

# CAPSTONE EDA PROJECT

On



## PLAY STORE APPS REVIEW ANALYSIS

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# PLAY STORE APPS REVIEW ANALYSIS

# Why review analysis is important?

Play Store place a greater level of importance on ratings and reviews than ever before. Apps with higher ratings and reviews rank high in search. If an app ranks high then there's a better chance of it being found and downloaded. The more downloads the more it will be kept high in the rankings



App Market is  
set to grow  
20% by 2023

## Datasets

Two datasets are provided

1. Basic Information
2. User Review

It consist of 13 columns: *App, Category, Rating, Review, Size, Installs, Type, Price, Content, Rating, Genres, Last Update, Current Ver, and Android Ver* and *with 10841 Rows*.

- **Overview Of Analysis**

### **Data Cleaning**

Understand the structure of the dataset and clean data before analysis



### **Data Exploration**

Uncover initial patterns, characteristics, and points of interest using visual exploration



### **Predictive Modeling**

Formulate a statistical model to forecast an outcome using relevant predictors



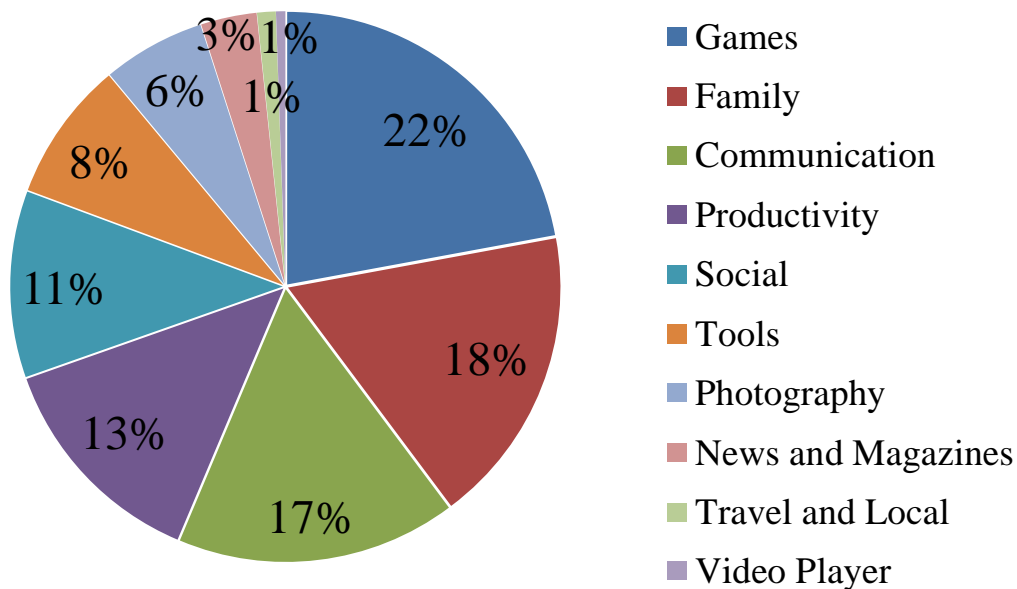
# Problem Statement

1. Find out the app category which application has been installed maximum number of times.
2. What are the factors affecting the maximum downloads?
3. Exploring the top 5 highest rated free and paid apps.
4. Exploring the average rating for each category.
5. Understanding the sentiment polarity of the users.

