



GAME RECOMMENDATION SYSTEM USING MACHINE LEARNING ALGORITHMS

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Abstract

The aim of this project is to develop a system that can give game recommendations to people who are looking for games they may like based on the games they have liked before or the users that have similar history with the current user. Within the scope of this project, we are conducting extensive research in machine learning, which is the application of artificial intelligence, in order to work more efficiently.

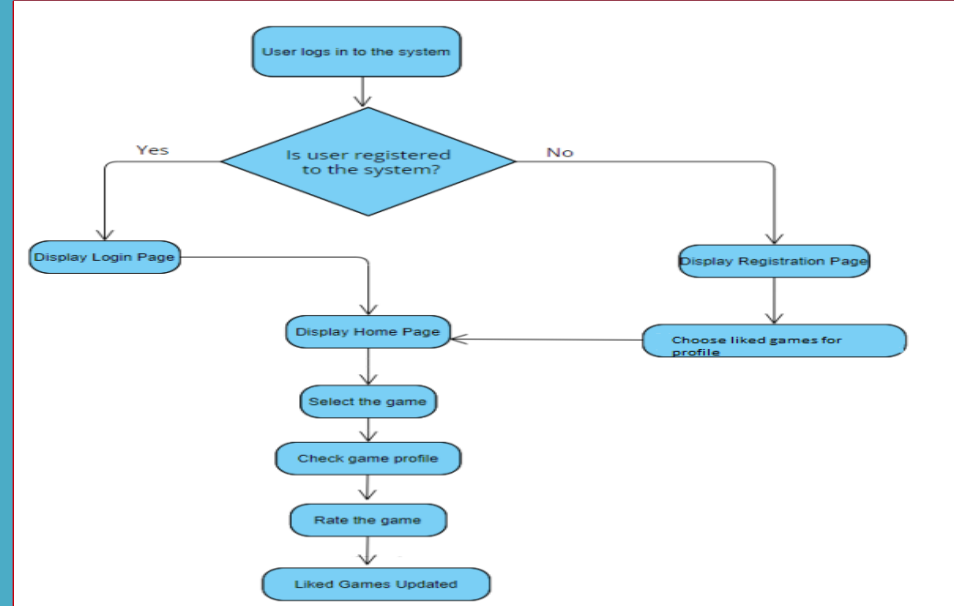


Figure 1 – Activity Diagram

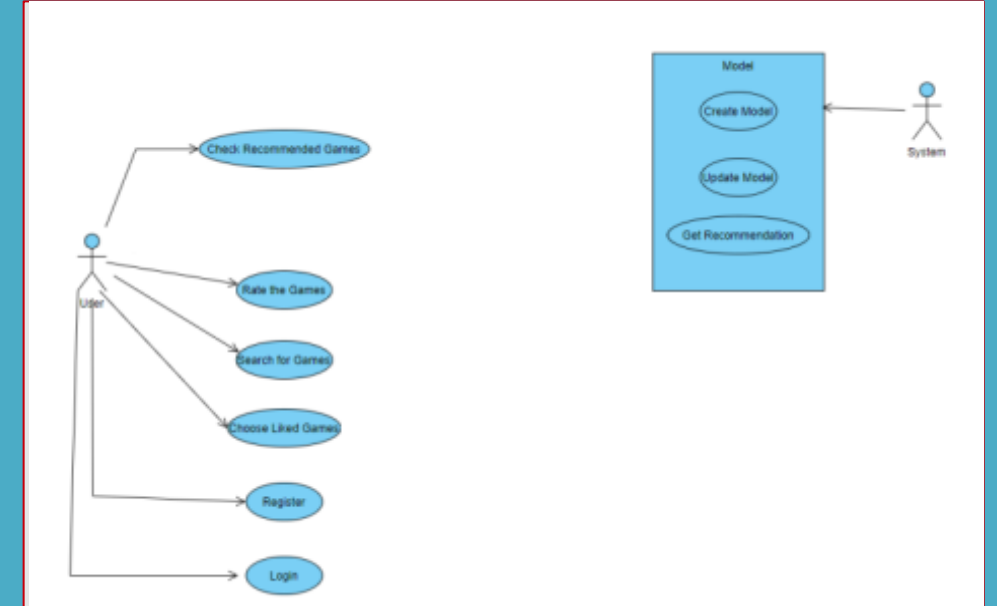


Figure 2 – Use Case Diagram

Introduction

The game industry evolved so much that there are 10.000 games being released every year. With this, game users can't even decide what's in their taste. It gives customers a very overwhelming and lost feeling in these large, detailed choices of products. A solution to this relies on building such systems that search desired but not yet discovered games. Thus, the hunger in the market led to these kinds of programs. Using our recommendation platform, users will save the time spent to achieve recommendations to themselves.

