Three Observations:

One clear observation is the popularity of video-games amongst males. For example, the purchase data provided shows a 84% of players were male and 83% of purchases made were from males.

Another observation is the age of people purchasing the games shown in the purchase data. For example, those between the ages of 15 and 29 are responsible for 77% of all purchases. In particular, 46% of all games were sold to individuals between the ages of 20 and 24.

A final interesting observation is the absence of a strong relationship between age and the average total purchase per person. For instance, the average total purchase per person for people between the ages of 15 and 19 was $3.85, whereas for people between the ages of 10 and 14 it was $3.76. Given there were only 28 purchases by people in the 10-14 year old age bracket and 136 for those in the 15-19 bracket, one might expect a higher average spend per person amongst the 15-19 year olds given the popularity amongst this group, but the data shows otherwise.

One side note, trends can’t be analyzed on a static dataset (i.e. one that doesn’t traverse time).