# Data Visualization

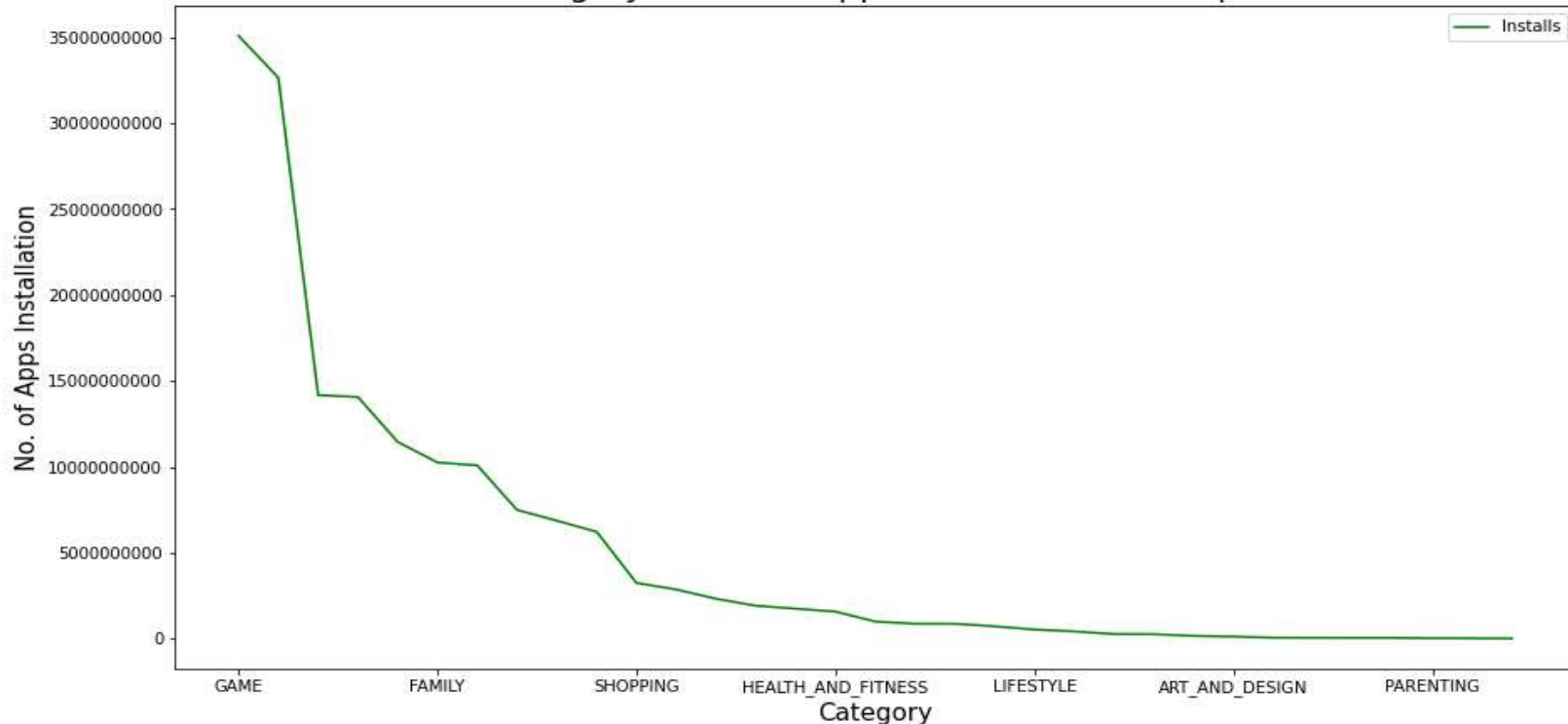
## Top Installed Apps By Category

- Game, Communication, Productivity, Tools, Family, Photography, News & Magazines, Travel & Local, Video Players are untapped free app categories
- High Installs because of a high underlying demand
- Low user satisfaction



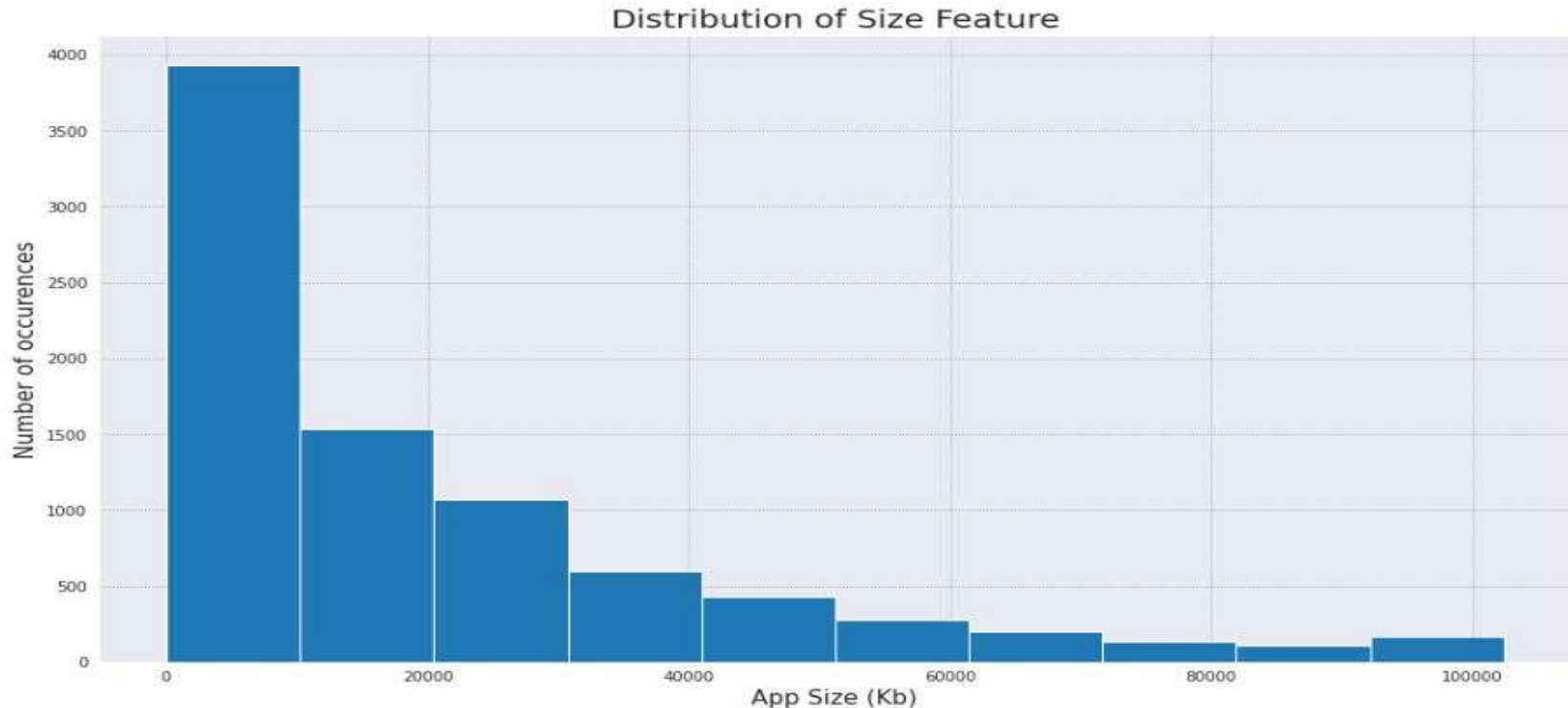
**GAME** category apps has been installed maximum number of time

