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04-Pandas_Challenge Response

1. Okay so if I am understanding the objective of this part of the assignment, the first trend I noticed was that the price of the item had little to no affect on how much of it was purchased at all.
2. Second, males made nearly 600% more purchases than females. This could simply be a reflection of the actual player base but maybe there is something here with regards to how likely males are to make in-game purchases. Actually upon further examination, females have a higher rate of purchase, technically.
3. Percent of total purchases per age group are consistent with the percent makeup of the respective age group out of the entire playerbase. One age group does not really spend more than their share of the actual playerbase.