Video Game Average User Score Classification Project

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Problem Statement

Video games take years of development time and cost anywhere from a few million to well over a hundred million dollars to produce. There are plenty of examples of video games that are poorly received and never establish a lasting player base. There are a few potential metrics that may determine how a game performs. One metric that can determine how a game performs is video game reviews, particularly user scores for a game.

Using video game reviews from Metacritic we want to create a model that will help us identify the attributes of a video game that will help it get a high average user score.

02

PROCESS

PROCESS

SCRAPE REVIEWS FROM METACRITIC

Over 100,000 reviews

Fix any missing values and address any other concerns

CLEAN THE DATA

EXPLORE AND PREPARE DATA
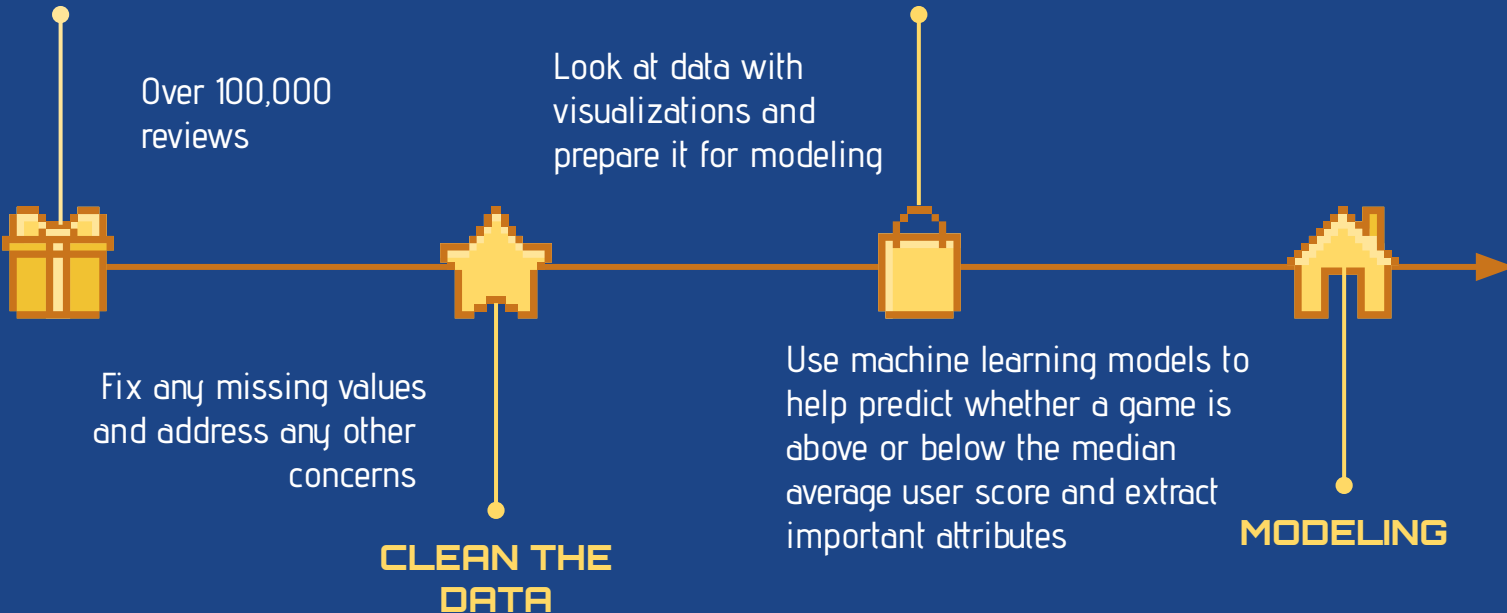
Look at data with visualizations and prepare it for modeling

Use machine learning models to help predict whether a game is above or below the median average user score and extract important attributes

MODELING

03
CONCLUSIONS AND RECOMMENDATIONS

BEST MODEL

87.11%

Accuracy Score

CONCLUSIONS

- The top 3 features were the following words in the summary
  - Wild
  - Life
  - City
- Having these words present in the summary increases the likelihood of a game being above the median average user score by 1.83+ times
- Video games in our top 20 most common genres list are 1.48 times more likely to be above the median average user score (8.4)
- Those in our top 40 most common video games list are 1.47 times more likely to be above the median average user score (8.4)

RECOMMENDATIONS

How can we do better?

- Collect more data!

- Collect video game info by year!

- Streamline process to return predictions based on certain parameters, potentially host online as well!

THANKS!