Category Vs No. of App Installation Bar Graph



# Factors Affecting Maximum Number Of Downloads

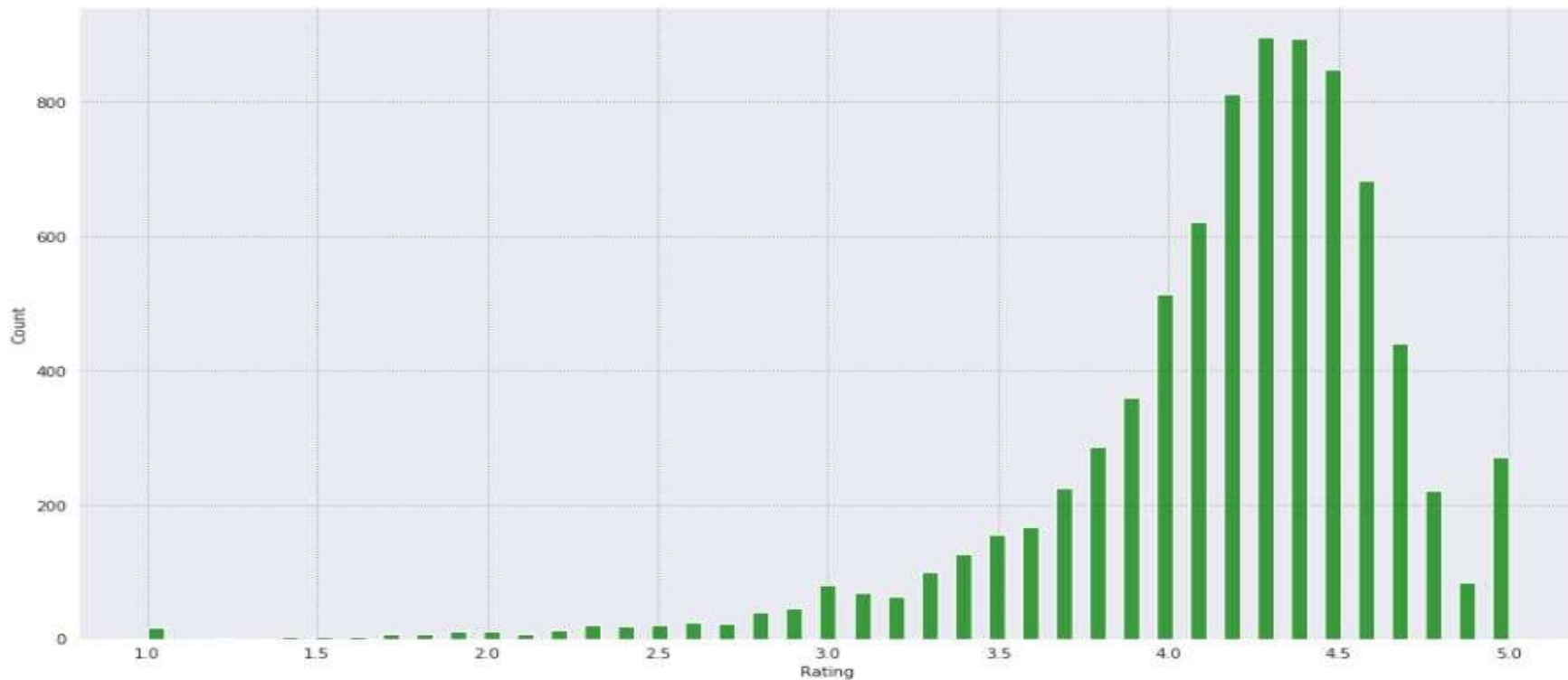
- The size of app indirectly proportional to No. of Installation.
- If the size of app is less than or equal to 10MB then there is high chance to install that application.



