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12/14/19

Rutgers Data Science Bootcamp

**Pandas HW: Heroes of Pymoli Written Analysis**

After completing the analysis of Heroes of Pymoli purchasing data, there are a few interesting conclusions that can be drawn. The first conclusion is that this game played overwhelmingly by males vs. other genders. The analysis showed that of the 576 individuals that purchased something within the game, 484 (84%) of them were male. Interestingly, males also represented about 83% of the overall purchase value and 84% of the total purchases, but the average male spent $4.06 per purchase and other genders spent $4.48 per purchase.

The second conclusion we can draw is that teens and young adults make up the significant majority of the population of players. 442 (77%) of the players that made a purchase were between the ages of 15-29. Nearly half (258, 44%) of the players that made a purchase were between 20-24. We can’t conclude that this population (age 15-29) is more or less likely to spend more money than other age groups. They accounted for 77% of the total purchase value, exactly the same as the percentage of population.

A final conclusion we can draw is