Before we make our observations, it is important that we establish some limiting factors in this part of the analysis:

* Our source for the dataset, VGcharts, did not record what individual critics (IGN, Metacritic, etc.) scored each game
  + We don’t know how the values of the critics score column were obtained. It is probably the mean of a few notable reviews for a specific game, so our analysis was done with that in mind, but there is still that uncertainty
* Not all Games in the original dataset had critic scores available. The dataset we used is modified so that all of the rows with missing critic scores are dropped
* Although I tried to minimize this by only analyzing publishers/developers with more than 10 games, the amount of available critics scores for each publisher may skew the results somewhat. I could have randomly selected equal amounts of games from each publisher, but with how variable certain publishers/developers critics scores could be I didn’t think this would provide accurate data

Next, lets discuss why certain things were done they way they were done in critic\_score\_bias:

* Each Bar Charts y axis (which represents mean critic score) has its minimum recorded value set to 5. 5 was chosen as a middle ground between making differences between each publishers mean score more pronounced and to avoid inflating those differences to the point the message gained from them might be misleading. Also, 5 is actually a very low score for a game to have, with games of this quality
* The reason for using Box Plots in checking for outliers for the publishers/developers with the top 5 highest means is to see if the way the data is distributed is skewing the means up or down

And now onto the actual Observations:

* Rockstar ranks #1 in both the Publisher AND Developer bar charts, with the it being by a fairly wide margin in the case of the Publisher bar chart
* Nintendo is surprisingly low ranked in both the Publisher and Developer bar charts (this may be due to the sheer volume of games it has represented in the dataset)
* The Majority of mean critics scores do not seem to go too far below 8 for both charts, with there being a noticeable drop off towards the tail end of each chart
  + The majority of publishers hovering around a minimum of 8 like this are rather prominent ones like Nintendo and Capcom. Its not as prominent with developers, but its still a bit noticeable there
* While both Box Plots show a pattern consistent with their corresponding box plots, there are instances where one box has a much wider inter quartile range than the ones before and after it. This indicates that there is indeed some skewing going on

Conclusions

* Critics seem reluctant to give out scores of less than 8 to games made by Larger, more prominent game Publishers, so there may be some bias going on.
* Rockstar Games in particular gets consistently highly ranked by critics. Given that they are both the publishers and developers of the GTA series, which is one of the most successful and culturally pervasive games of our time, perhaps that level of influence plays results in critics being biased in favor of them