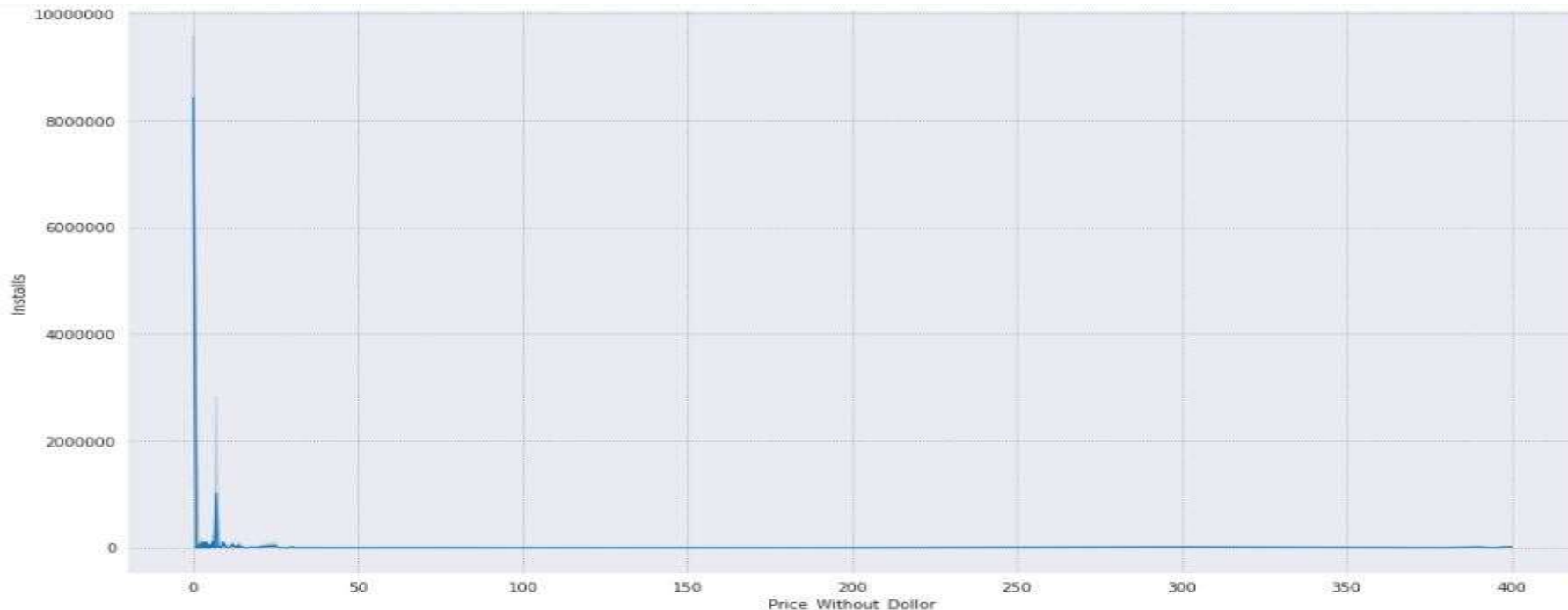


## Maximum Downloads

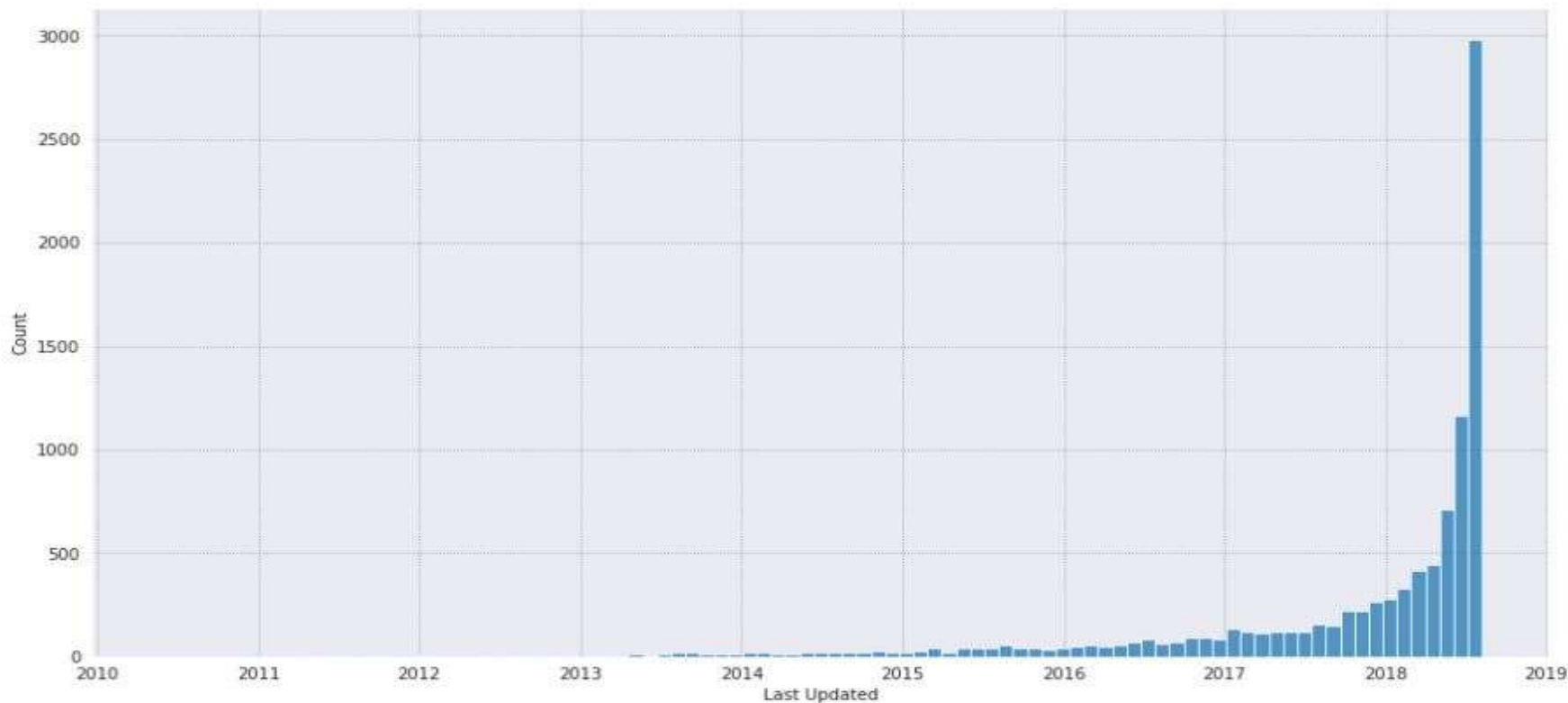
The maximum no. of downloads is between 4.0 to 4.6.



- If the app is free to use then there is high probability to install.
- Paid apps are less likely to be installed.
- For the paid apps category maximum Installations are upto 20 dollars.
- Users prefer to pay for apps that are light-weighted. As app size get larger conversion rate decreases.



