Springboard Capstone Project Proposal

By. Pratyush Pati

**I. Problem**

Based on a video game’s title or any of the other variables, will it be possible to predict if it will win an Editor’s Choice award.

**II. Client Analysis**

The main client for this problem would be game developers. In the videogame industry, the success of developer companies is measured by the rating of their games and the awards they receive. These achievements not only allow more consumers to buy their games, but also receive funding and partnership with major publishers for future projects and development. By understanding what characteristics of a certain video game allow it possibly to win one of these prestigious award, The Editor’s Choice award, game developers will be able to know if their game will be successful as well as what type of project they should pursue to earn this achievement for their future games.

**III. Dataset**

The dataset for this project will be obtained from Kaggle, specifically from the dataset provided in 20 Years of Games by Eric Grinstein (<https://www.kaggle.com/egrinstein/20-years-of-games>). The dataset includes about 18,000 video games reviews from IGN that range from games released from 1996-2016 in a csv file format.

**IV. Approach**

My approach to solve this problem will be to first clean the dataset by data wrangling the csv file in order to have the appropriate variables I will be focusing on. I will then go through the process of exploratory data analysis (EDA) between the chosen variables through the means of different statistical analysis between categorical or nominal values and plotting using data visualization techniques to find relationships that will help be answer my problem.

**V. Deliverables**

My deliverables for this project will likely be an R-markdown paper that will contain my overall steps and code from RStudio. There will also be a comprehensive slideshow that will contain plots, results and any other interesting findings by the end of my project.