

# Exam 1 Review

In 2020, employees of Blizzard Entertainment circulated a spreadsheet to anonymously share salaries and recent pay increases amidst rising tension in the video game industry over wage disparities and executive compensation. (Source: [Blizzard Workers Share Salaries in Revolt Over Pay](#))

The name of the data frame used for this analysis is `blizzard_salary` and the relevant variables are:

- `percent_incr`: Raise given in July 2020, as percent increase with values ranging from 1 (1% increase to 21.5 (21.5% increase)
- `salary_type`: Type of salary, with levels Hourly and Salaried
- `annual_salary`: Annual salary, in USD, with values ranging from \$50,939 to \$216,856.
- `performance_rating`: Most recent review performance rating, with levels Poor, Successful, High, and Top. The Poor level is the lowest rating and the Top level is the highest rating.

The top six rows of `blizzard_salary` are shown below:

```
# A tibble: 409 x 4
  percent_incr salary_type annual_salary performance_rating
      <dbl>   <chr>          <dbl>   <chr>
1           1 Salaried             1 High
2           1 Salaried             1 Successful
3           1 Salaried             1 High
4           1 Hourly        33987. Successful
5          NA Hourly        34798. High
6          NA Hourly        35360 <NA>
7          NA Hourly        37440 <NA>
8           0 Hourly        37814. <NA>
9           4 Hourly        41101. Top
10          1.2 Hourly        42328 <NA>
# i 399 more rows
```