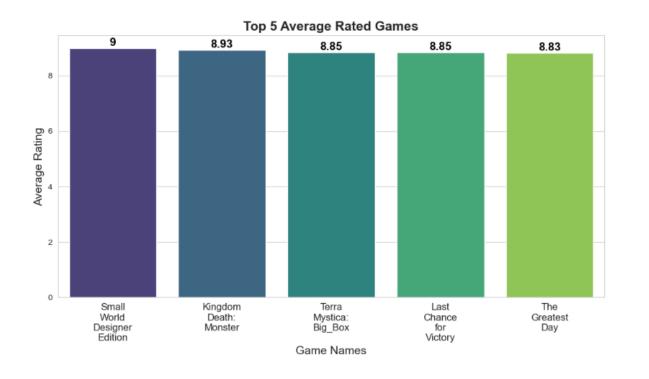
# **Board Games**

## Visualization Techniques produced in Python.

Code available on: <a href="https://github.com/norodrigues111/Python-Data-Visualization-Board-Games/blob/main/NataliaDeOliveiraRodrigues">https://github.com/norodrigues111/Python-Data-Visualization-Board-Games/blob/main/NataliaDeOliveiraRodrigues</a> DVisHDip CA1.ipynb

### What are the top 5 "average rated" games?





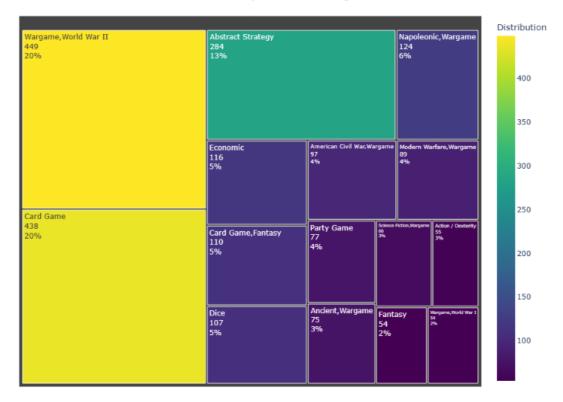
## Is there a correlation between the "users\_rated" and the "max\_playtime"?

## 

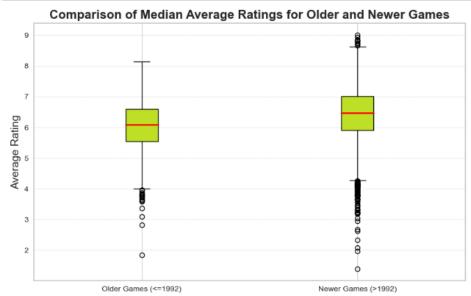
Number of Users Rated

### What is the distribution of game categories?

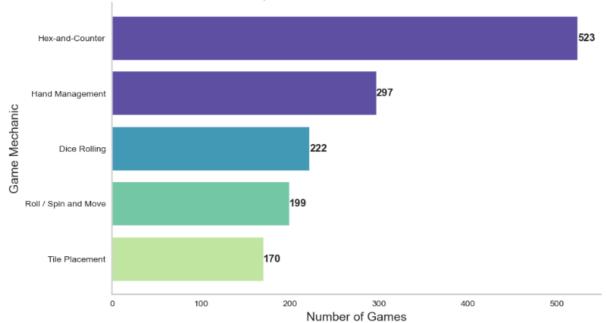
#### Distribution of Top 15 Game Categories



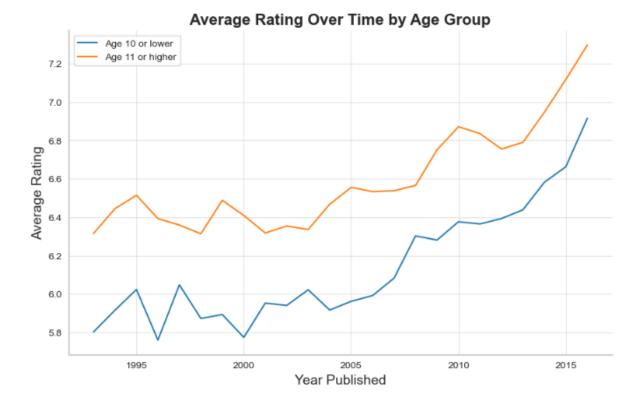
Do older games (1992 and earlier) have a higher MEDIAN "average rating" than newer games (after 1992)?







Is there a statistically significant difference in the newer game average ratings between games where the minimum age recommended is equal or lower than 10 and games where the minimum age recommended is equal or higher than 11, and does the year of publication (>1992) have a significant impact on that?



Test Result: 1.0178865604825051e-152. There is statistically significance difference in the average rating between the age g roups.

In [45]: N 1 heatmap\_df = age\_group\_df.pivot\_table(index='year\_published',columns='Age Group',values='average\_rating',aggfunc='mean') heatmap\_df.head()

#### Out[45]: Age Group Age 10 or lower Age 11 or higher

year_published		
1993	5.802627	6.315130
1994	5.915850	6.444991
1995	6.023819	6.514107
1996	5.760443	6.393016
1997	6.048138	6.359263

Heatmap of Newer Game Average Rating by Age Group and Year Published

