

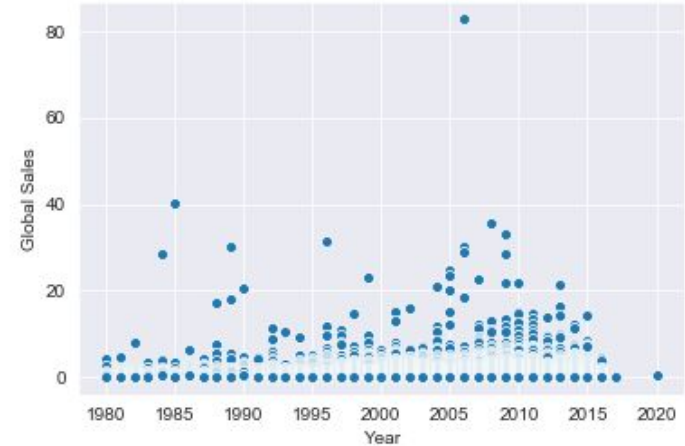


Video Game Sales Prediction Model

By: Reuben Kettel

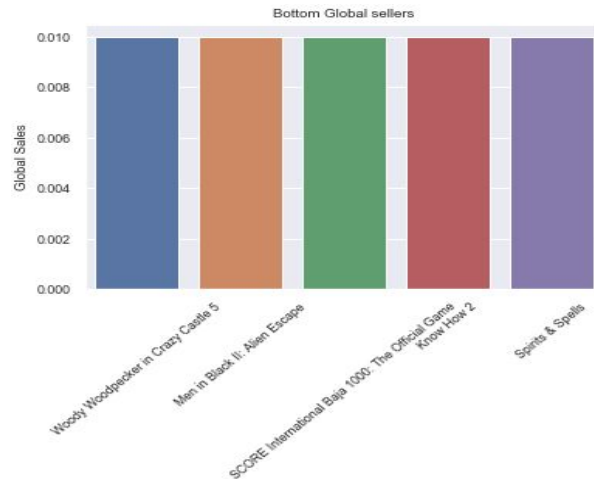
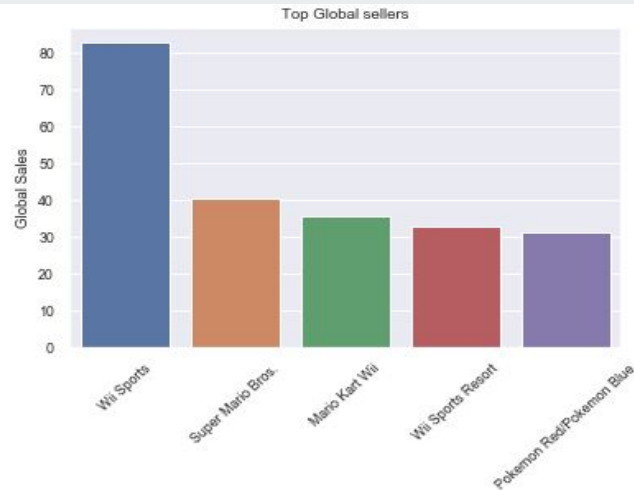
Business Understanding

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



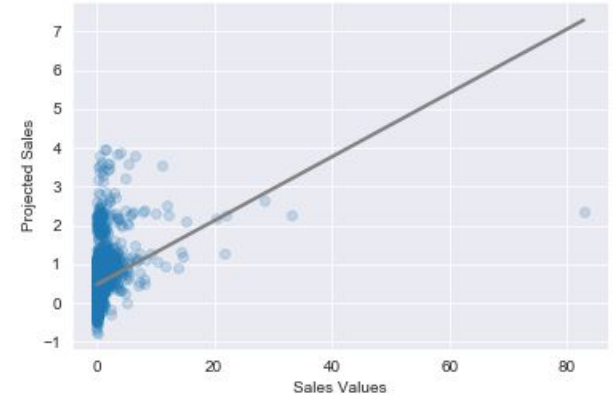
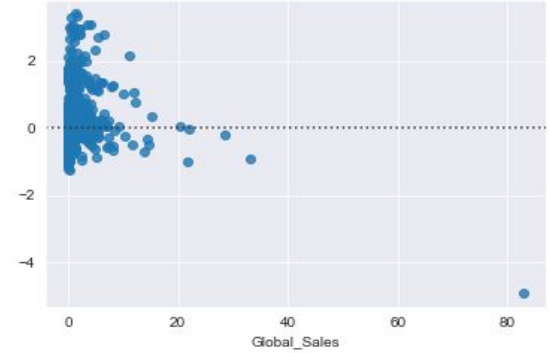
The Data

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



First Simple Model

- ❖ Ridge Regression
- ❖ Overfit
- ❖ Heteroskedastic



New Data Creation

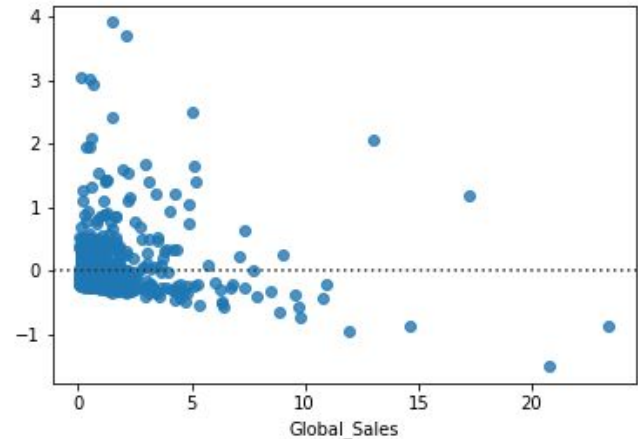
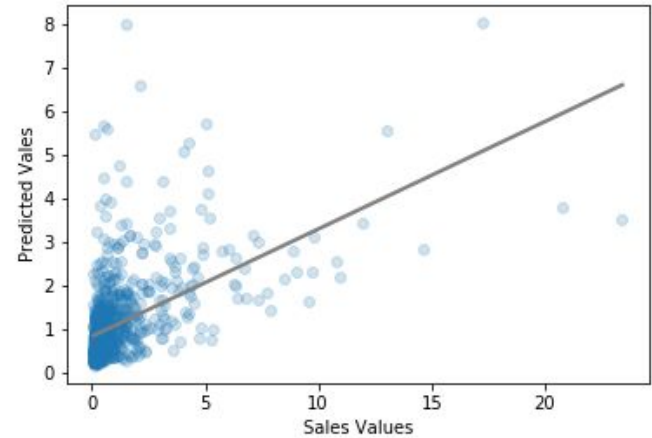
- ❖ Not enough features
- ❖ API Request to IGDB
- ❖ Created new features



Image courtesy of
<https://www.meltwater.com/en/blog/top-5-data-visualization-tools-of-2018-and-theyre-free>

The Final Model

- ❖ Random Forest Regressor
- ❖ More Features
- ❖ More Heteroskedasticity





Recommendations

New Models

More Features

More Sales Data



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