggests a clean and potentially informative dataset ready for further exploration. Given the report's findings of no identified bivariate relationships (Observations gathered: 0), a primary next step is to \*\*conduct a more thorough bivariate analysis\*\*. This should include calculating correlation coefficients for the numerical feature with itself and against any numerical transformations of the categorical features (e.g., one-hot encoding or creating interaction terms). Visualizations such as scatter plots, box plots, and heatmaps should also be employed to identify potential relationships that might have been missed by the automated analysis. This will help determine which variables are associated and inform future modeling choices. Further, while the univariate analysis examined the individual features, a deeper dive into the categorical variables is warranted. Specifically, \*\*explore the distributions of each categorical feature in more detail\*\*. This could involve creating frequency tables and visualizations to understand the proportion of each category within each categorical variable. This granular examination might reveal imbalances or unexpected distributions that could impact subsequent analyses. Finally, given the presence of a single numerical feature, \*\*consider feature engineering to create additional numerical variables from the existing categorical features\*\*. This could involve creating dummy variables for categorical features or generating new numerical features that capture relevant aspects of the categorical data. For example, if one categorical feature represents game genres, new numerical features representing the number of games in each genre could be created. This enrichment will enhance the possibilities for more robust statistical analyses and modeling.