Report of Trends Seen in Part 3 of the Homework

Part 1: Heroes of Pymoli

1. It seems that there are a lot more men that play this game than women. 84 percent of players of this game are men.
2. The target demographic seems to be people in between the ages of 15 and 25. These two age groups made up more than 60 percent of game players.
3. The company also generates the most revenue from the people between the ages of 20 and 25. This group bought more than double the items and spent more than double the money on this game when compared to any other group.

Part 2: City School Analysis

1. The top performing schools were all charter schools and the worst performing schools were all district schools.
2. It seems that the schools spending more money per student had the worst test scores. I suspect that these schools had already been designated as needing help and therefore there is an issue with selection bias rather than any causality between spending more money on students leading to worse test scores.
3. Larger schools also tended to have worse pass rates than smaller ones. I imagine that larger schools are more challenging to teach at, which might explain the lower scores.