

PRA2: Metacritic games stats

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1. Presentación de la visualización

2. Explicación de la visualización

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

```
#data <- read.csv("../data/metacritic_games.csv", header = TRUE, stringsAsFactors = TRUE, na.strings =  
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  
## metacscore user_score  
## 1           95           90  
## 2           94           82  
## 3           94           90  
## 4           91           87  
## 5           90           84  
## 6           90           85
```

```
library(lubridate)
```

```
##  
## Attaching package: 'lubridate'  
  
## The following objects are masked from 'package:base':  
##  
##     date, intersect, setdiff, union
```

```
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)  
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")
```

4. Visualización de datos