**Final Project Plan**

**• \*\*Project title\*\***

Several options are available, covering both my professional experiences (in education and healthcare) and pure interests (trends in game and restaurant reviews). Additionally, there's a challenging database about global country information:

1. McDonald's Store Reviews: https://www.kaggle.com/datasets/nelgiriyewithana/mcdonalds-store-reviews

2. Medical Student Data: https://www.kaggle.com/datasets/slmsshk/medical-students-dataset

3. Global Country Information Dataset 2023: https://www.kaggle.com/datasets/nelgiriyewithana/countries-of-the-world-2023

4. Steam Game Review Dataset: https://www.kaggle.com/datasets/arashnic/game-review-dataset

5. Global Education Statistics: https://www.kaggle.com/datasets/andrewmvd/global-education-statistics

**• \*\*Goal you try to achieve\*\***

1. McDonald's: Sentiment Analysis

2. Medical Students: GPA Prediction/Clinical Experience Correlation

3. Global Data: Determining Factors of Tertiary Education Enrollment Rates

4. Steam: Sentiment Analysis/Recommendation Engine

5. Global Education: Forecasting Future Educational Trends

**• \*\*Project description - What problem your project solves\*\***

1. \*\*McDonald's Store Reviews\*\*:

By analyzing sentiments in McDonald's store reviews, businesses can understand consumer satisfaction levels regarding their products and services, pinpointing areas that might need improvement. Additionally, this analysis serves as a reference for consumers, helping them make informed choices when selecting a store, thereby enhancing their overall experience.

2. \*\*Medical Student Data\*\*:

Predicting the GPA of medical students can offer timely guidance or advice, assisting them in better academic planning. Further, exploring the correlation between medical students' GPA and their clinical experiences can help medical institutions develop targeted educational programs, ensuring students gain comprehensive training both theoretically and practically.

3. \*\*Global Country Information Dataset 2023\*\*:

By studying the determining factors of tertiary education enrollment rates worldwide, policymakers can gain insights into which elements most impact higher education accessibility. This research can guide more effective policy-making, elevating the education level of the populace.

4. \*\*Steam Game Review Dataset\*\*:

Analyzing sentiments in Steam game reviews provides developers with valuable feedback, helping them understand player preferences and grievances to enhance gameplay. Furthermore, by creating a recommendation engine, players can receive game suggestions that closely align with their tastes, boosting their gaming experience on the platform.

5. \*\*Global Education Statistics\*\*:

Forecasting global educational trends can serve as a reference for educational institutions and policymakers. By understanding the anticipated directions and demands of education, they can allocate resources more effectively, devise educational strategies, and prepare in advance for potential challenges.