Response Summary:

Mine Worksheet

Goal: to identify patterns, extreme and subtle features about the data
Objectives: Students will identify basic descriptors for the data, and categorize the data according to the specifications from the Parse Worksheet
Outcomes: Three (3) specific questions to be answered using the data

1. Student Information *

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Term *(e.g. F2019)*	F2021

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3. Visualization Assignment *
- Lab Assignment

Analyze

4. Basic Descriptors: for each data component from the Parse Worksheet, identify basic descriptors (basic statistics). Explain *
Variable (text):
Name, Effect
Variable (numbers):
Power, Accuracy, Power Points, Probability %
Basic Descriptors:
Power: Max: 250, Min: 10, Avg: 81.25822
Accuracy: Max: 100, Min:50, Avg: 95.55668
Power Points: Max: 40, Min: 1, Avg: 14.6141
Probability %: Max: 100, Min: 10, Avg: 38.17568

5. Categorize: consider what is similar and what is different? Categorize the data. Are the variables categorical (normal, ordinal, or rank). Are they quantitative (discrete or continuous)? Show categories. Explain. *

Nominal:
Type, Category, Generation
These are nominal due to there Is a set amount of categories for each data value.
Ordinal:
There seem to be no ordinal data values in this set
Interval:
Power, Accuracy, Power Points, Prob%,
These are all intervals due to the fact that there is no real order or category to each value.

6. Temporal: is the data streaming data? How is it stored (all at one time, over several years in years, days, minutes, seconds)? Explain. *

The data does not have a specific time span where it was obtained. However, the data is a little outdated due to it being updated to the 7th generation of pokemon when the most up to to date is the 8th generation.

7. Range and Distribution: what is the distribution of the data? Few values, small size, evenly spread, sparse or dense? Explain. *

The distribution of the data is sparse in some of the categories such as Power due to the fact that some of the moves have specific conditions when moves are used. An example of this is with the move Swift, where the move never misses, therefore the accuracy value is replaced with a dash (-).

Evaluate

8. Questions and Assumptions: list at least 3 questions you plan to answer with the data or list the questions if they were provided. Must be complete sentences and end in a question mark. What assumptions are you making? *

Question 1	What is the maximum power for a single move?
Question 2	What is the weakest move in terms of power?
Question 3	What is the average of power points for all of the moves?
Assumptions	The power of each move varies greatly, with some moves not doing damage, however it applies status effects. The weakest move when it comes to power is 10. The average power points for moves is 15, with moves ranging from 1 power point to 40.