

How can we increase revenue from Catch the Pink Flamingo?

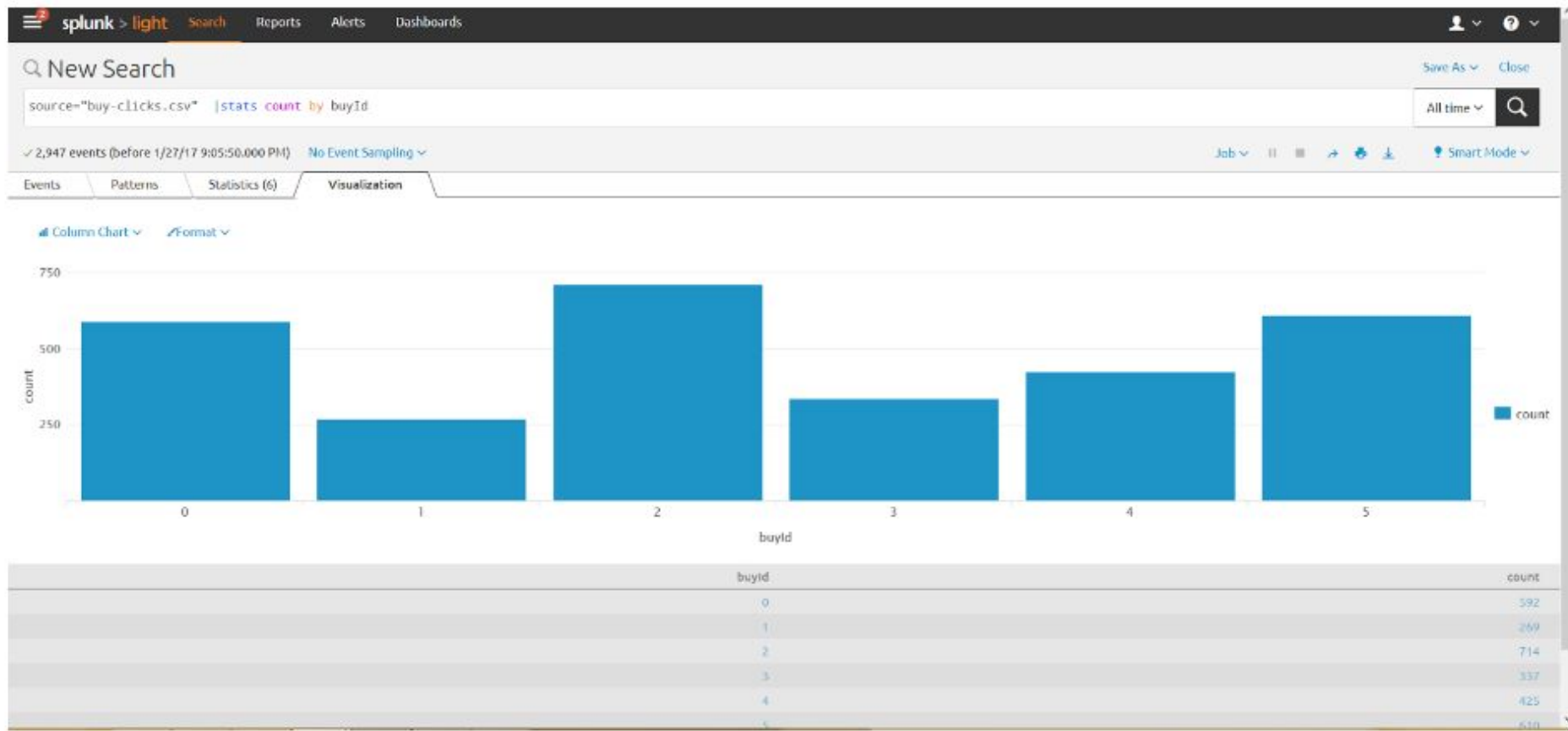
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Problem Statement