- If Developers are updating their app regularly then there is high chance to install.
- As you can see in Histogram, developer should give updates within 1 to 2 years.

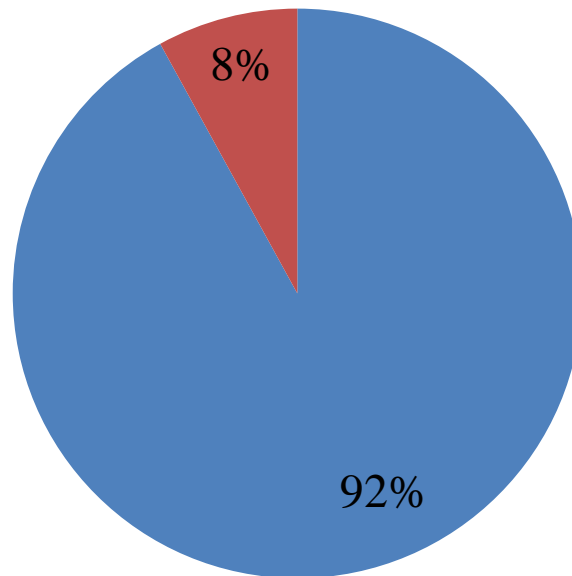


## Free vs Paid Apps

**92%**

of apps on play store **are free to download** and rest are paid

