Google Play Store Apps Rating Analysis





Explore the relationship between features and rating

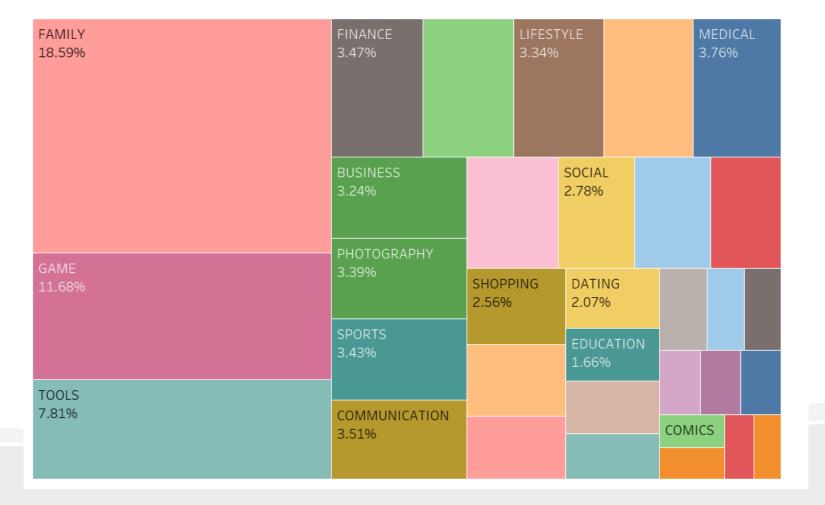
- Category
- Price
- Size

Category



Market Breakdown

Total 33

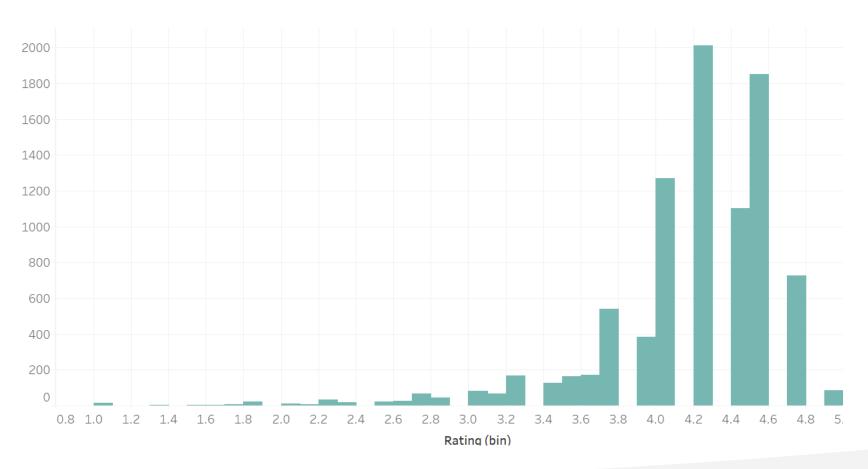


Top 10

Category	
FAMILY	18.59%
GAME	11.68%
TOOLS	7.81%
FINANCE	3.47%
PRODUCTIVITY	3.77%
LIFESTYLE	3.34%
PERSONALIZATION	3.35%
MEDICAL	3.76%
BUSINESS	3.24%
PHOTOGRAPHY	3.39%



Rating distribution of the whole market



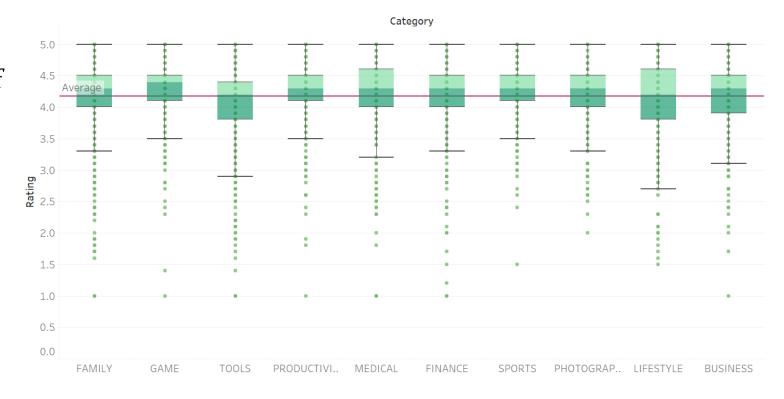
Most 3.7~4.8

Average 4.2



Rating Distribution of each category

- Green Shaded areas represent the rating range that 25%-75% of apps of each category get.
- The difference of rating range between category is little.(Category has little effect on rating.)



