

Classification Model Project 3

Data Science bootcamp T5

PREDICTING RATING OF VIDEO GAMES

Target:

The scope of this project is to classify each video game in the dataset by ESRB rating, to do this we used Logistic Regression, Random Forest, k-NN, Naive bayes, Decision Tree, and Voting Classifier.

Tools:

Numpy.

Pandas.

Seaborn.

SKlearn: Modeling, Splitting data, metrics.

Matplotlib.

Accuracy & F1 score.

Dataset:

The data was collected from the Kaggle webpage:

<https://www.kaggle.com/rush4ratio/video-game-sales-with-ratings>

It has 15 features:

Name, Platform, Year of Release, Genre, Publisher, NASales, EUSales, JPSales, OtherSales, Global_Sales, Critic_Score, Critic_count, User_Score, Developer,

Teamwork:

Rana Alqahtani.

Ohoud Albabtain.

Khulud Alshamrani.