

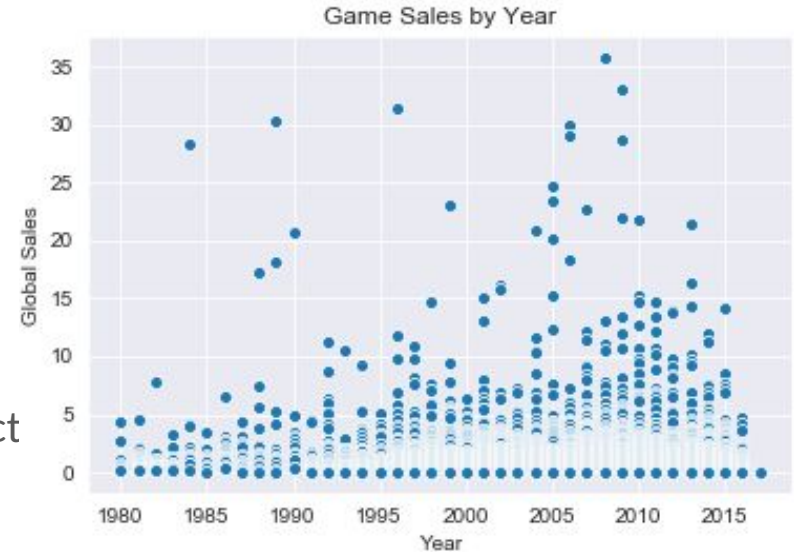


# Video Game Sales Prediction Model

By: Reuben Kettel

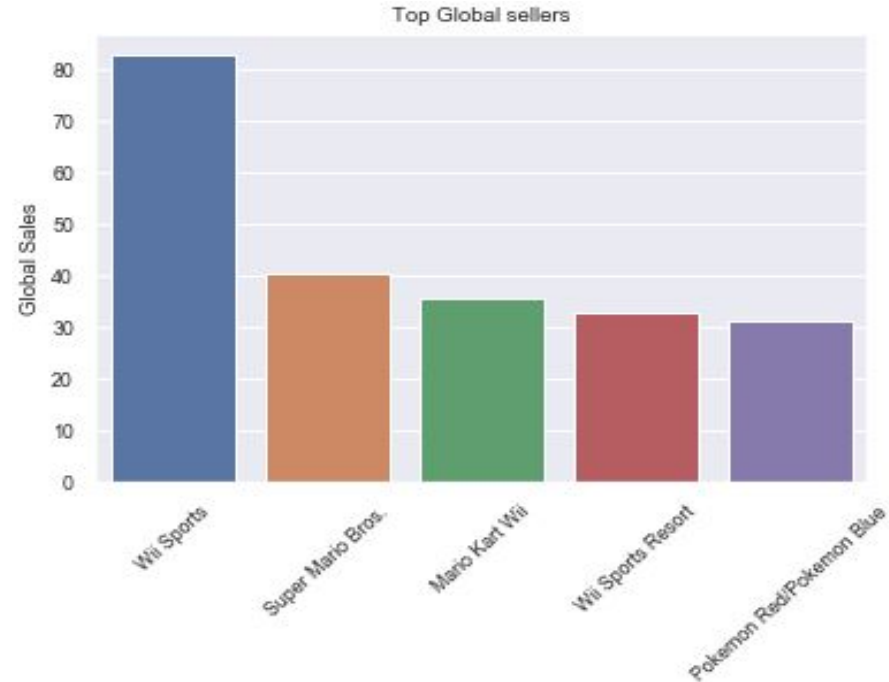
# Business Understanding

- ❖ Introduction of NES and new Platforms
- ❖ New tool for predictions
- ❖ Reduces loss and promotes profitable project



