

2ª Etapa

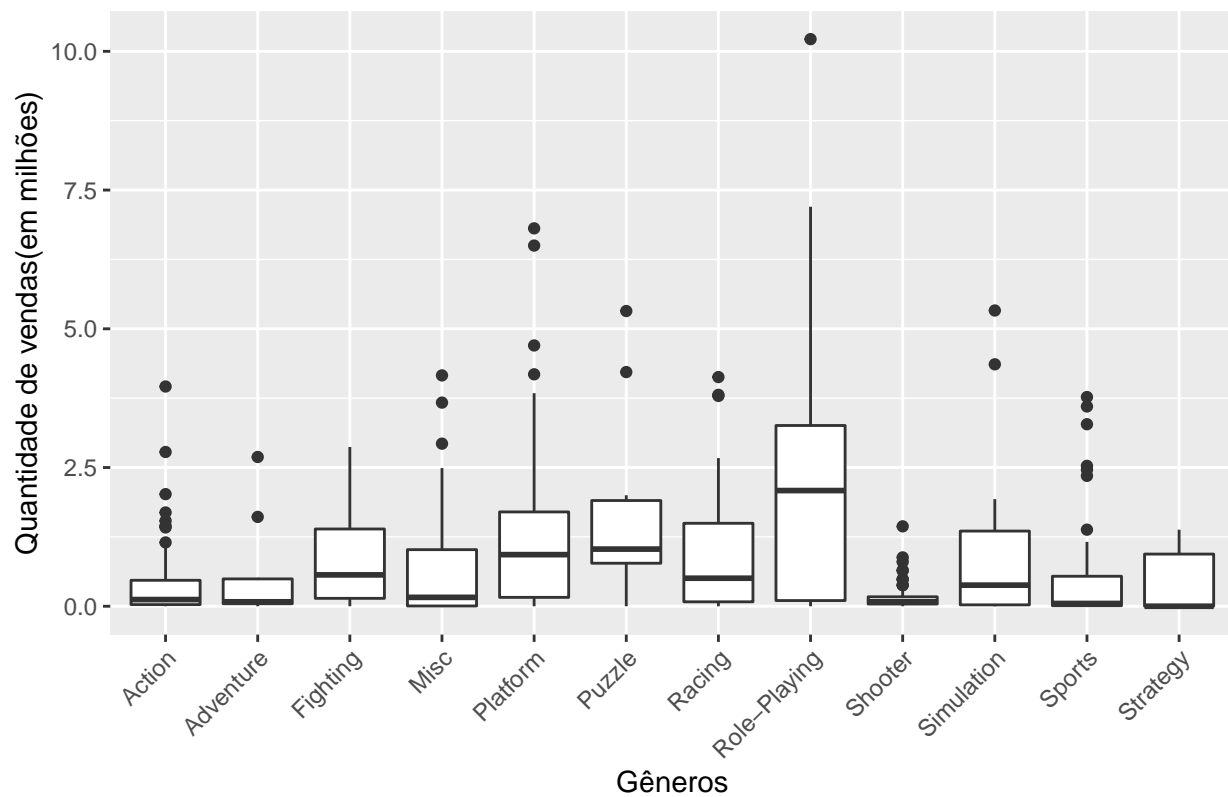
Eniedson Fabiano Pereira da Silva Junior - 119110512

João Paulo Alves Dantas - 119210258

Descrição do problema e variáveis

Análise

Comparação entre vendas de jogos no Japão



```
##
##  Kruskal-Wallis rank sum test
##
## data:  JP_Sales by Genre
## Kruskal-Wallis chi-squared = 80.988, df = 11, p-value = 9.5e-13
##
## Pairwise comparisons using Wilcoxon rank sum test with continuity correction
##
## data:  data$JP_Sales and data$Genre
##
##           Action  Adventure Fighting Misc      Platform Puzzle  Racing
```

```

## Adventure    0.81312 -          -          -          -          -
## Fighting     0.01077 0.28375 -          -          -          -
## Misc         0.91864 0.91864 0.14082 -          -          -
## Platform     7.4e-06 0.16752 0.53580 0.01367 -          -
## Puzzle       0.00886 0.25977 0.29411 0.07130 0.57967 -          -
## Racing       0.02690 0.36074 0.87162 0.17674 0.36074 0.29411 -
## Role-Playing 5.2e-06 0.07130 0.10774 0.00067 0.16752 0.68899 0.07130
## Shooter      0.20708 0.91864 0.00026 0.58223 7.8e-08 0.00152 0.00112
## Simulation   0.46435 0.69792 0.53580 0.65128 0.29411 0.28375 0.68275
## Sports       0.28083 0.69792 0.01077 0.91864 0.00013 0.01956 0.01367
## Strategy     0.57967 0.60869 0.29411 0.53580 0.20708 0.20853 0.30413
##              Role-Playing Shooter Simulation Sports
## Adventure    -          -          -          -
## Fighting     -          -          -          -
## Misc         -          -          -          -
## Platform     -          -          -          -
## Puzzle       -          -          -          -
## Racing       -          -          -          -
## Role-Playing -          -          -          -
## Shooter      1.5e-06    -          -          -
## Simulation   0.07130    0.20708 -          -
## Sports       1.4e-05    0.57967 0.33705 -
## Strategy     0.07130    0.68275 0.48145 0.49653
##
## P value adjustment method: BH

```