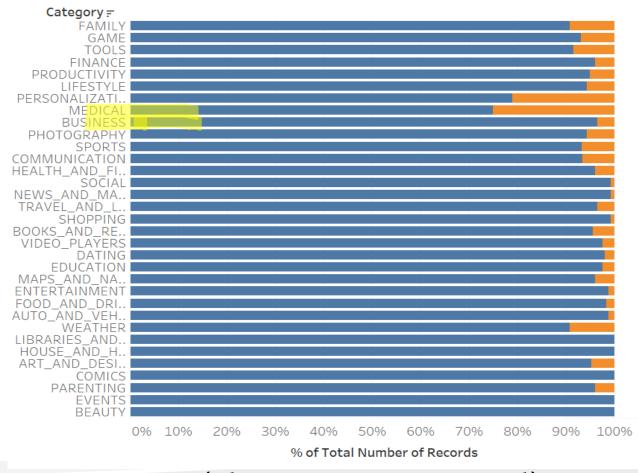
Price



Free apps and paid apps

Free	93.11%
Paid	6.89%

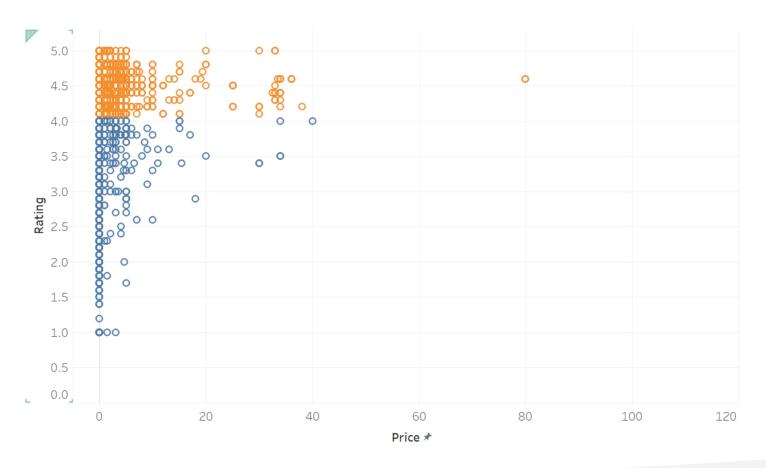
The percent of paid apps are higher in Medical and Personalization.



(Blue: Free Orange: Paid)



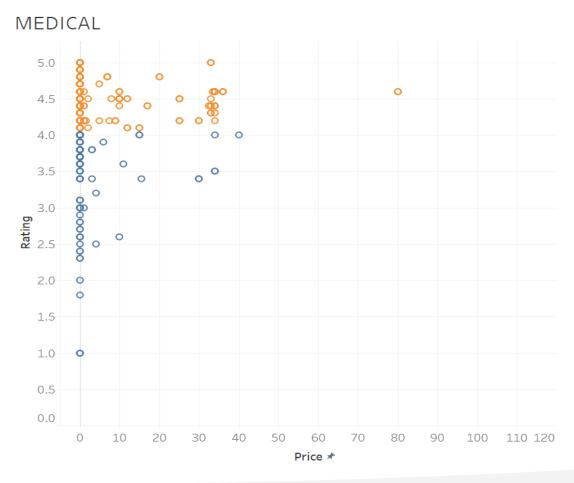
Rating ~ price



Most top graded apps are cheap, priced at o~\$20.



Rating ~ price* category

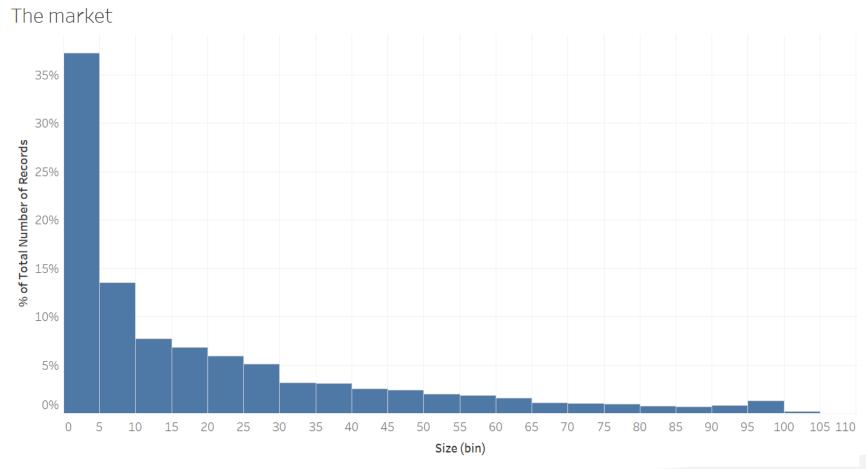


Medical apps are the most expensive. Top graded apps in other categories mostly sell at o~\$20,while medical top apps sell at o~\$40 and one even reach \$80.