■ Free apps ■ Paid apps



## Top 5 Highest Rated Free Apps

DF Glue Board

CN Resident

CL Strength

Color CL

CP Trivia

## Top 5 Highest Rated Paid Apps

### Apps

USMLE Step 2 CK Flashcards

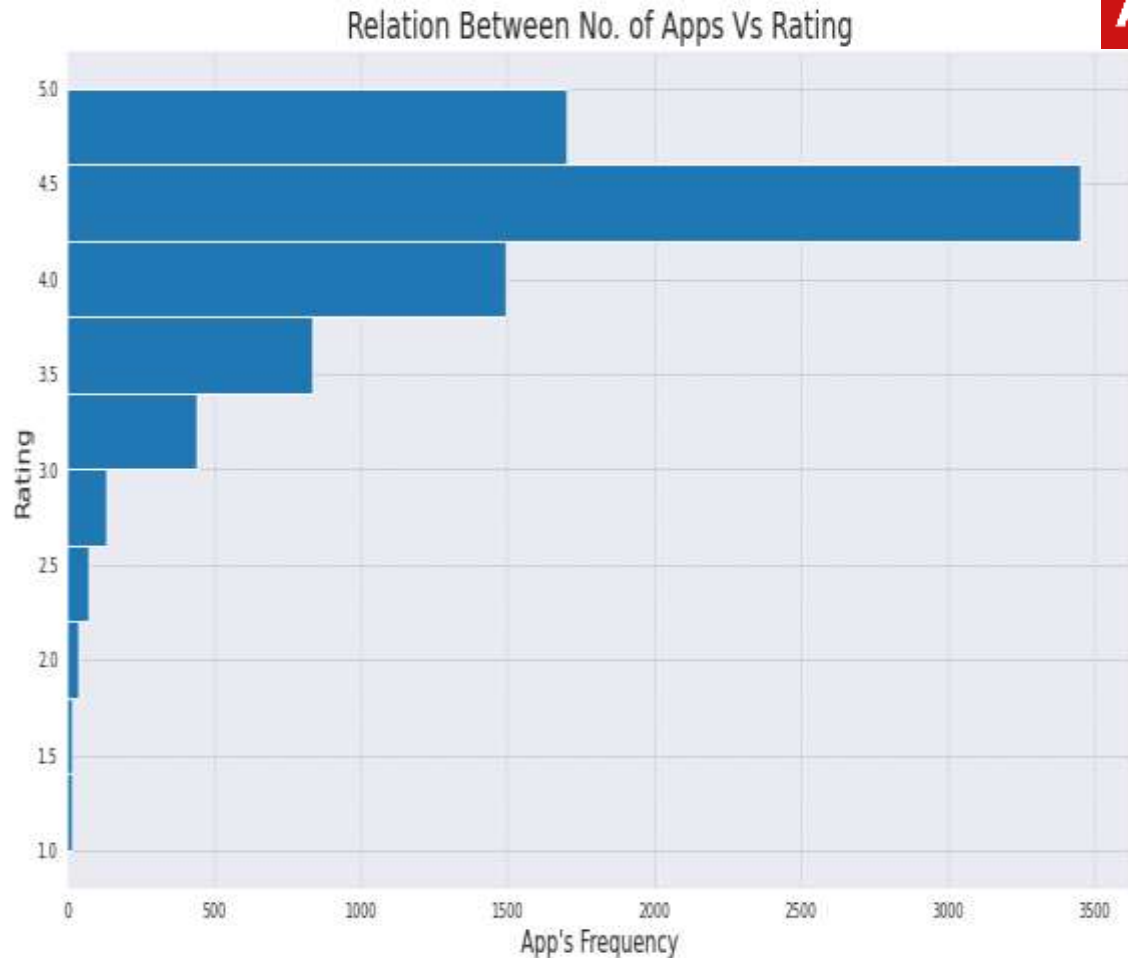
211:CK

30WPM Amateur ham radio Koch

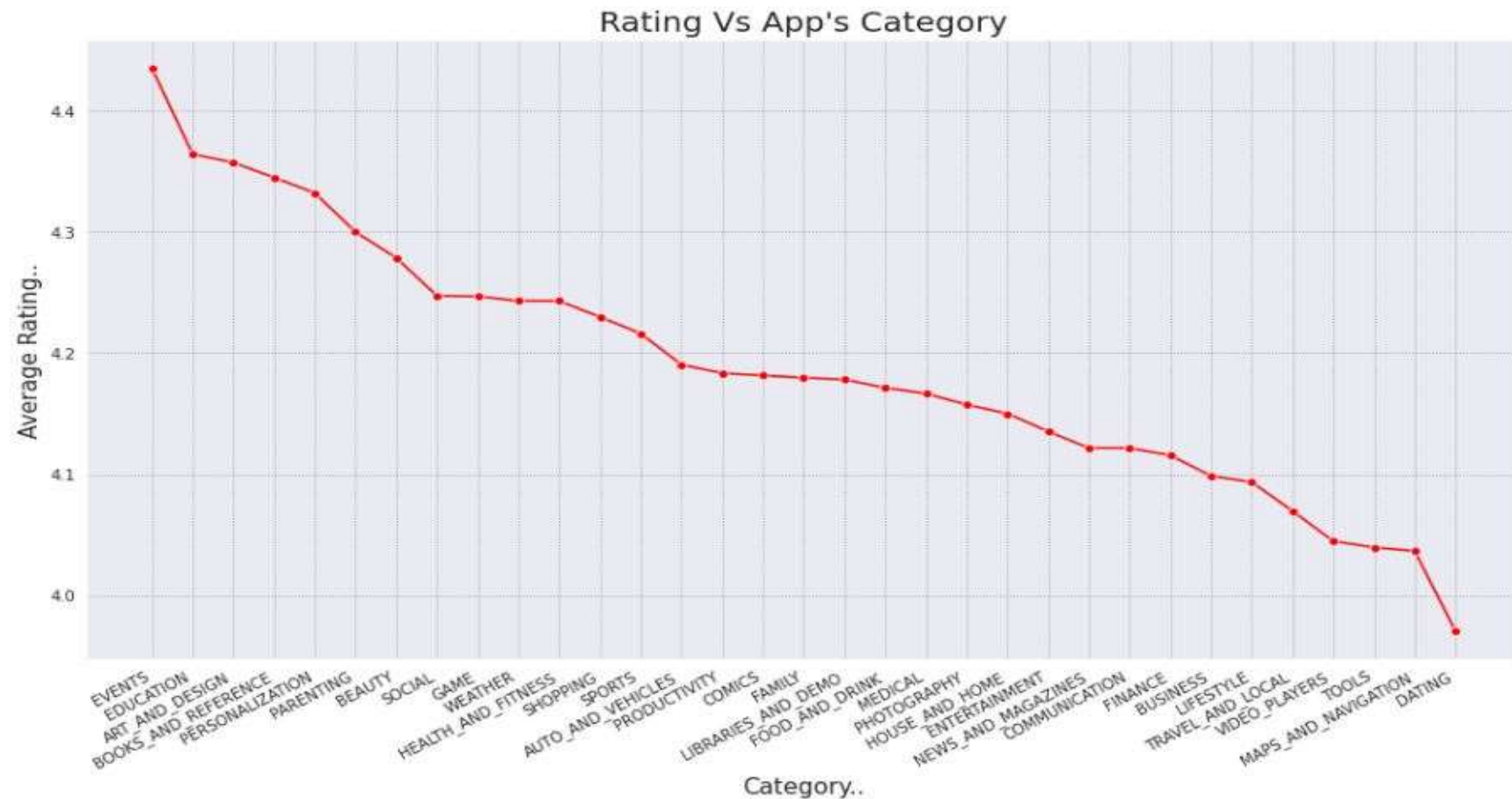
CW Morse code tra...

