

Game classifier (better project game needed)

Team name

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Your task

Goal and motivation

We want to be able to automatically assign game tags to games, using their description.

It would allow automating this process or help with validation of manually assigned tags.

Info about the data

We will download the data with official Steam API, since Steam is the largest library it will allow for a lot of diverse, high quality, data.

Methods

(We are not sure which are baseline and which are advanced since the lecture sucks)

Preprocessing (dimension reduction)

- PCA
- t-SNE
- UMAP

Models

- KNN
- Logistic Regression
- Naive Bayes
- Decision Trees + Random Forest

Evaluation

Evaluation Scenario, metrics

- Recall ($TP/(TP+FN)$) - we prefer to have more FN than to have an TP
- F1-score ($2 * recall * precision / (precision + recall)$) - we like the name, but also it combines precision with recall thus both TP and FN are equally expensive

Something Funny

Przychodzi Adamczyk prowadzić wykład, a tu rzutnik nie działa.
HAHA

Your extras