Pandas – Challenge

1. Males tend to spend more for Total Purchase Value while Females have a higher average purchase per person.
2. The ages between 20-24 tends to be the age group that spends the most for in game purchases. The age group 10 and under possess a higher average per person. This is likely because their parents are setting limits to buying fewer items but are more expensive.
3. There is a positive correlation between popularity of an item and how profitable it is.