Morse Player

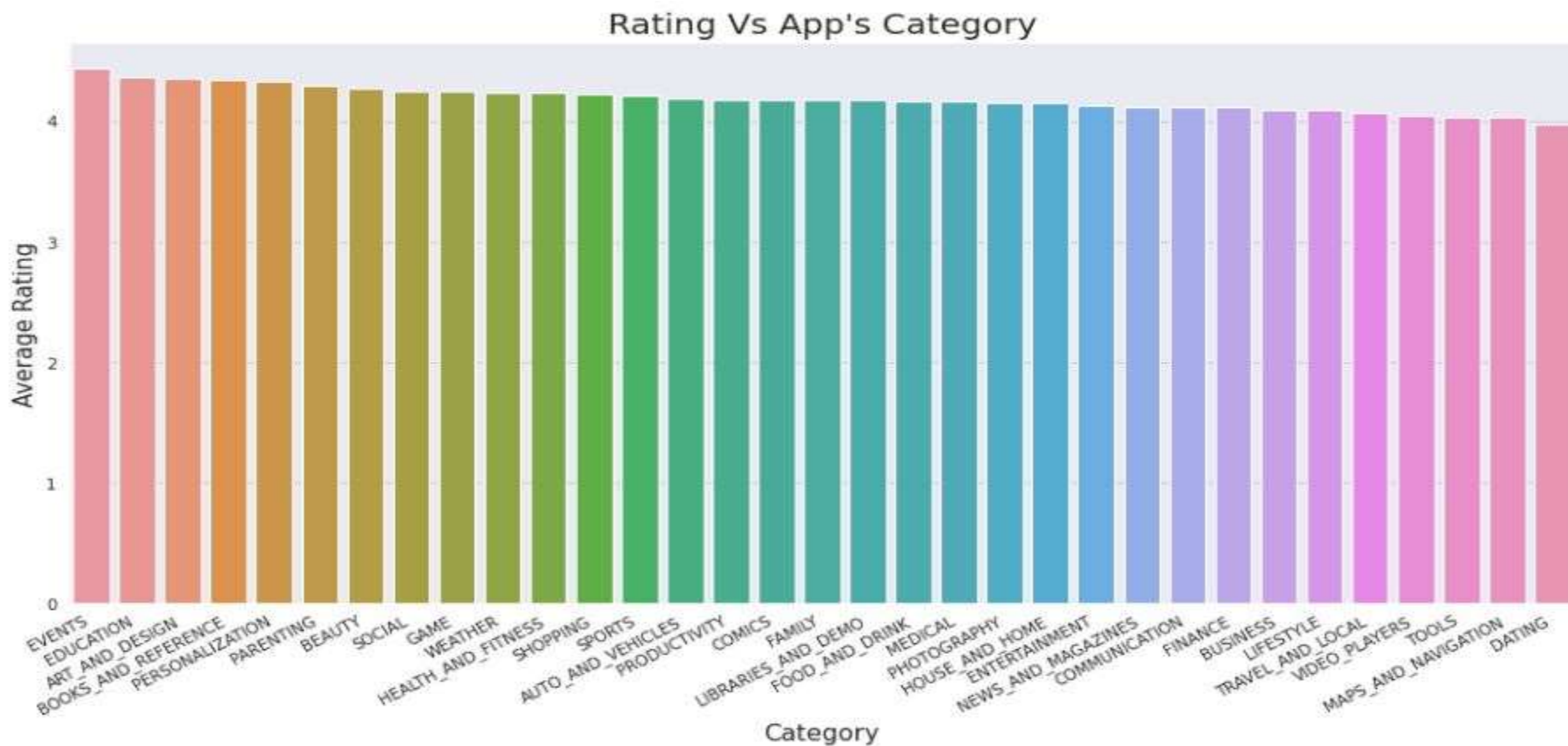
AC DC Power Monitor



## Average Rating For Each Category

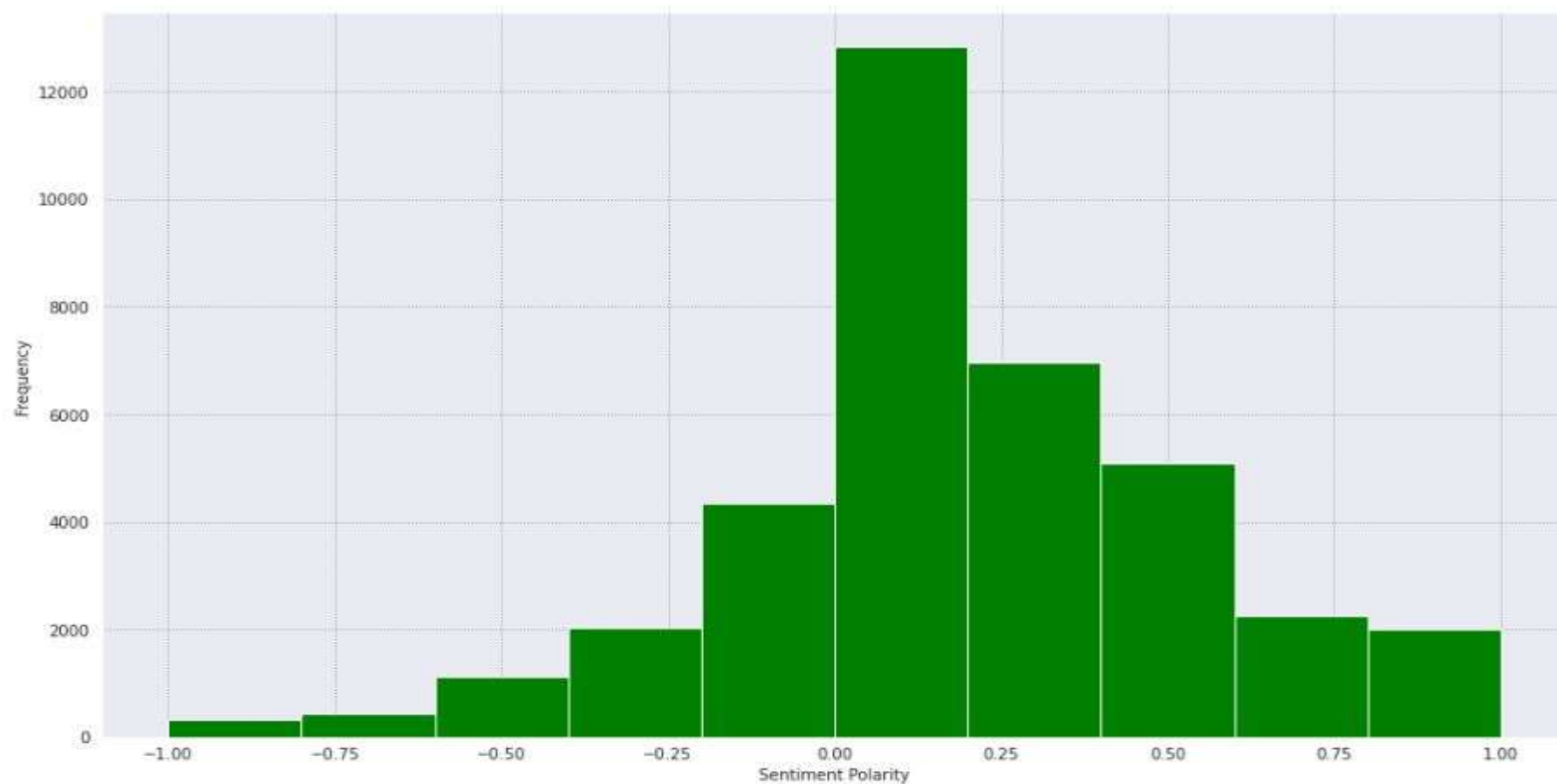


In the below graph we found the average rating.  
The maximum average rating of category is Events



