Predict Global Seles of Video Game

The goal of the project is to scrap data from IMDb website after that predict video games global sales depending on other features using Linear Regression.
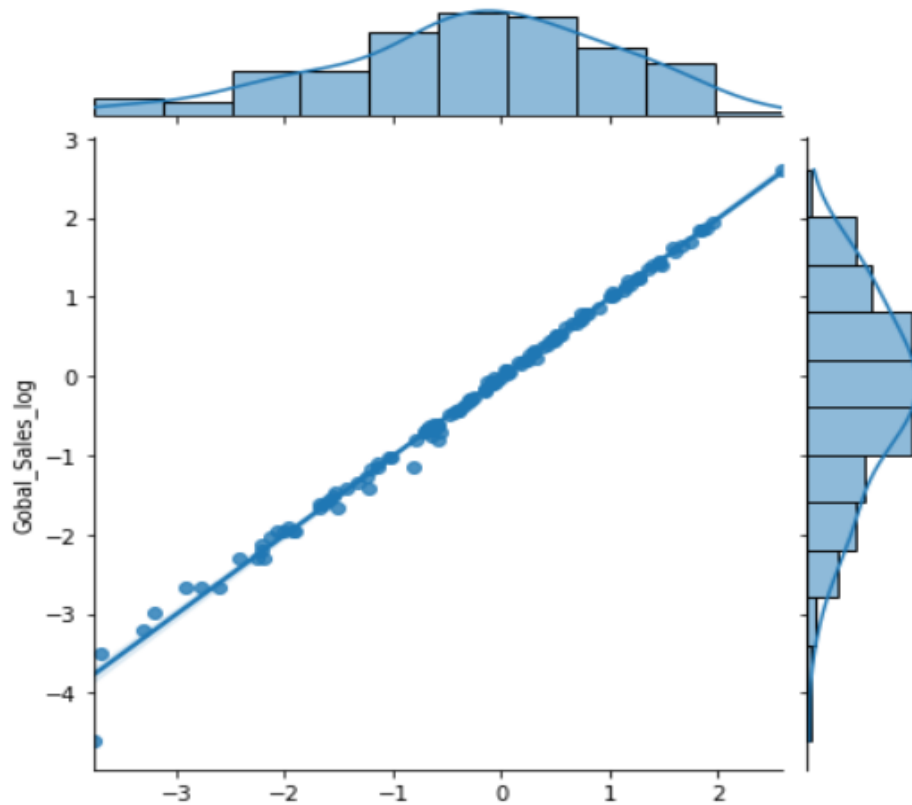

Figure 1 beast model (polynomial model)

After use some experiment to improve model we noticed the best experiment from R-Squared results, is polynomial model as you see in the above picture because they have the highest r^2 = 0.99 in both test and train.