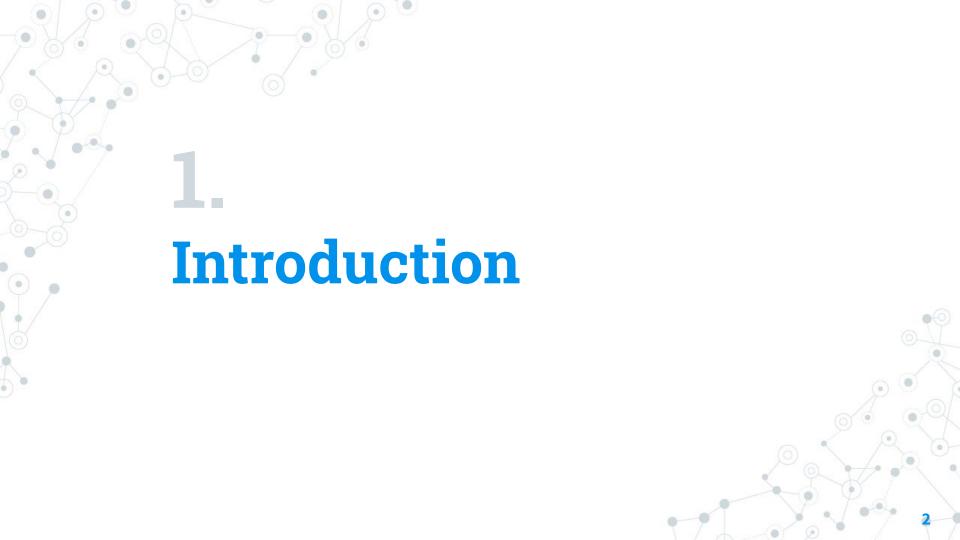
## Understanding Google Play Store Application Reviews

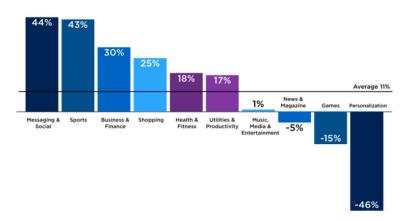
RTime2Shine: Sara Lemus, Zoe Gezelter, Sanjay Satish, Lukengu Tshiteya



#### Motivation/Goal

- O Understand the significant factors that affect an app's rating
- © Create model that accurately predicts an app's rating given predictors

#### Mobile App Usage Grows 11% Year-Over-Year (Sessions)



Source: Flurry Analytics, 2015–2016 Year-Over-Year Session Growth



#### Question & Hypothesis

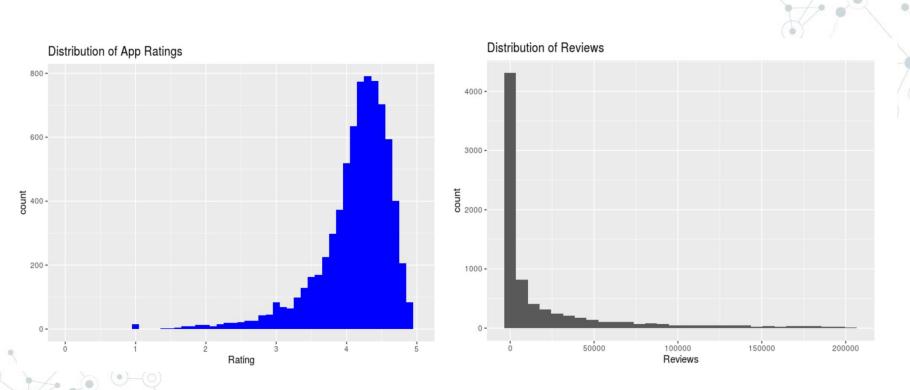
What are the relevant factors that affect the rating given for apps in the Google Play store?

