

# Video Game Recommendations using Machine Learning

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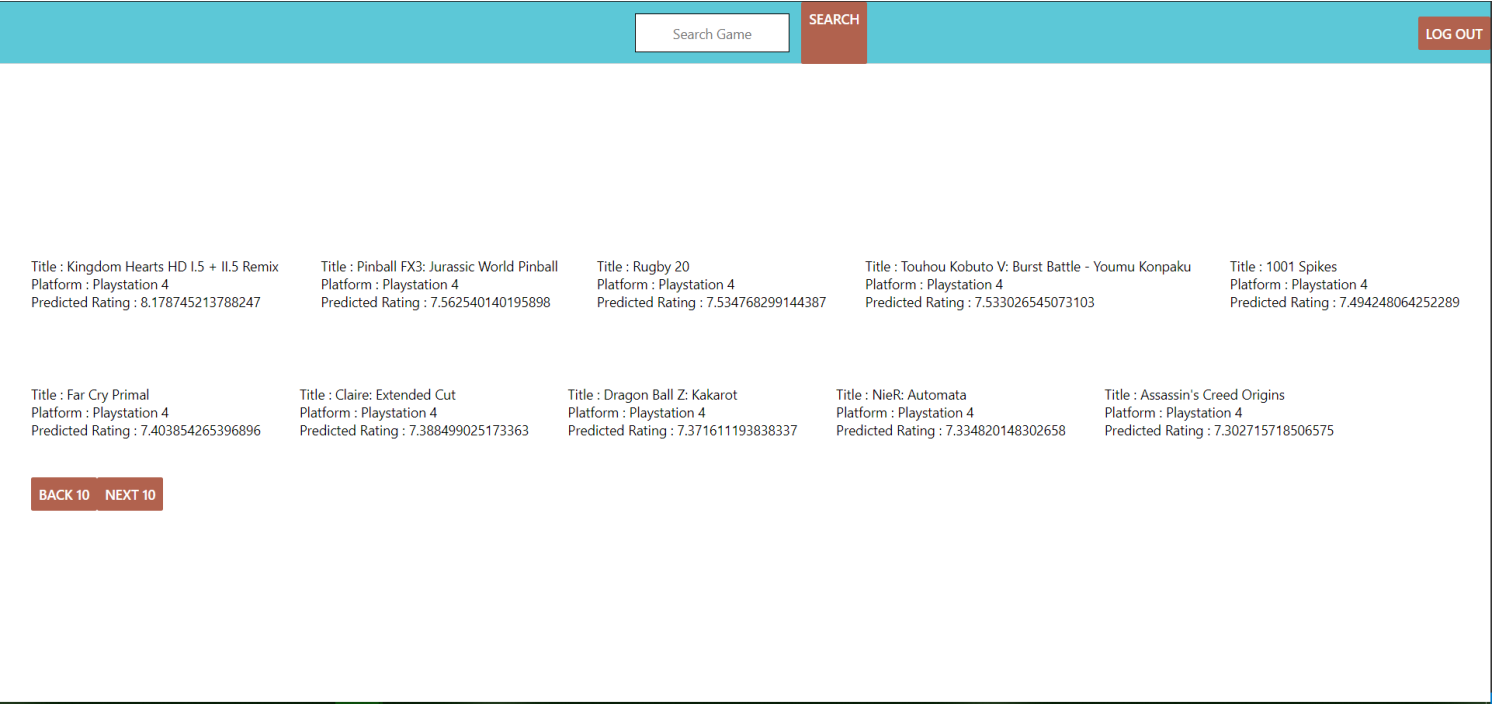
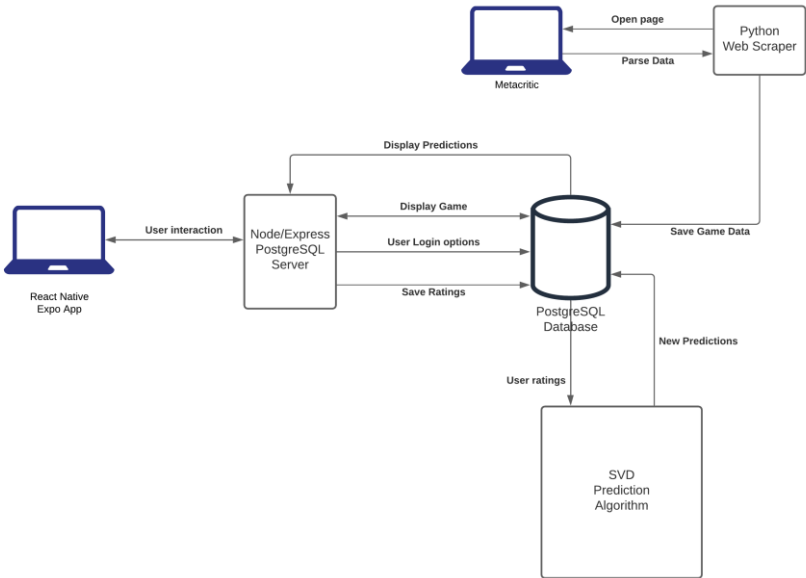
### Introduction

For my project I wanted to create a website that would help people chose what game to buy and play, as an avid gamer myself I often find myself continually browsing the PlayStation store trying to pick a new game in between major releases.

### Technologies Used

The main technologies I used for this project were

- React Native
- Express/Node js
- PostgreSQL
- Python
- Surprise scikit
- Beautiful Soup
- Fetch API



### Web scraper

I created a web scraper that opened a connection to Metacritic using the urllib python library, once I had the connection opened, I used beautiful soup to parse through the html file and get the information I was looking for.

### React Native App

Above you can see an example of 10 predictions for a test user. I created a react native app and used fetch API calls to get the data you see from my PostgreSQL database. When not logged in the user can see the top-rated games from Metacritic.

### SVD Algorithm

The predictions were made using the singular value decomposition model, and collaborative filtering. If a user A has made similar ratings to user B, then user A will get higher ratings for items B has recommended.