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What can we learn?

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Do Users and Critics give similar scores?



# MY DATA

Obtained by RUSH KIRUBI from MetaCritic and VGCHARTZ using Beautiful Soup







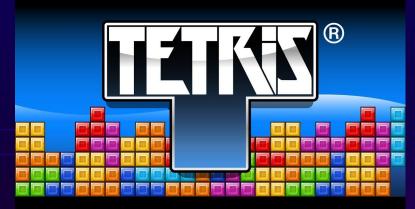








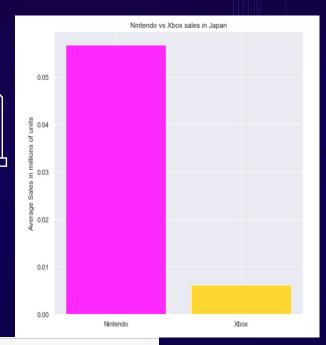
ENTERTAINMENT SYSTEM™



### QUESTION 1:

In Japan does Nintendo sell better than Xbox?

```
h0 ==> no difference in the selling
number
hA ==> there is a difference (Nintendo
sells better)
Alpha = 0.05
Student's T-test
```



```
nin = df[df['PlatformCategory'] == 4]
xbox = df[df['PlatformCategory'] == 2]
p_value = stats.ttest_ind(xbox['JP'], nin['JP'])
p_value

Ttest_indResult(statistic=-8.07246090386077, pvalue=9.218897619927618e-16)
```

#### QUESTION 1:

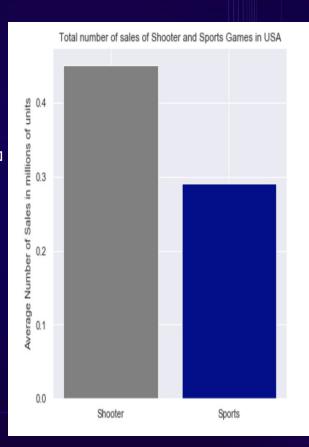
Are shooter Games in USA sell better than sport games?

Alpha = 0.05 Welch's T-test

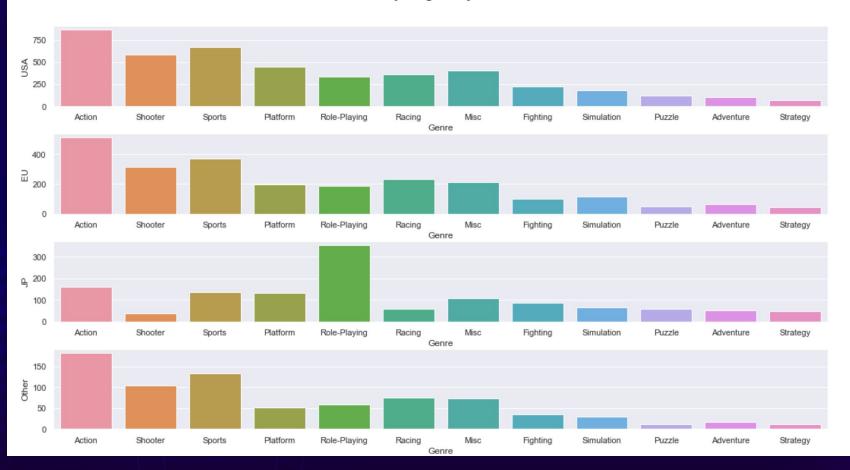
```
# calculate t-score and the degrees of freedom for the two samples
t = library.welch_t(shooter, sports)
df = library.welch_df(shooter, sports)
print(t,df)
4.003541069796452 2370.775843779252
# calculate p_value
```

3.2159536640041786e-05

library.p value(shooter, sports)



#### Sales by Region by Genre

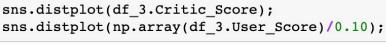


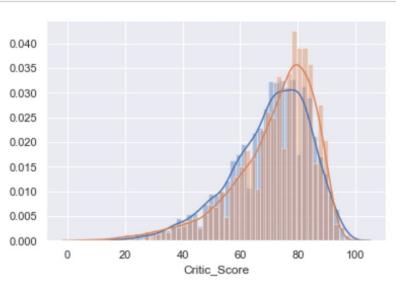
## QUESTION 3:

Do Users and Critics give equal scores?

Alpha = 0.05
Sampling
Student's T-test 2x

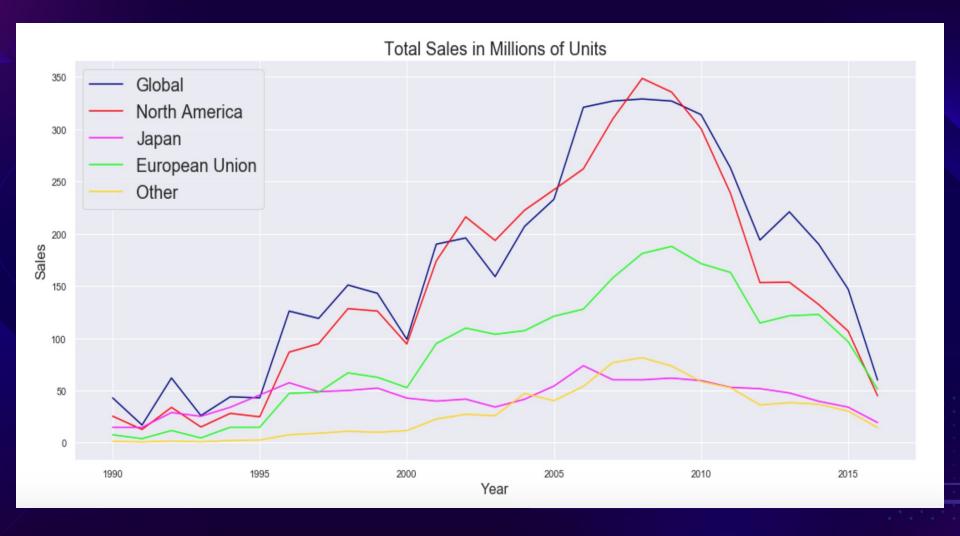
p-value = 2.923141954160524e-06

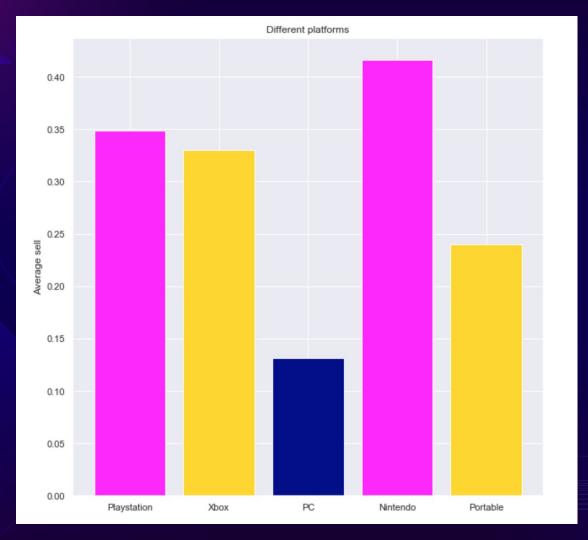






# Thank you for watching





We would need more data on PC

PC games still can be downloaded, or sales are mostly on Steam, or on other platforms