 Hypothesis: Category, Price, Installs, and Content Rating are the predictor variables that will most affect app rating

#### Dataset

App	Category	Rating	Reviews	Size	Installs	Туре	Price	Content Rating	Genres	Last Updated	Current Ver	Android Ver
Photo Editor &	ART_AND_DESI	4.1	159	19	10,000	Free	0	Everyone	Art & Design	January 7, 2018	1.0.0	4.0.3 and up
Coloring book	ART_AND_DESI	3.9	967	14	500,000	Free	0	Everyone	Art & Design;Pr	January 15, 2018	2.0.0	4.0.3 and up
U Launcher Lite	ART_AND_DESI	4.7	87510	8.7	5,000,000	Free	0	Everyone	Art & Design	August 1, 2018	1.2.4	4.0.3 and up
Sketch - Draw	ART_AND_DESI	4.5	215644	25	50,000,000	Free	0	Teen	Art & Design	June 8, 2018	Varies with device	4.2 and up
Pixel Draw - Nu	ART_AND_DESI	4.3	967	2.8	100,000	Free	0	Everyone	Art & Design;Cr	June 20, 2018	1.1	4.4 and up
Paper flowers in	ART_AND_DESI	4.4	167	5.6	50,000	Free	0	Everyone	Art & Design	March 26, 2017	1.0	2.3 and up
Smoke Effect P	ART_AND_DESI	3.8	178	19	50,000	Free	0	Everyone	Art & Design	April 26, 2018	1.1	4.0.3 and up
Infinite Painter	ART_AND_DESI	4.1	36815	29	1,000,000	Free	0	Everyone	Art & Design	June 14, 2018	6.1.61.1	4.2 and up
Garden Colorin	ART_AND_DESI	4.4	13791	33	1,000,000	Free	0	Everyone	Art & Design	September 20,	2.9.2	3.0 and up
Kids Paint Free	ART_AND_DESI	4.7	121	3.1	10,000	Free	0	Everyone	Art & Design;Cr	July 3, 2018	2.8	4.0.3 and up
Text on Photo	ART_AND_DESI	4.4	13880	28	1,000,000	Free	0	Everyone	Art & Design	October 27, 2017	1.0.4	4.1 and up
Name Art Phot	ART_AND_DESI	4.4	8788	12	1,000,000	Free	0	Everyone	Art & Design	July 31, 2018	1.0.15	4.0 and up
Tattoo Name O	ART_AND_DESI	4.2	44829	20	10,000,000	Free	0	Teen	Art & Design	April 2, 2018	3.8	4.1 and up
Mandala Colori	ART_AND_DESI	4.6	4326	21	100,000	Free	0	Everyone	Art & Design	June 26, 2018	1.0.4	4.4 and up
3D Color Pixel b	ART_AND_DESI	4.4	1518	37	100,000	Free	0	Everyone	Art & Design	August 3, 2018	1.2.3	2.3 and up
Learn To Draw K	ART_AND_DESI	3.2	55	2.7	5,000	Free	0	Everyone	Art & Design	June 6, 2018	NaN	4.2 and up
Photo Designer	ART_AND_DESI	4.7	3632	5.5	500,000	Free	0	Everyone	Art & Design	July 31, 2018	3.1	4.1 and up
350 Diy Room	ART_AND_DESI	4.5	27	17	10,000	Free	0	Everyone	Art & Design	November 7, 20	1.0	2.3 and up

#### **EDA**



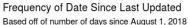


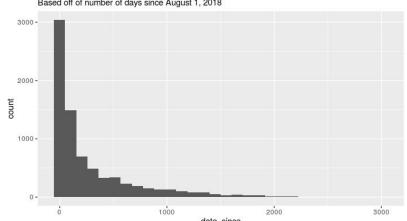


#### Data Wrangling

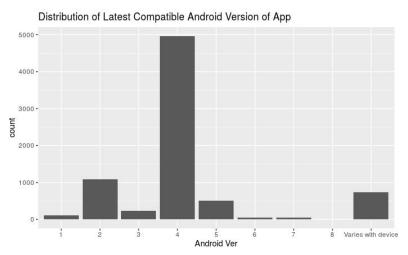
- Removed Type and Genre
- Created days since last update
- Binned additional variables
- Major changes: condensed category, Android Version to keep model as simple as possible and avoid overfitting