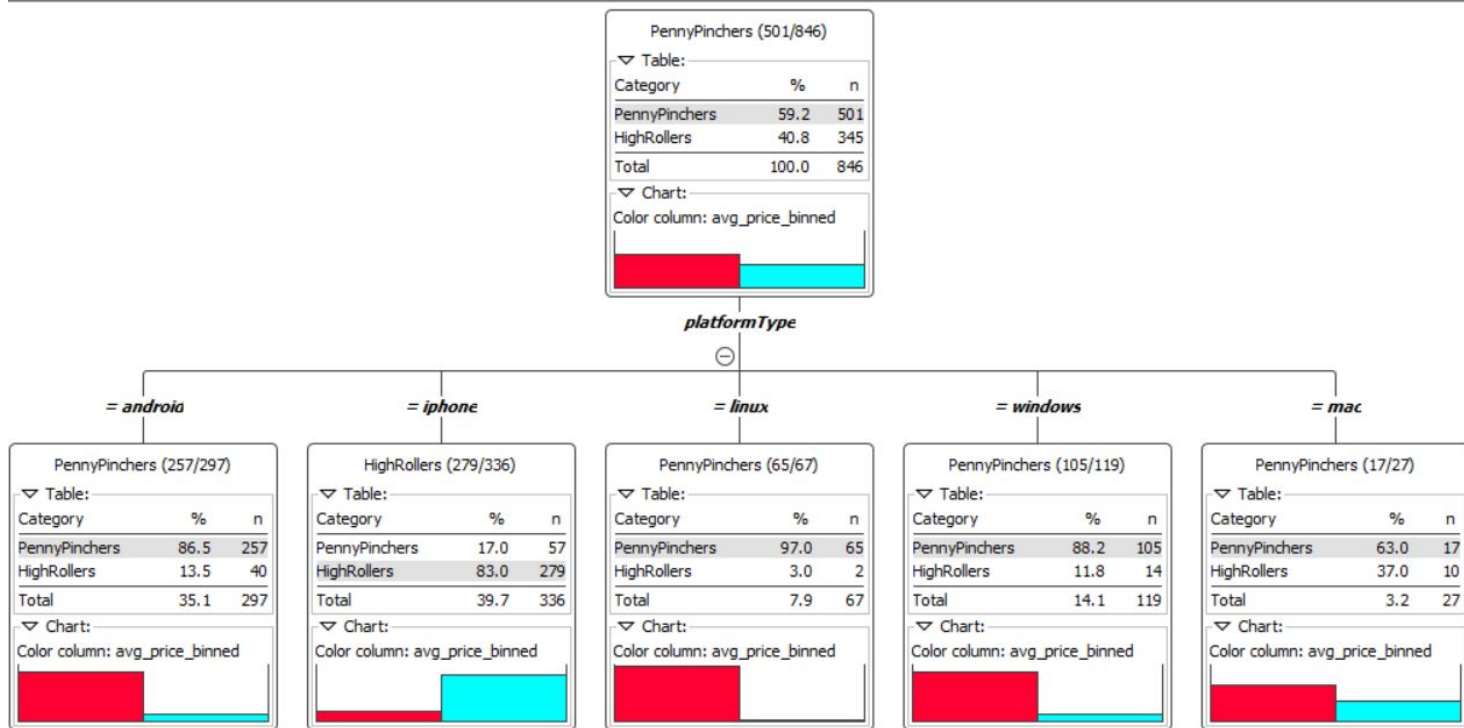
How can we use the following data sets to understand options for increasing revenue from game players?



A histogram showing how many times each item is purchased:



What have we learned from classification?



Training Data Set Creation

The training data set used for this analysis is shown below (first 5 lines):

	totalAdClicks	totalGameClicks	revenue
0	44	716	21.0
1	10	380	53.0
2	37	508	80.0
3	19	3107	11.0
4	46	704	215.0

Chat Graph Analysis:

Teams	Number of Chats
82	1324
185	1306
112	957
18	844
194	836
129	814
52	788
136	783
146	746
81	736

Recommendation

