Gokaraju Rangaraju Institute of Engineering and Technology

(Autonomous)

Department of Computer Science and Engineering

GR18A3116 –**Mini Project with Seminar**

III Year B.Tech II Sem.

Domain	Artificial Intelligence and Machine Learning
Title	Video Game Sales Prediction
Batch no	A18
Guide	A.NagaMalik
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ABSTRACT:

Tremendous amounts of games are being developed every year, for relaxation or excitement to people around the world. One third of the world's population regularly spent time playing video games ,whether on their mobile phone, a games console or computer. We will be developing a model that can be used by game creators to extract knowledge for enhancing games. Based on the analysis of gaming sales data and sales prediction we will be designing a video game sales prediction. Sales prediction is a very important tool for upcoming business ventures .

In this project,we will be using the Video Game Sales Dataset which is free to use .This dataset contains about 16719 rows of 16 different elements.We have to predict the buying nature of several video game followers by using historical sales data. This study involves extracting the video game sales data and analysing which game has more sales globally when compared to other countries

We will use the best suited predictive models like linear regression, support vector regression, random forest and decision trees etc for the sales trend predictions. We will import the suitable libraries which are required for the project .We will load the data, extract features from it.If we find any garbage in the imported data we will be cleaning the data, then split the dataset into training and testing sets. Then, we will initialize a Random Forest Algorithm and train the model. Then,we will be calculating the score of the model using root mean square error, r-square, and mean absolute error. Finally ,we will predict the sales of the video game using the model.

VIdeo Game Sales Prediction is helpful in predicting the sales of video games in the market. This approach is useful to several industries which are interested in developing Video Games which will be top-grossing.