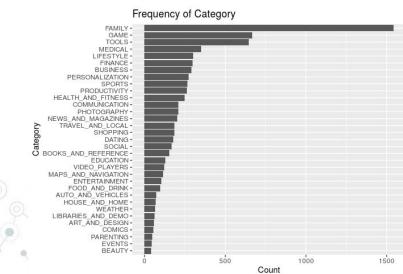
date_new	date_since	
2018-01-07	213	
2018-01-15	205	
2018-08-01	7	
2018-06-20	49	
2017-03-26	500	

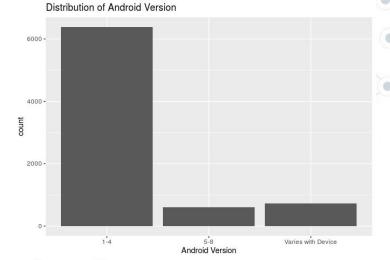


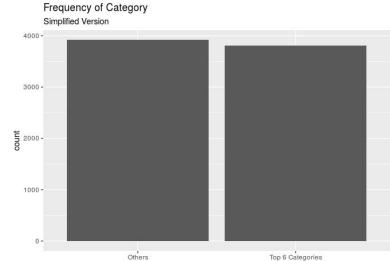












category\_simp

#### Multiple Linear Regression

- MLR using AIC backwards selection
- No interaction effects, all p-values less than 0.05

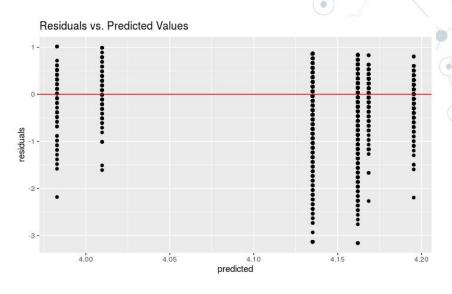
**Final model**: 4.01 -0.027(category\_simpTop 6 Categories) + 0.152(SizeLess than 100 MB) + 0.186(SizeVaries with device)

Term	Estimate	Standard Error	Statistic	P Value
Intercept	4.0096938	0.0380781	105.301857	0.0000000
category_simpTop 6 Categories	-0.0268642	0.0126225	-2.128288	0.0333448
SizeLess than 100 MB	0.1523095	0.0381560	3.991756	0.0000662
SizeVaries with device	0.1856302	0.0418267	4.438079	0.0000092

#### **Model Assumptions**

- Compared to other models, AIC conformed the most to assumptions
- No glaring overall issues with violations
- 363 with large residuals, 214 high leverage points, but no Cook's D/ VIF concerns

#### **Constant Variance**



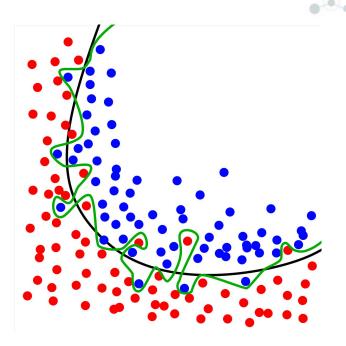


# Limitations



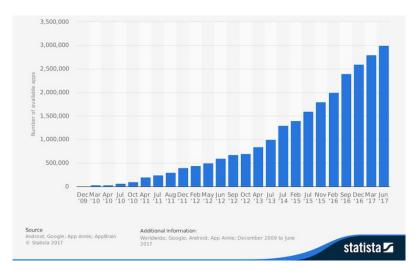
#### Overfitting

- Variables such as `categories` have many levels and experience tradeoffs from releveling
- Model may be "memorizing" our data rather than assessing the variability in response through particular trends in our predictors
  - Hurts generalizability