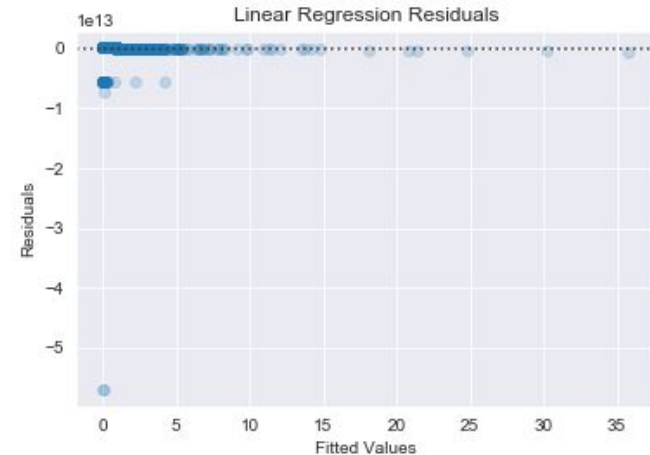
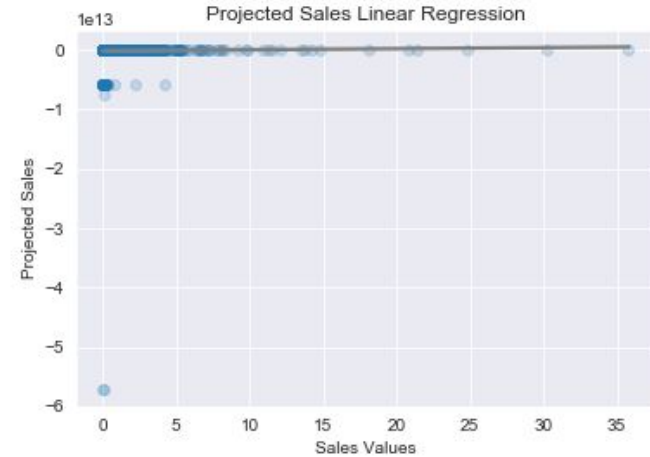
# The Data

- ❖ Downloaded from Dataworld
- ❖ Contains info about the games
- ❖ Contains info about market earnings



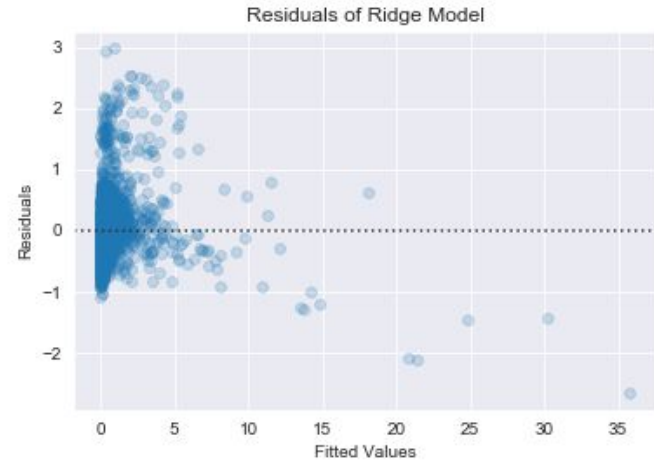
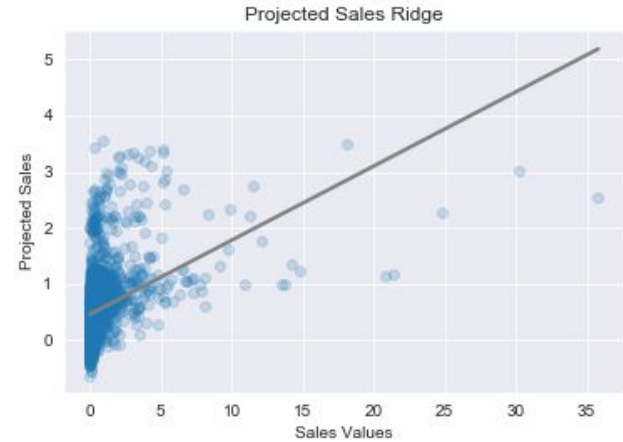
# The First Model

- ❖ Linear Regression
- ❖ Used to identify performance
- ❖ Does not predict outcomes well



## The Second Model

- ❖ Ridge Regression
- ❖ Improvements
- ❖ Underfit



# New Data Creation

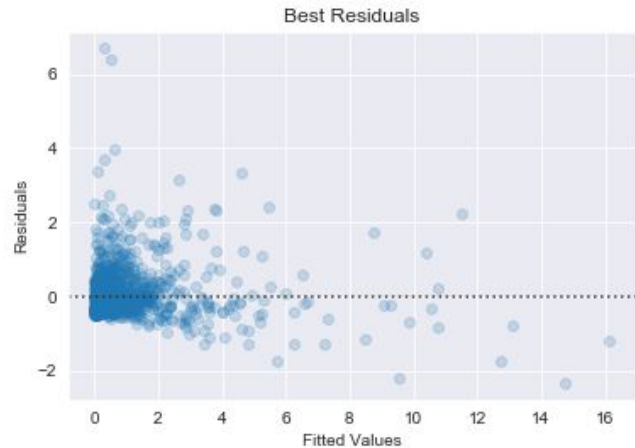
- ❖ Not enough features
- ❖ API Request to IGDB
- ❖ Added new features



Image courtesy of Meltwater.com

# The Final Model

- ❖ Random Forest Regressor
- ❖ More Features
- ❖ Better Predictability





# Recommendations

New Models

More Features

More Sales Data





# Contact Info

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GitHub

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