

PRA2: Metacritic games stats

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3. Descripción técnica del proyecto: lenguajes, librerías, licencias, código y datos

```
data <- read.csv("../data/metacritic_games.csv", header = TRUE, na.strings = "")
head(data)
```

```
##           game platform           developer
## 1           Portal 2         PC      Valve Software
## 2      The Elder Scrolls V: Skyrim      PC Bethesda Game Studios
## 3 The Legend of Zelda: Ocarina of Time 3D      3DS      GREZZO
## 4           Batman: Arkham City         PC      Rocksteady Studios
## 5      Super Mario 3D Land      3DS      Nintendo
## 6      Deus Ex: Human Revolution         PC      Nixxes Software
##           genre      number_players rating release_date positive_critics
## 1      Action              <NA>    E10+ Apr 18, 2011           51
## 2  Role-Playing No Online Multiplayer      M Nov 10, 2011           32
## 3  Miscellaneous No Online Multiplayer    E10+ Jun 19, 2011           84
## 4 Action Adventure              <NA>      T Nov 21, 2011           27
## 5      Action No Online Multiplayer      E Nov 13, 2011           81
## 6      Action No Online Multiplayer      M Aug 23, 2011           52
## neutral_critics negative_critics positive_users neutral_users negative_users
## 1              1              0           1700           107           19
## 2              0              0           1616           322          451
## 3              1              0            283            20            5
## 4              0              0            240            34           27
## 5              1              0            251            39           11
## 6              0              0            520           112           78
## metacore user_score
## 1          95          90
## 2          94          82
## 3          94          90
## 4          91          87
## 5          90          84
## 6          90          85
```

```
data$platform <- as.factor(data$platform)
data$genre <- as.factor(data$genre)
data$number_players <- as.factor(data$number_players)
data$rating <- as.factor(data$rating)
```

```
library(lubridate)
```

```
##
```

```
## Attaching package: 'lubridate'
```

```
## The following objects are masked from 'package:base':
```

```
##
```

```
##      date, intersect, setdiff, union
```

```
data$release_date <- as.Date(parse_date_time(data$release_date, orders=c("mdy")))
```

```
sapply(data, function(x) sum(is.na(x)))
```

```
##           game           platform           developer           genre
##           0              0              14              5
## number_players           rating           release_date positive_critics
##       2640             1266              0              0
## neutral_critics negative_critics positive_users   neutral_users
##           0              0              0              0
## negative_users           metascore           user_score
##           0              0              0
```

```
suppressWarnings(suppressMessages(library(VIM)))
```

```
data$developer <- kNN(data)$developer
```

```
data$genre <- kNN(data)$genre
```

```
data$number_players <- kNN(data)$number_players
```

```
data$rating <- kNN(data)$rating
```

```
sapply(data, function(x) sum(is.na(x)))
```

```
##           game           platform           developer           genre
##           0              0              0              0
## number_players           rating           release_date positive_critics
##           0              0              0              0
## neutral_critics negative_critics positive_users   neutral_users
##           0              0              0              0
## negative_users           metascore           user_score
##           0              0              0
```

```
write.csv(data, "../data/metacritic_games_clean.csv")
```