Python – Pandas Assignment

Heroes of Pymoli: Observation

1. Based on the given data, it is obvious that Male bought significantly more game. Males have also spent more money than Female and Other gender.

Considering that Female and Other buyers are small in number and also spent less, the gaming company can advice a strategy to attract non-Male gamers.

1. Another important observation is that, even though the dominant category of gamers is between age 15 and 25 years and the young gamers are more interested in the game, but the purchases between age group 20-24 and age group 25-30 signals the dramatic drop in the interest in the game. Probably, as the gamers age, an experience that a gamer above age 25 is seeking in the game is not involving.
2. Most of the games sold are in higher price range, suggesting that higher price is the not significant factor for gamers to spend on the game.