WHAT MAKES A GOOD GAME?

Jacob Prebys

MISSION

To combine video game reviews with plot summaries and gameplay information, and use natural language processing techniques to predict critical reception

DATA

THE REAL STUFF

BUILDING OUR DATASET

METACRITIC

Professional reviews

User reviews

ESRB Ratings

VGCHARTZ

Global/regional sales

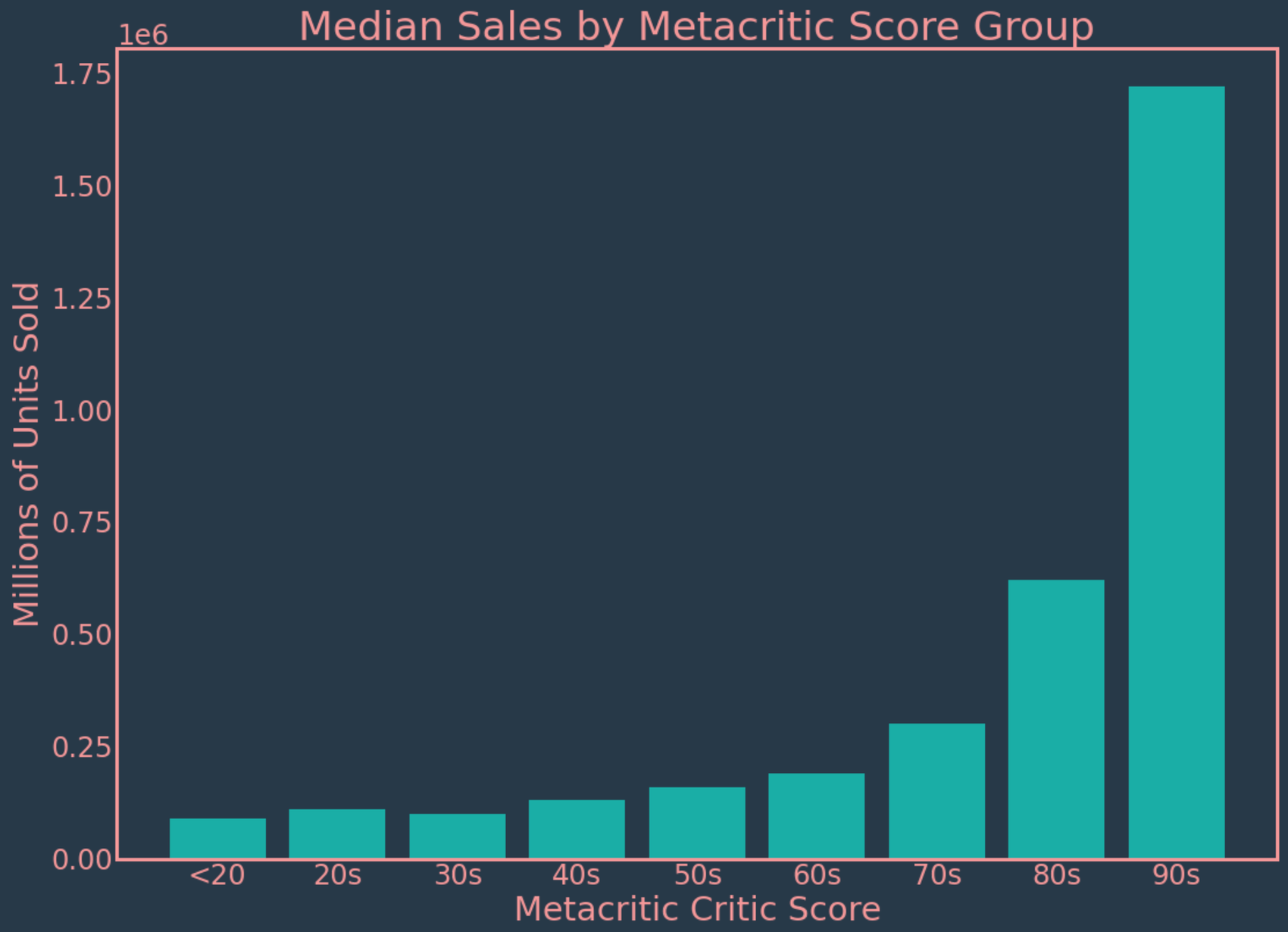
Release dates

WIKIPEDIA

Plot summaries

Gameplay details

5100+ complete entries



TARGETING CRITIC SCORES

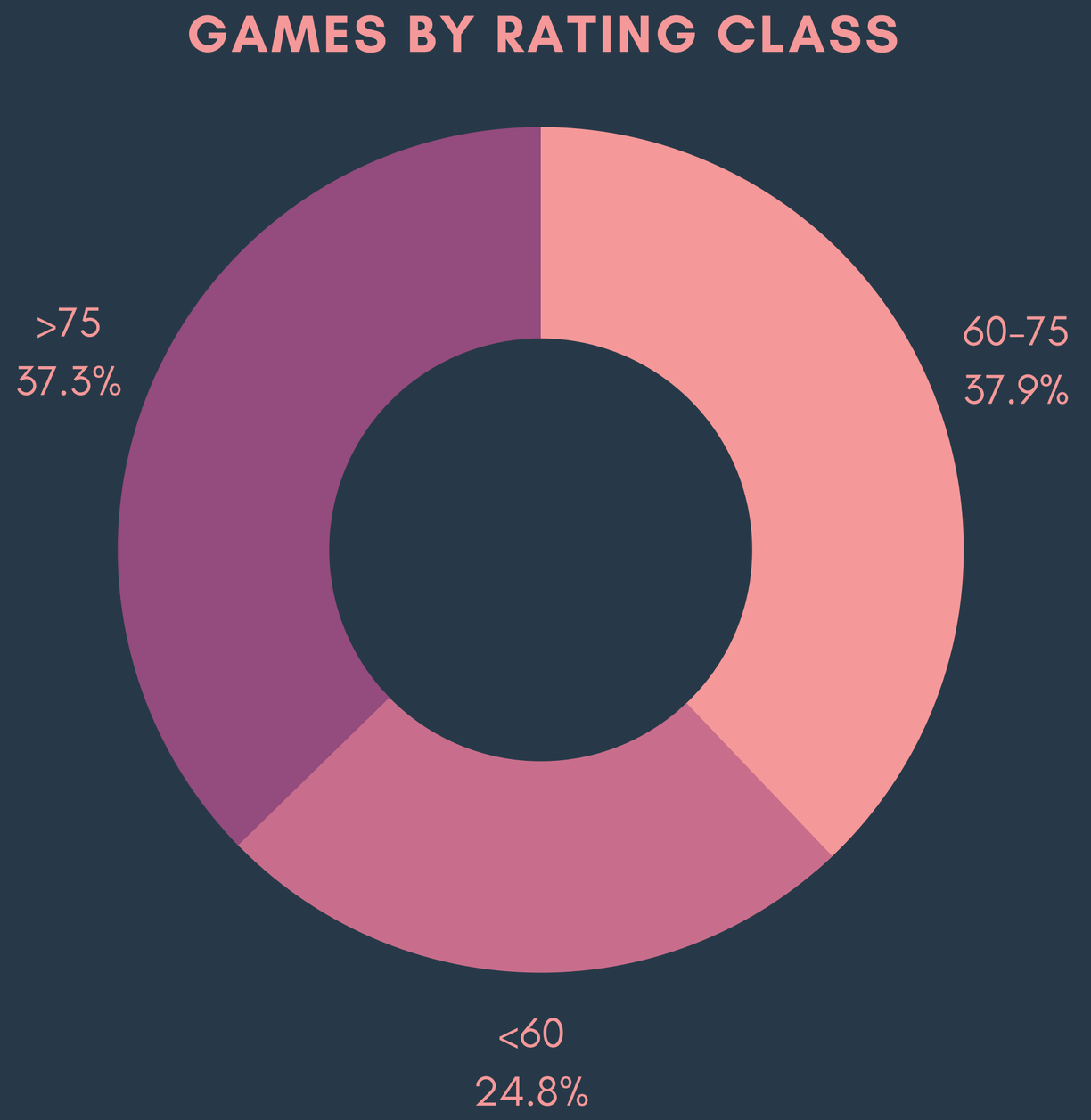
WHO CARES?

You care!

