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Data Analytics BootCamp

Homework 4 – Pandas

Heroes of Pymoli *(Written description of three observable trends based on the data)*

Based on the purhcase data from the Heroes of Pymoli game, the following trends can be determined: (1) Far more men play the game than women, but this does not affect the ratio of men purchasing items than women. They both are very close in the ratio of gender count to purchase count. (2) Men also tend to purchase items at a lower price point then women do. However, this is not a significant difference at $0.18. (3) Men between the ages of 20 – 24 are the highest demographic that purchase items within the game.

It is of note that the highest earning items as well as the most purchase items are around the $5.00 mark. The average purchase per person though hovers close to $3.30. It might stand further consideration to increase the number of items available at the $5.00 range.