Size



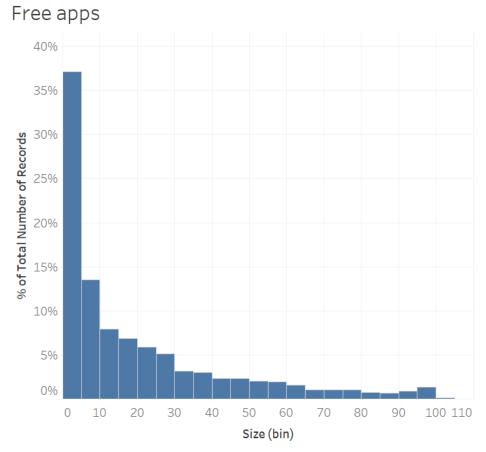
Rating ~ size

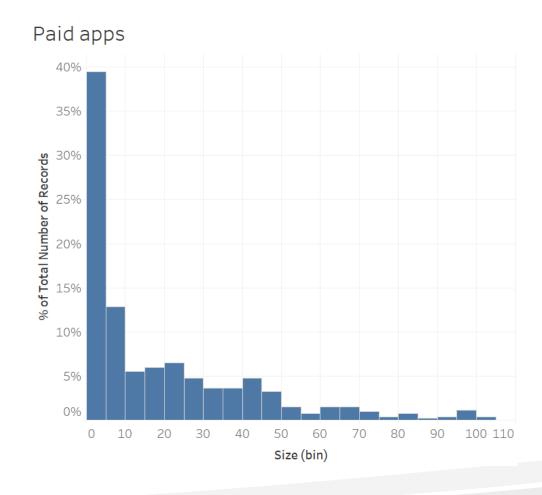


Light-weighted apps are likely to get high rating. People prefer slight apps.



Rating ~ size* price

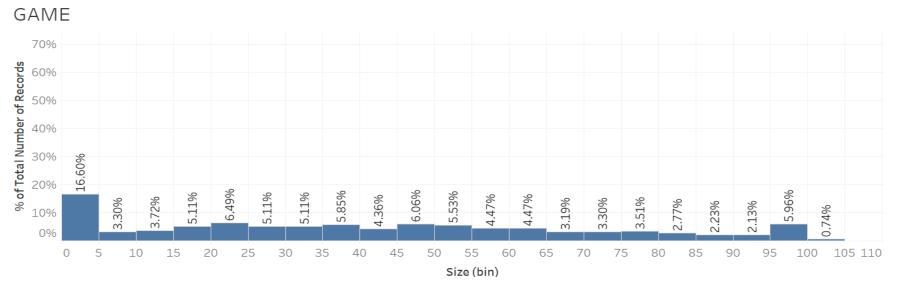


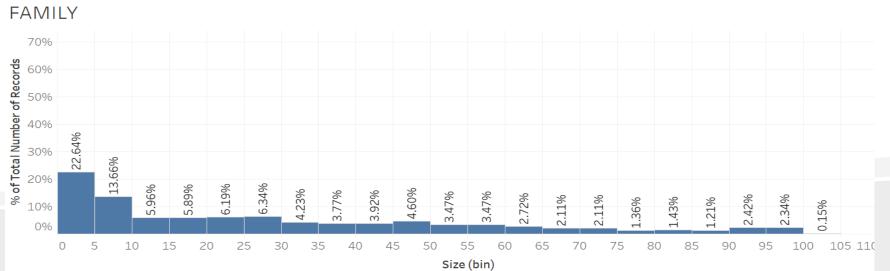


There is no difference between Free apps and Paid apps on size of top graded apps.



Rating ~ size*category





Top graded apps of Game and Family category can be sized bigger.

Conclusion

Conclusion

Category ×

Category has little effect on rating.

• Price √

Optimal price range can be different across categories.

• Size √

Optimal size range can be different across categories.



Conclusion

- Generally, optimal price range for apps is 0~\$20 and Optimal size range for apps is 0~40M.
- Considering interaction effect among features, Medical apps can be priced higher. Family and Game apps can have larger size.



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