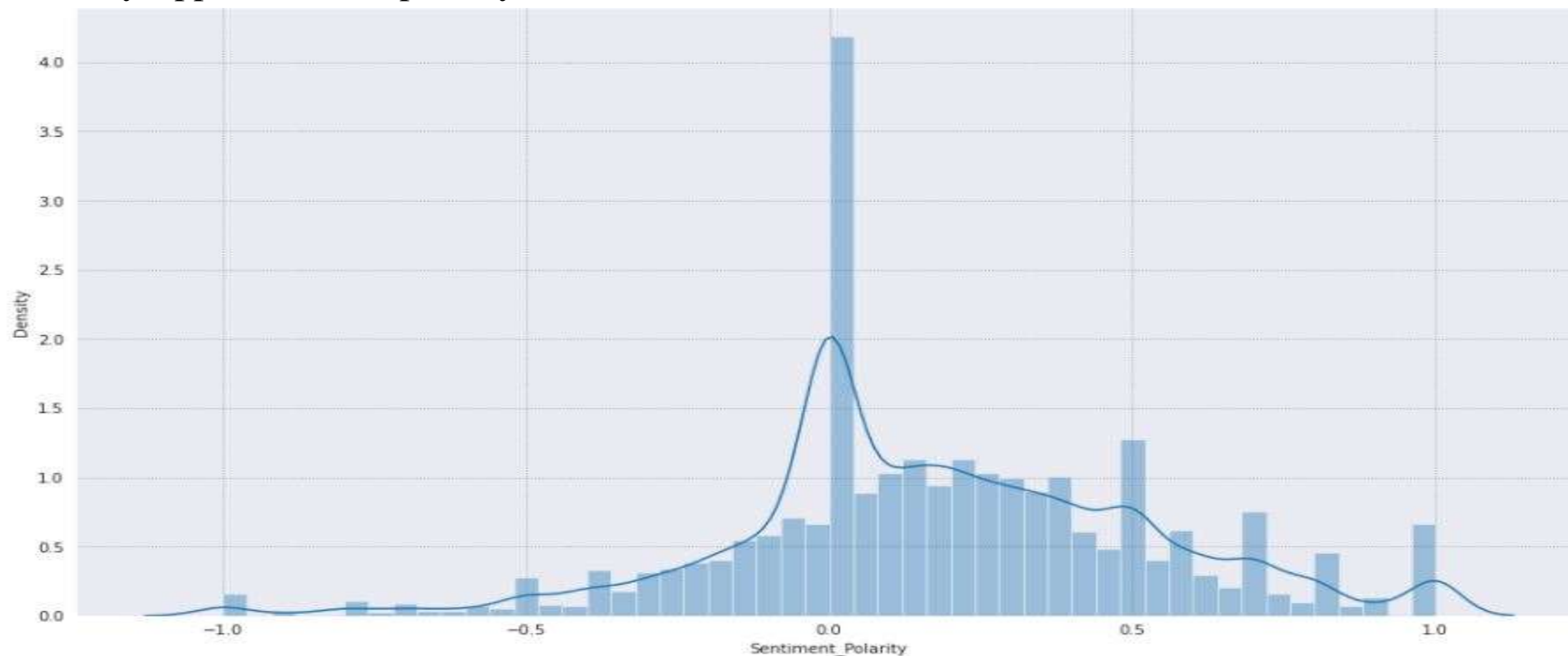
# Sentiment Polarity Of Users

AI





- Maximum Apps around 40000 apps reviews Sentiment polarity lies between 0.0 to .18 (**Neutral to towards Positive**)
- Around 3000 apps reviews Sentiment Polarity lies between -1 to 0.0 means About 3000 apps have **negative sentiment polarity**.
- Mostly Apps Sentiment polarity lie between **-0.47 to +0.8**



## Correlations

We found that there is no correlation between app features like size, rating, number of installs and price. Surprisingly, it appears that there is no correlation between price and rating as well as between rating and whether an app contains ads or not.

# Summary

## Size

- Highly rated apps were optimally sized between 2MB to 40 MB
- Paid apps with specific functionality were lighter

## Price

- Free apps outperform paid apps
- If an app is paid, the likelihood of it being popular is higher if it's priced under \$10

## Rating

- Positive relation between installs and rating.
- However, highly installed apps are not always highly rated.

## Review

- Issues like loading time and positive features like usability were revealed by sentiment analysis.

# Conclusion

Results we got as per our analysis :

- **Game** category has the most number of downloads and ratings, and **Event** category has the maximum number of average rating.
- The size and free/paid apps category affected the maximum number of downloads.
- We did not find any correlation between paid apps and number of downloads or ratings.
- Users prefer to pay for apps that are light-weighted. As app size get larger conversion rate decreases.

Thank You