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https://data.world/craigkelly/steam-game-data

Video Games Recommender System

My project idea is focused on a video game recommender system that will be able to recommend a list of video games to the user based on their preferred gaming options and favorite games. Ever since the late 1980s, the video gaming industry has been a booming industry that has raked in billions of dollars and growing gains in the coming years. In a search for entertainment, video games became a more common place for people to sink their free time in and build hobbies based around video games spanning a single game to a whole series.

The dataset in use has data types that names the video games, their console platforms, genre tags, Metacritic review scores, ESRB rating, publisher name, developer name, year of release, sales numbers, and the number of users that rated the game. The idea is to allow the user to input their favorite game or game genre and based on that the search will filter games that are similar then order the games based on their review scores. Other factors can be accounted for such as release date for retro preference, the console platform to recommend games on similar platforms, or by the developer's name that may have also made more game a like.

Working concepts of a video game-based recommender system would include the famous PC game distributor Steam from the company Valve. Steam is highly active and sells millions of games to millions of users on a daily basis, at the point users log into their Steam account they are confronted with Steam's store page that recommends video games based on the user's Steam library, played games, and the popularity of the game. Another example would be Steam's competitor Amazon, another store platform that goes far beyond the video game industry but non the less the algorithms used by Amazon still fulfills the criteria need for a recommender system. Same for Steam, Amazon will go by the user's past products looked at and purchased to help direct the user to similar products. This system even takes in account the product's description such as console platform, popularity, developers, and publishers. A more simple example of this idea is a small video game recommendation engine by Quantic Foundry where by giving up to 3 video game titles with a semi-auto complete recommender search bar that also gives a hint of the datasets limits of a video game library, then based on the game's reviews and other sorted data will give back a list of games based on a given score calculated in the background.

The concept is to use a video game-based dataset to construct a recommender system with a search functionality that allows the user to expand their gaming library and search for a new gaming experience. This recommender system will be allowed to take in data such as titles, developers, genre tag, console platform, sales, review scores, etc. to allow a proper way to make sure an accurate selection of games to be recommended to the user.