

DATA INSIGHTS

1. No of distinct users/devices : 17419

Query used : "select count(distinct (ai5)) from GgeventLog "

2. No of distinct SDK versions : 7

Query used : "select count(distinct (sdkv)) from GgeventLog"

3. No of distinct game_id : 20

Query used : "select count(distinct (game_id)) from GgeventLog"

Missing Values Check

1. No of missing values in ai5 column : 0

Query used : "select count(*) from GgeventLog where ai5 is null "

2. No of missing values in sdkv column : 0

Query used : "select count(*) from GgeventLog where sdkv is null "

3. No of missing values in event column : 0

Query used : "select count(*) from GgeventLog where event is null "

4. No of missing values in game_id column : 0

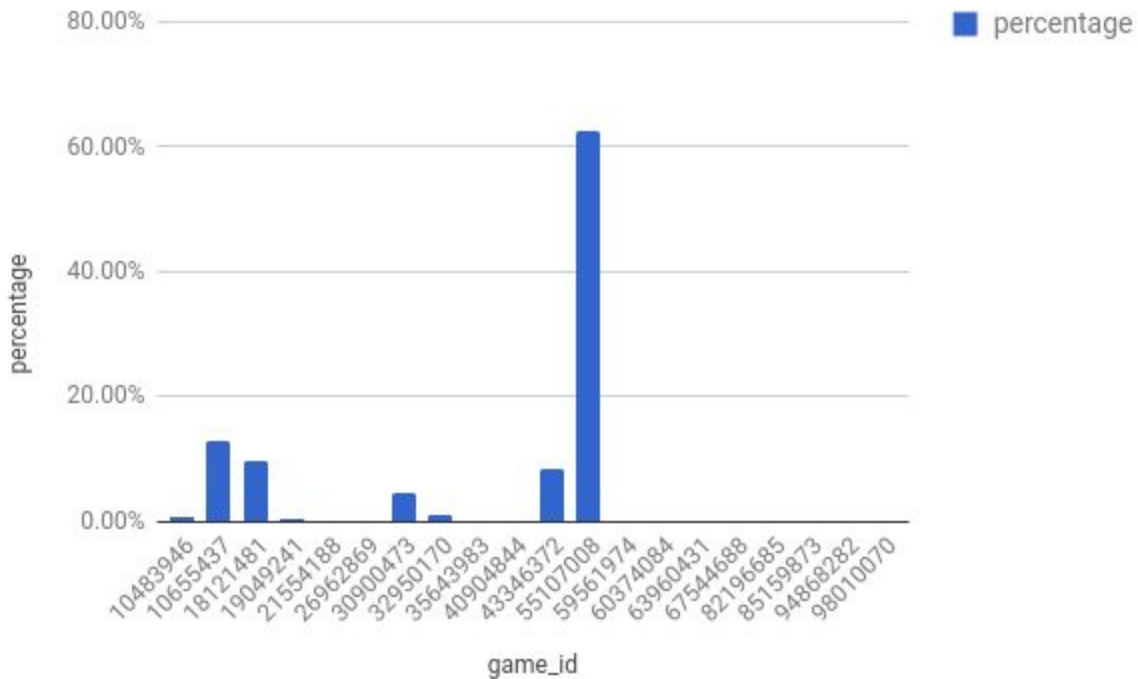
Query used : "select count(*) from GgeventLog where game_id is null "

5. No of missing values in ts column : 0

Query used : "select count(*) from GgeventLog where ts is null "

Game wise Distribution

This will tell us the distribution of recorded events of each Game id in the input file.



Above chart shows that game id 55107008 was the most no of times played game in ggevent.log file (shared by Greedy Game) .

The second Game with most no of recorded events was 10655437

User Session Insights

1. No of Distinct devices/users: 17419
2. Total session Insight

Total sessions	Count
Maximum	17
Minimum	0
Mean	1.40
no of users with 0 total sessions	666

3. Valid Session Insights

valid_sessions	count
Maximum	10
Minimum	0
Mean	1.007
no of users with 0 Valid sessions	4084

4. Average Session time (in seconds) Insights (valid only)

average_session_time_inseconds	count
Maximum	3532
Minimum	0
Mean	406.0