2022 - Data Analytics for Immersive Environments - CA4 - RDBMS & Linear Regression Project

CA4 Part B - Linear Regression Analysis

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Repo Link

https://github.com/joeaoregan/2022_DAIE_CA4_JOR1

Loading required package: ggplot2

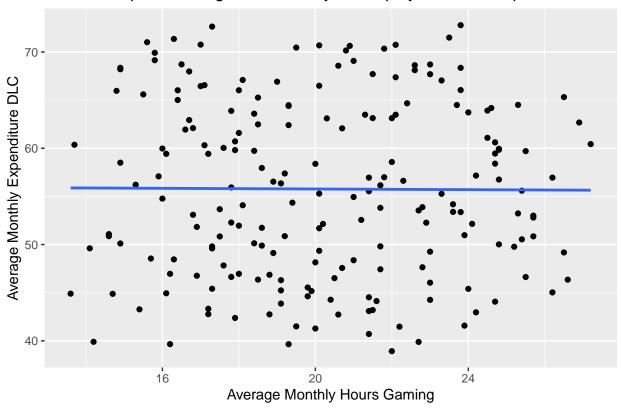
```
if(!require("readr"))
  install.packages("readr")
## Loading required package: readr
if(!require("dplyr"))
  install.packages("dplyr")
## Loading required package: dplyr
## Attaching package: 'dplyr'
## The following objects are masked from 'package:stats':
##
##
       filter, lag
## The following objects are masked from 'package:base':
       intersect, setdiff, setequal, union
##
if(!require("ggplot2"))
  install.packages("ggplot2")
```

```
if(!require("knitr"))
  install.packages("knitr")
## Loading required package: knitr
if(!require("kableExtra"))
  install.packages("kableExtra")
## Loading required package: kableExtra
## Warning in !is.null(rmarkdown::metadata$output) && rmarkdown::metadata$output
## %in%: 'length(x) = 2 > 1' in coercion to 'logical(1)'
## Attaching package: 'kableExtra'
## The following object is masked from 'package:dplyr':
##
##
       group_rows
library(readr) # read_csv()
library(dplyr) # sample_n()
library(ggplot2) # plot linear regression
library(knitr) # Display data in tables
library(kableExtra) # Format tables
Dependent Variable: avg_monthly_hrs_gaming Independent Variable: avg_monthly_expenditure_dlc
data <- read_csv("amalgamated_game_survey_250_2022.csv")</pre>
## Rows: 250 Columns: 11
## -- Column specification -
## Delimiter: ","
## chr (7): gender, top_reason_gaming, gaming_platform, favourite_game, ethnici...
## dbl (4): age, avg_monthly_hrs_gaming, avg_years_playing_games, avg_monthly_e...
## 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.
# kbl(data)
\#kbl(sample_n(data, 200))
sample_data <- sample_n(data, 200) # tibble 200 x 11</pre>
# sample_data %>%
 lm(avg_monthly_hrs_gaming ~ avg_monthly_expenditure_dlc, data = .) %>%
    summary() # data summary
# lm() -
# dependent var. ~ independent var.
mod <- lm(avg_monthly_expenditure_dlc ~ avg_monthly_hrs_gaming, data = sample_data)</pre>
```

summary(mod)

```
##
## Call:
## lm(formula = avg_monthly_expenditure_dlc ~ avg_monthly_hrs_gaming,
       data = sample_data)
##
##
## Residuals:
                  10 Median
                                    30
## -16.8034 -7.7089 -0.3223 7.8506 17.0780
##
## Coefficients:
##
                          Estimate Std. Error t value Pr(>|t|)
                                      3.96425
                                                14.16
                                                       <2e-16 ***
## (Intercept)
                          56.11804
                                      0.19348
## avg_monthly_hrs_gaming -0.01748
                                                -0.09
                                                         0.928
## Signif. codes: 0 '*** 0.001 '** 0.01 '* 0.05 '.' 0.1 ' 1
##
## Residual standard error: 9.115 on 198 degrees of freedom
## Multiple R-squared: 4.123e-05, Adjusted R-squared: -0.005009
## F-statistic: 0.008165 on 1 and 198 DF, p-value: 0.9281
#attributes(mod)
#mod$residuals
# hist(mod$residuals)
plot <- ggplot(data = mod, mapping = aes(x = avg_monthly_hrs_gaming,</pre>
                                 y = avg_monthly_expenditure_dlc)) +
  # geom_point(alpha = 0.1, color = "blue") # add colours for points
  geom_point() +
  labs(title = "Relationship between games monthly hours played + DLC expenditure",
       x = "Average Monthly Hours Gaming",
       y = "Average Monthly Expenditure DLC")
plot + geom_smooth(method = lm, se = FALSE, formula=y~x)
```

Relationship between games monthly hours played + DLC expenditure



 $\# + geom_abline(mapping = aes(x = avg_monthly_hrs_gaming, y = avg_monthly_expenditure_dlc), data = mod)$