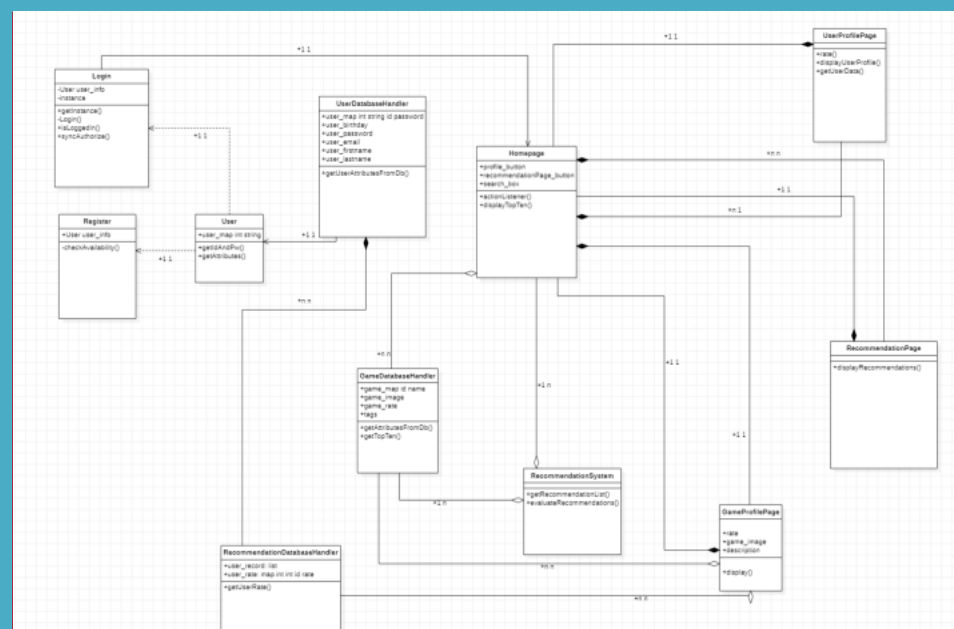


Figure 3 – Class Diagram

Results & Conclusion

With this project, people will be able to use a system that recommends the games they like after giving a rate between 1 and 5 to the games they have played before. As the number of games in Dataset increases, this system will work better and more efficiently. Python has been the most important key in our project. We are confident that we will recommend games that users will like with algorithms in Python.

Solution

Our aim is to develop a software called "RecoSystem", both IOS and Android based application that uses various prediction algorithms (machine learning) to recommend its users according to their gaming tastes. The purpose of this project is to help people find new games to play.