Higher critic scores will raise your global sales potential

MAKING CLASSES

We turn our problem into a classification by binning the review scores into three classes of success



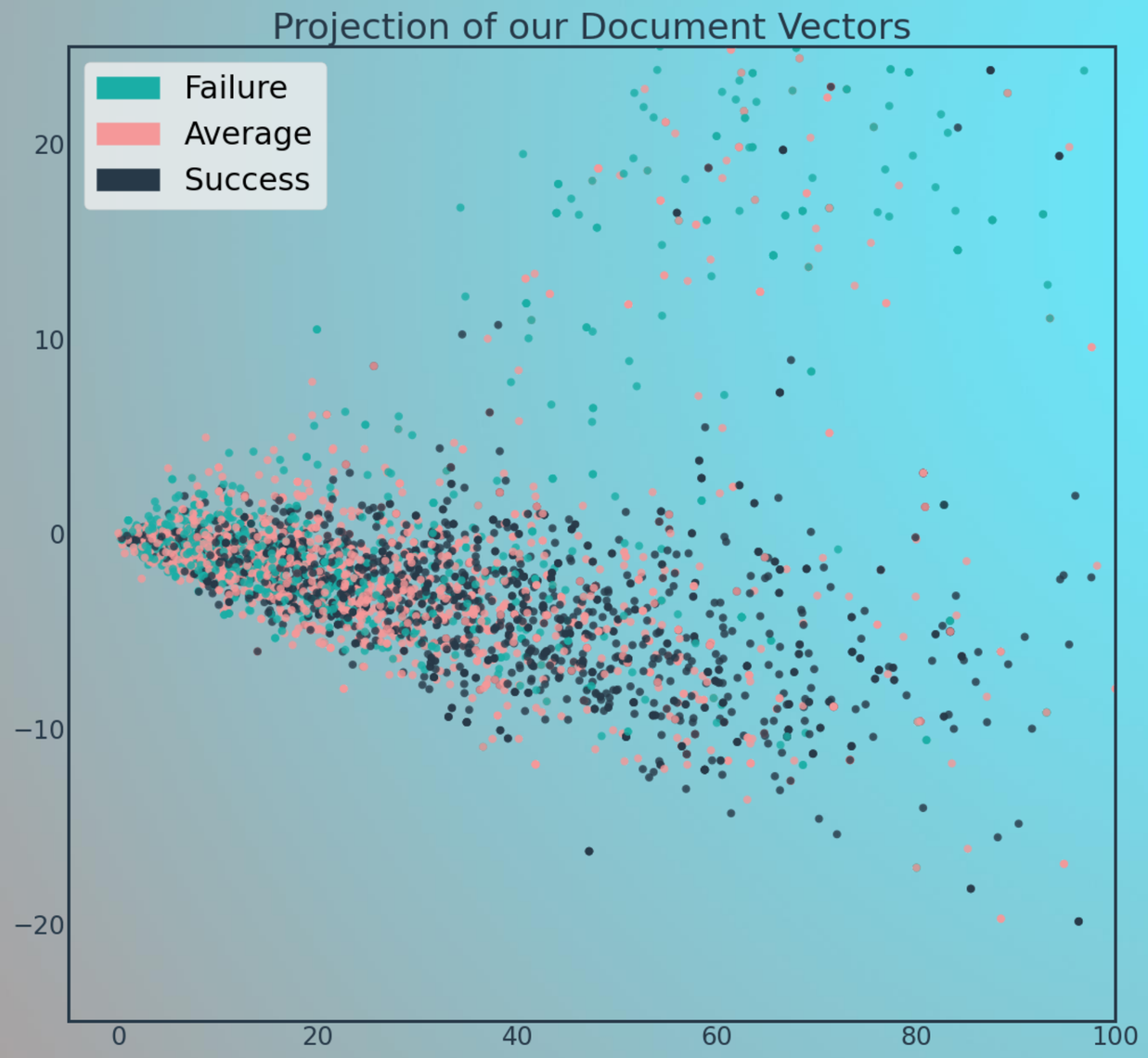
Text Processing

LEMMATIZATION

Reducing words to their roots

VECTORIZATION

Turning the game descriptions into numerical data



MODELING

THE GOOD STUFF

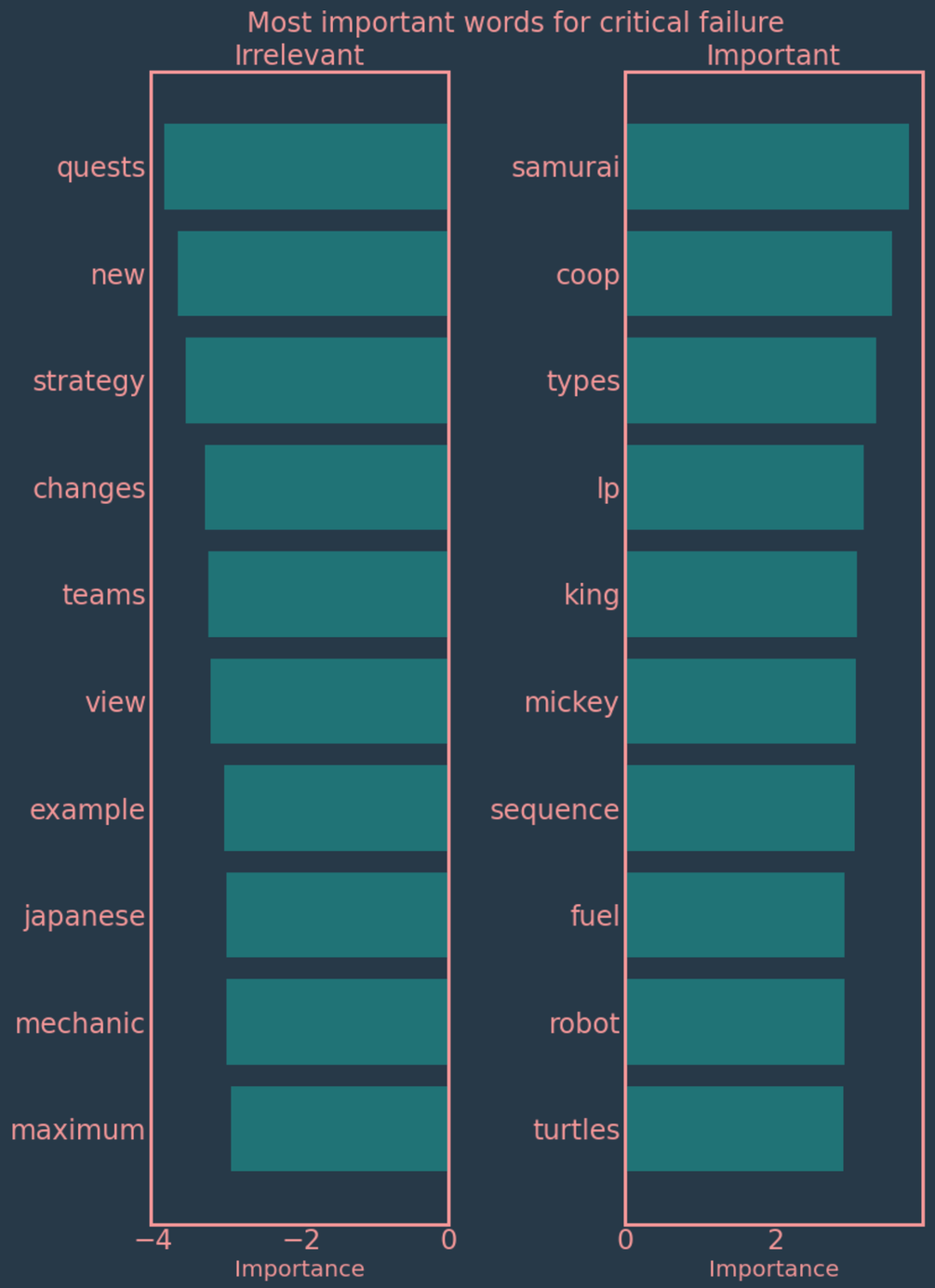
THE MODEL SO FAR

- Logistic Regression

- Balanced class weight

- Still has high variance

68% accuracy



FEATURE ENGINEERING

-Better text preprocessing

-Use Google Word2Vec

ALGORITHM CHOICE

-Make XGBoost work on my computer

-Investivate CNNs with Word2Vec

DEPLOYMENT

-Develop a web application

-Design recommender system

FUTUREWORK

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