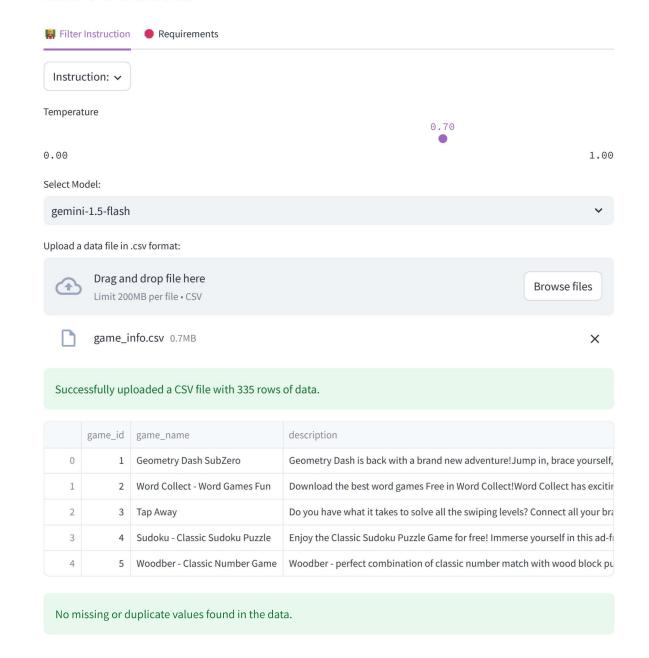


# **LIDA Tasks**

NTViz



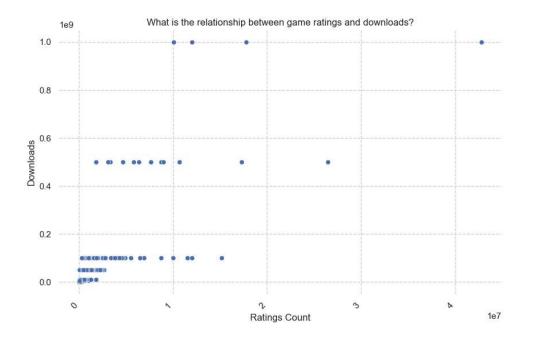
NTVE.

Generate Charts

## **\*** Insight 0:

main() Goal Goal(question='What is the relationship between game ratings and
downloads?', visualization="Scatter plot of 'ratings\_count' vs 'downloads'",
rationale="This visualization will reveal if there's a correlation between the number of
ratings a game receives and its download count. A strong positive co...

A visualization goal	
index int	0
question str	'What is the relationship between game ratings and downloads?'
rationale str	"This visualization will reveal if there's a correlation between the number of ratings a game receives and its download count. A strong positive correlation would suggest that higher ratings lead to more downloads, while a weak or negative correlation would indicate other factors are more influenti
visualization str	"Scatter plot of 'ratings_count' vs 'downloads'"

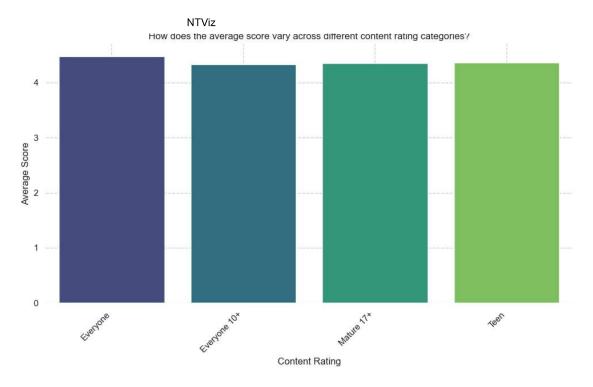


\*\* 「つ・・・?つ Download Chart \*\*

## \* Insight 1:

main() Goal Goal(question='How does the average score vary across different content
rating categories?', visualization="Bar chart showing average 'score' for each
'content\_rating'", rationale="This will show if there's a difference in average scores
based on the game's content rating ('content\_rating' is catego...

