**Individual Peer Evaluation Form**

Your name:

Write the name of your classmate you are preparing this review for in the designated column. Using a scale of 1-4 (1=strongly disagree; 2=disagree; 3=agree; 4=strongly agree) answer each question. If you aren’t able to answer the question based on what is posted in the discussion board, reach out to your classmate for more information via the discussion board. Total the numbers in each column. **Make sure to answer the questions on the 2nd page.**

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| Evaluation Criteria | Peer Name: |
| Has plan in place to complete course project. | 4 |
| Has found datasets/data sources to support project idea. | 3 |
| Has solidified project idea. | 3 |
| Has identified resources for project. | 4 |
| Topic is related to data science and demonstrates topics learned to date through program. | 4 |
| Risks and potential issues have been identified. | 4 |
| TOTALS |  |

Feedback on Individual’s project topic:

1. How clear is the classmate’s project topic? What questions does their topic make you consider?

The chosen project topic covers relevant areas essential for video game sales, such as genre, sales, publisher, and time of release. Since developing a popular game is the primary goal of this study, I believe it is important to note that the gaming industry is continuously evolving, and external factors like technological advancements or gaming trends may not be accounted for in the dataset. One question that arises is, if the topic is focused on building a successful game, should the hardware or software considerations, such as visual effects, sound quality, faster processors, or specialized hardware (e.g., GPUs), etc., be included to offer valuable insights and potentially improve the model's predictive capability.

Another observation is that to determine the optimal time of year for releasing a video game to maximize its popularity, analyzing a dataset that includes dates is crucial. Combining data from Kaggle and Wiki that includes dates could make the study more useful and enhance its ability to study the impact of timing on game popularity.

1. What risks or issues should your classmate consider while working on their project?

As stated in the project plan, it is crucial to acquire a more up-to-date dataset to accurately capture long-term patterns and seasonal trends in the dynamic video game industry, rather than relying on a limited period. Additionally, using only a linear regression model poses a risk of potential poor model performance. Incorporating and comparing additional models will aid in selecting a better-performing model for this study.

1. Additional suggestions/comments that might be beneficial to your peer?

Given that the study aims to identify the factors influencing video game sales to create a top-notch game, it is worth exploring the significance of the game's price, as it directly impacts consumer behavior and purchasing decisions. Additionally, investigating other parameters like gaming platforms to understand their influence on sales and examining the correlation between game duration and sales performance would provide valuable insights. In case finding a dataset with all these parameters is challenging, it could be beneficial to at least include hardware and software features in the analysis.

Adapted from a peer evaluation form developed at Johns Hopkins University (October, 2006)