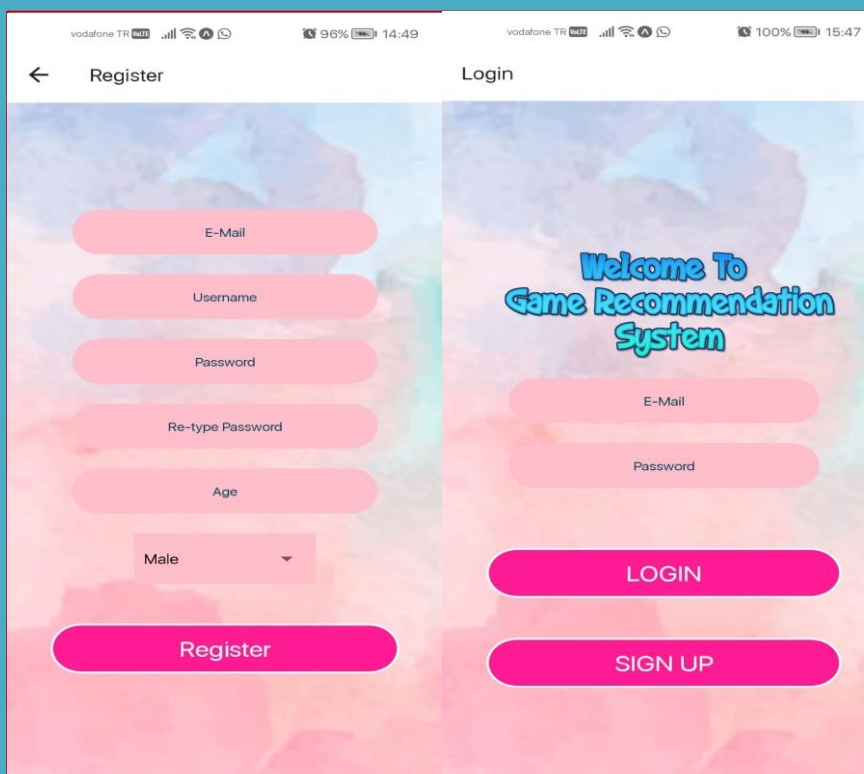


Figure 4 – Finished Product

Acknowledgement

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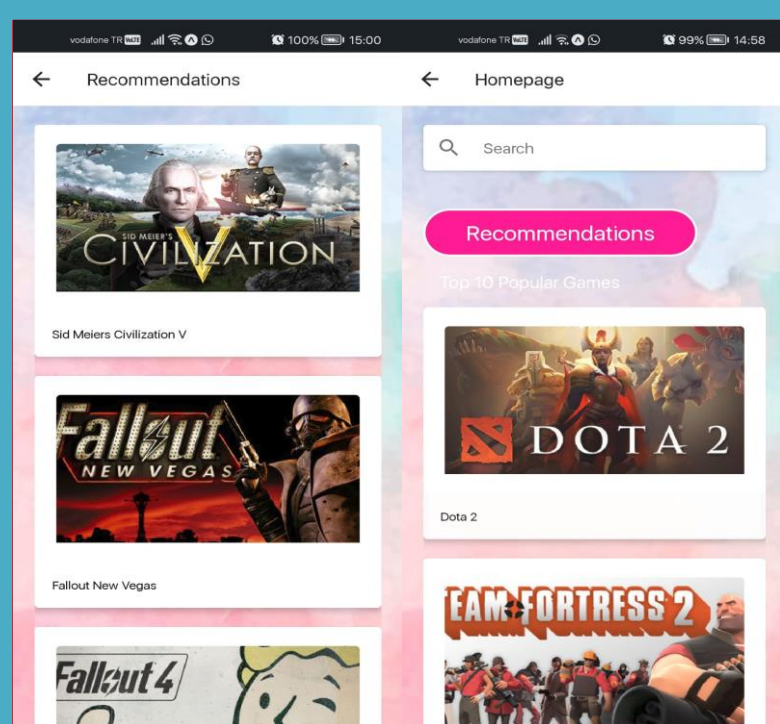


Figure 6 – Finished Product

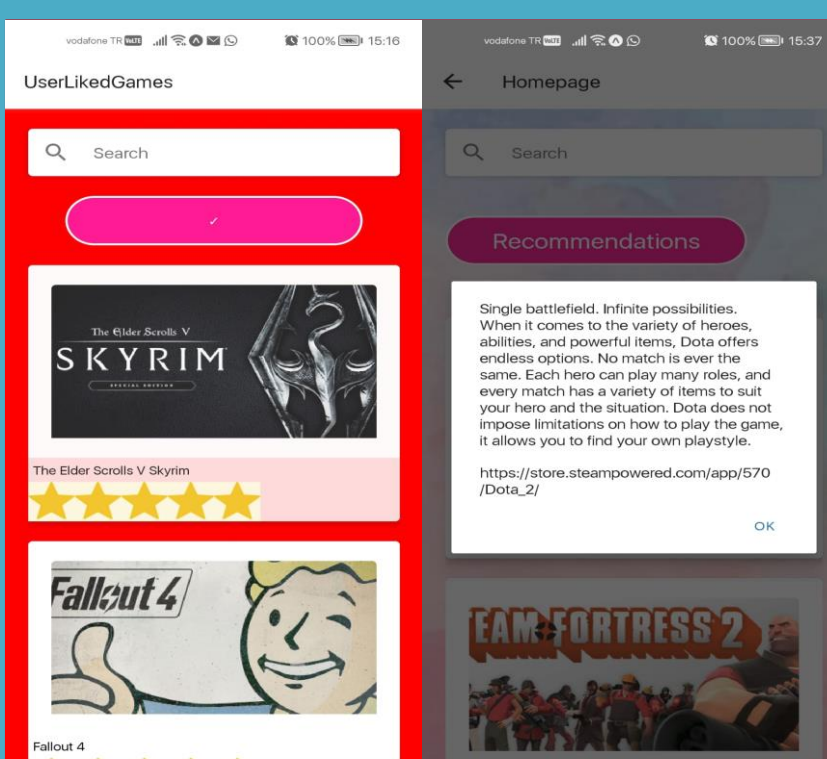


Figure 5 – Finished Product



Figure 7– Advisor and Project Members