SVM Algorithm Description and Result

Same csv sheet(GameAnalysis.csv) was used for SVM algorithm like in Decision Tree and Naive Bayes. I used 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. I used same assumption like in Decision Tree and Naïve Bayes [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. The result, which was PS and PC, was similar to Naïve Bayes but different than Decision Tree. The result of the prediction of the algorithm was 0.7(As Accuracy). Decision Tree had better result than(0.8 > 0.7) SVM but SVM had better result than Naïve Bayes(0.7 > 0.65).