A visualization goal	
index int	1
question str	'How does the average score vary across different content rating categories?'
rationale str	"This will show if there's a difference in average scores based on the game's content rating ('content_rating' is categorical, 'score' is numerical; a bar chart is suitable for comparing averages across categories). This could highlight potential biases in ratings based on age appropriateness."
visualization str	"Bar chart showing average 'score' for each 'content_rating'"



### \*\* 「つ・・・?つ Download Chart \*\*



## **★** Insight 2:

main() Goal Goal(question='What are the most frequent categories of games, and how many
downloads do they have?', visualization="Bar chart of the top 10 most frequent
categories from 'categories' field, showing the total 'downloads' for each.",
rationale="This addresses the frequency of game categories and thei...

#### A visualization goal

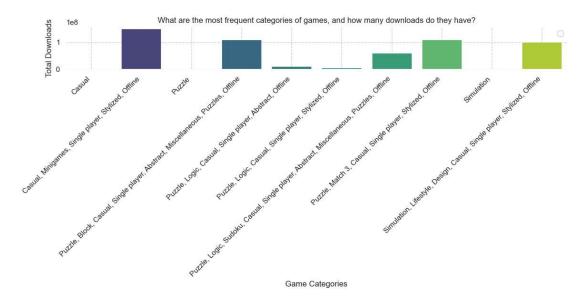
index int	2
question str	'What are the most frequent categories of games, and how many downloads do they have?'
rationale str	"This addresses the frequency of game categories and their download success. We'll need to process the 'categories' field (string, multi-

localhost:8501/task 4/8

12:37 23/5/25

#### NTViz

	valued) to count occurrences of each category and sum downloads for each. A bar chart effectively visualizes the top categories and their relative download succe
visualization str	"Bar chart of the top 10 most frequent categories from 'categories' field, showing the total 'downloads' for each."



\*\* 「つ・・・?つ Download Chart \*\*



## **★** Insight 3:

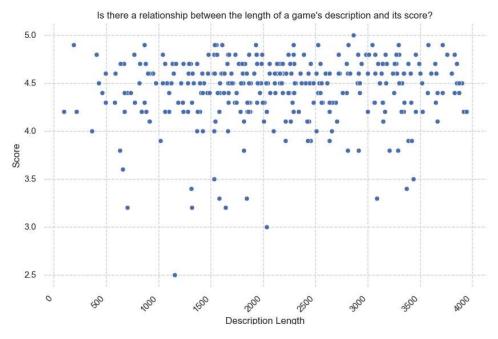
main() Goal Goal(question="Is there a relationship between the length of a game's
description and its score?", visualization="Scatter plot of description length
(calculated from 'description') vs 'score'", rationale="This explores whether more
detailed descriptions correlate with higher scores. We'll need to pr...

A visualization goal

index int 3

#### NTViz

question str	"Is there a relationship between the length of a game's description and its score?"
rationale str	"This explores whether more detailed descriptions correlate with higher scores. We'll need to pre-process the data to calculate the length of each description string. A scatter plot will show the relationship, or lack thereof, between description length and score."
visualization str	"Scatter plot of description length (calculated from 'description') vs 'score'"



### \*\* \$> • • ?> Download Chart \*\*



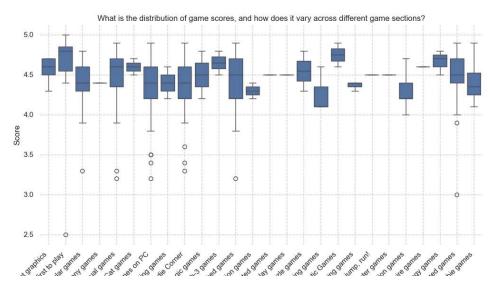
# \* Insight 4:

main() Goal Goal(question='What is the distribution of game scores, and how does it vary
across different game sections?', visualization="Box plot of 'score' for each category

in the 'section' field", rationale="This visualization will show the distribution (median, quartiles, outliers) of game scores within ea...

#### A visualization goal

index int	4
question str	'What is the distribution of game scores, and how does it vary across different game sections?'
rationale str	"This visualization will show the distribution (median, quartiles, outliers) of game scores within each game section. This allows for a comparison of score distributions across different sections ('section' is categorical, 'score' is numerical), revealing potential differences in game quality or pl
visualization str	"Box plot of 'score' for each category in the 'section' field"



### \*\* 「つ・・・?つ Download Chart \*\*

