Decision Tree Algorithm Description and Result

Firstly, I made up the csv list which includes Age, Games, Genre, and Platform categories(GameAnalysis.csv). Age category has 4 age groups (12-18, 18-25, 25-30, and 30-40). Games category has mixed of 12 games. Genre category is represented by 6 genres(FPS = First Person Shooter, Adventure, Sport, Platform, Strategy, RPG = Roll Playing Game). Platform category is illustrated by PC and PS which are Personal Computer and Playstation. Purpose of analyzing this table to predict tendency of using on PC and PS platforms by age groups. Result of the prediction of the algorithm is 0.8(As Accuracy). I tested some assumption like [1 = age between 12 and 18, 2 = Fifa, 1 = FPS], [2 = age between 25 and 30, 0 = Age of Empire, 3 = Sport] in the algorithm. Result was PC and PS.