

Project Summary

Tools Used:

- Jupyter Notebooks (For Python)
- Pandas Python Package (For manipulating the dataset)
- Matplotlib Python Package (For graphing)
- Seaborn Python Package (For drawing line of best fit / linear regression line)
- Kaggle (For finding the dataset)

Questions Asked:

- Can critic review scores accurately predict/reflect the commercial success of a video game?
- Can user review scores accurately predict/reflect the commercial success of a video game?
- How do critic and user reviews compare in terms of their accuracy?

Insights:

- Critic review scores cannot accurately predict/reflect the commercial success of a video game, but user reviews generally do

Recommendation: Pay more attention to user review scores than critic ones when gauging the commercial success of a video game

Future Work:

- How has the accuracy of both scores changed over the years, if at all?
- Are critic or user reviews more accurate for games in certain sales ranges (ex: games that sell between 5-6 million copies)
- Do critic or user reviews favor certain publishers over others?