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Homework 4 – Pandas

Heroes of Pymoli

1. A notably apparent trend within this data set is the juxtaposition of genders which play Pymoli. Males make up 84% of Pymoli Players (purchasers) in this data set, while Females account for only 14%. While the Total Purchase Value among both Male and Female groups stay in line with the percentage of players by gender (TPV males make up ~ 83% of Total Purchases, Females ~ 15%), the average price of item between male and female is noticeably different. The average purchase price of an item made by females was 6% higher ($3.20) than that of males ($3.02). The sparing females that play Pymoli clearly purchase more expensive items than their male counterparts.
2. The disparity among age groups which play Pymoli is equally noticeable. Nearly 47% of all Pymoli players, within this dataset, are in the 20-25 age group. Similarly, more than 77% of all Pymoli players are between 15 and 30 years old. It seems Pymoli is a young man’s game…
3. An interesting trend involving the most popular items for players to purchase is seen in the “Most\_Popular” dataframe. The two most popular items for purchase (Oathbreaker…, Fiery Glass Crusader) are well above the average purchase price (4.23, 4.58, respectively) for all three gender groups and all eight age groups. From this information, we may infer the all ages and genders of Pymoli players are not completely cost-wary when playing the game, and likely play the game competitively, as the two items discussed above must deliver elevated playing powers for their cost. If I were to suggest to game developers a new Pymoli item to be released, I would make a point to mention that cost does not seem to deter players from purchasing items that increase playing power.