



1. Facts about the above Pymoli analysis follows:

Item #178 is the most profitable. The report on top 10 in Purchasing values follows:

Conclusion #1: *Most Profitable is not necessarily most popular*

Out[227]:

		Purchase Count	Item Price	Total Purchase Value
Item ID	Item Name			
178	Oathbreaker, Last Hope of the Breaking Storm	12	4.23	50.76
82	Nirvana	9	4.90	44.10
145	Fiery Glass Crusader	9	4.58	41.22
92	Final Critic	8	4.88	39.04
103	Singed Scalpel	8	4.35	34.80
59	Lightning, Etcher of the King	8	4.23	33.84
108	Extraction, Quickblade Of Trembling Hands	9	3.53	31.77
78	Glimmer, Ender of the Moon	7	4.40	30.80
72	Winter's Bite	8	3.77	30.16
60	Wolf	8	3.54	28.32

2. This is noted in the second report:

		Purchase Count	Item Price	Total Purchase Value
Item ID	Item Name			
178	Oathbreaker, Last Hope of the Breaking Storm	12	4.23	50.76
145	Fiery Glass Crusader	9	4.58	41.22
108	Extraction, Quickblade Of Trembling Hands	9	3.53	31.77
82	Nirvana	9	4.90	44.10
19	Pursuit, Cudgel of Necromancy	8	1.02	8.16
103	Singed Scalpel	8	4.35	34.80
75	Brutality Ivory Warmace	8	2.42	19.36
72	Winter's Bite	8	3.77	30.16
60	Wolf	8	3.54	28.32
59	Lightning, Etcher of the King	8	4.23	33.84

3. The report also shows that ages 20-24 are our biggest spenders in counts and average spend. Causality is not established and we need additional data and analysis to establish the why? And When of these patterns of spend. We recommend a dynamic analysis thru time.
4. This report and its underlying data science work would not have been possible without the generous support of our team.

Out[248]:

	Purchase Count	Average Purchase Value	Total Purchase Value	Avg Total Purchase per Person
Age Summary				
<10	23	3.353478	77.13	4.537059
10-14	28	2.956429	82.78	3.762727
15-19	136	3.035956	412.89	3.858785
20-24	365	3.052219	1114.06	4.318062
25-29	101	2.900990	293.00	3.805195
30-34	73	2.931507	214.00	4.115385
35-39	41	3.601707	147.67	4.763548
40+	13	2.941538	38.24	3.186667

Respectfully,

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