Analyzing My Gaming Habits
Insights from Google Play Games

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Introduction

Purpose of the Presentation:

- The purpose of this presentation is to analyze my gaming habits using data from Google Play Games.

Data Collection Process:

- I collected my gaming data using Google Takeout, which allows users to download their data from Google services.
- The data includes information on the games I've played, playtime, and experience points earned in various game categories.

Data Collection Process:

The analysis focuses on two main aspects:

- **Total Playtime for Each Game:** This visualization shows the amount of time I have spent playing different games.
- **Experience Points Distribution by Category:** This visualization displays the distribution of experience points across various game categories, highlighting my preferences and engagement with different types of games.

Total Playtime for Each Game

## Key Observations

Most Played Games:

- Township: With over 1,000,000 minutes, this is the game with the highest playtime, indicating a significant level of engagement.

- Two Dots: The second most played game, with substantial playtime, reflecting a strong preference for puzzle games.

Moderately Played Games:

- Klondike Adventures: Significant playtime, highlighting another engaging game.

- Survivor.io: Notable playtime, showing a moderate level of interest.
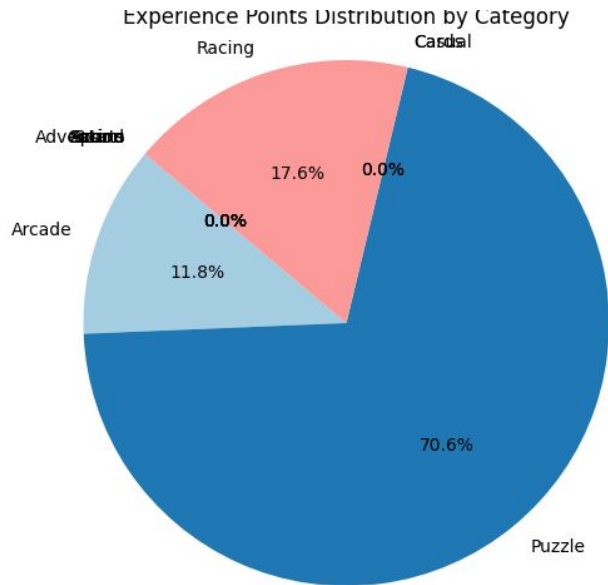
Least Played Games:

- Bullet Echo, EA SPORTS FC™ MOBILE 24, Google Play Games, Hero Wars, Idle Bank Tycoon, Pocket Champs, and Shadow Fight 3: These games have the least playtime, suggesting they are less favored or played less frequently.

Total Playtime for Each Game
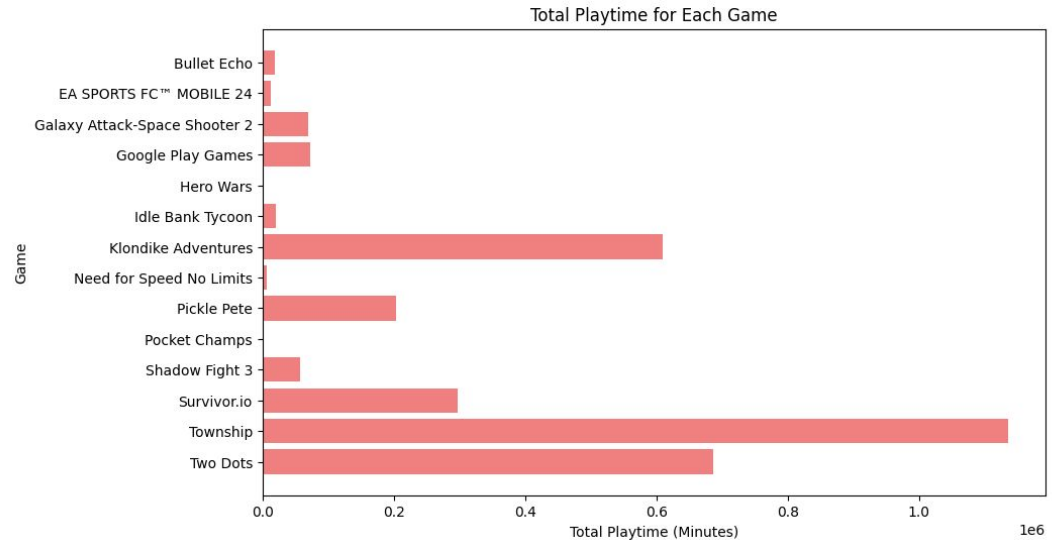
Surprising Findings:

- The high playtime for puzzle and strategy games like Township and Two Dots suggests my preference for games that involve critical thinking and strategy.

Experience Points Distribution by Category

Experience Points Distribution by Category

Key Observations

Dominant Game Category:

- The pie chart clearly shows that the Puzzle category is the dominant one, with 70.6% of the total experience points. This indicates a strong preference for puzzle games.

Significant Category:

- The Arcade category follows with 11.8% of the experience points, showing that arcade games also hold a significant place among the games played.

Other Notable Categories:

- Racing games make up 17.6% of the experience points, which is substantial but significantly less than puzzle games.

Categories with Least or No Experience Points:

- Several categories such as Casual, Sports, Action, Adventure, Board, and Casino have 0% experience points, indicating either very little or no engagement with games in these categories.

Surprising Findings:

- This distribution helps in understanding my personal gaming preferences, showing a clear inclination towards puzzle and racing games.