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Data & Analytics Bootcamp

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Pandas Homework – Report

Based on the Pymoli data set, we can easily draw a few conclusions. This is assuming the data is complete and not just a sample size, that it has been properly cleaned, and that there are no other factors to consider.

The game is most popular for 20-24 year old males – these players make up the bulk of the players in the data set. Although these players are the most popular, they do not spend the most money during game play. Other/Non Disclosed gendered players spend the most on average, with females second, and males last. Even the 20-24 age bracket does not spend the most – it is the players who are 35-39.

As for popular items – the most expensive does not equate to the most profitable. “Final Critic” sells for only $4.61, but has many user purchases making it the most profitable. Although “Nirvana” sells for more at $4.90, fewer users have purchased it, making it less profitable.