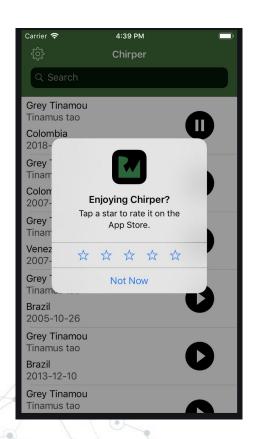
#### Dynamism

- The Google Play Store is a dynamic environment
  - Categories, diversity in app offerings, etc. change(s) constantly
- A singular model based upon a singular dataset is **not necessarily** the best representation of this if our goal is prediction

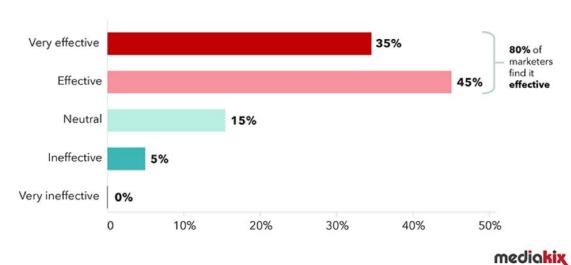




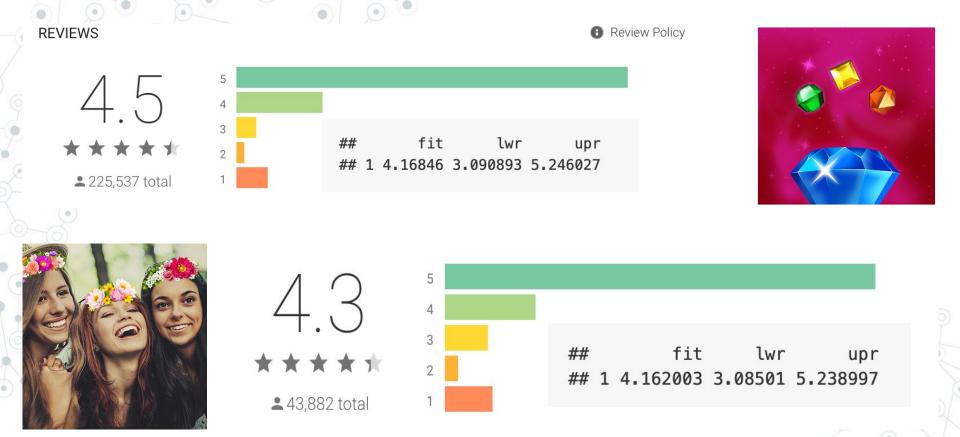
#### **External Factors**



#### HOW EFFECTIVE IS INFLUENCER MARKETING?



## **Conclusion and** Discussion



#### **Predictions**

#### Facebook buys WhatsApp for \$19 billion

by Adrian Covert @CNNTech

(L) February 19, 2014: 6:54 PM ET











#### How the Jailbreak computer game made sophomore Alex **Balfanz millions**



Alex Balfanz made enough money to pay for four years of tuition at Duke and more with his hit computer game Jailbreak.

Photo by Simran Prakash | The Chronicle

#### The New Hork Times

#### A Taste of Lime: Uber Invests in an Electric Scooter Company



### Questions?

Thank you

- RTime2Shine



- https://www.nytimes.com/2018/07/09/technology/uber-invests-lime-electric-scooter.html
- <a href="https://money.cnn.com/2014/02/19/technology/social/facebook-whatsapp/">https://money.cnn.com/2014/02/19/technology/social/facebook-whatsapp/</a>
- <a href="https://www.dukechronicle.com/article/2018/12/how-the-jailbreak-computer-game-made-soph-omore-alex-balfanz-millions">https://www.dukechronicle.com/article/2018/12/how-the-jailbreak-computer-game-made-soph-omore-alex-balfanz-millions</a>
- <a href="https://play.google.com/store?hl=en">https://play.google.com/store?hl=en</a> US