What Makes a Game Great? Genre and Rating Disparities in User Reviews

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Background: IMDb (Internet Movie Database) is an online platform that provides ratings and information for a wide range of media, including both movies and video games. As stated by IMDb, *"The bulk of our information is submitted by people in the industry and visitors like you!".* These ratings are largely based on public opinion, allowing users to contribute their own scores and reviews. The data is collected collaboratively, where user input plays a key role in shaping the content. *Objectives:* Ratings are scored between 0.0-10.0. I am interested in understanding the deeper context behind how a game is given its rating. For example, a game rated a 10 can possibly be niche with only a few ratings, resulting in an inflated rating. While a game rated with a score less than that might be more reliable due to a larger volume of ratings. *Problem Statement:* Does the genre of a game (i.e. Role Playing Games, Multiplayer, Singleplayer, Mystery, Etc) affect its rating? *Methodology:* I propose a *quartile-based* analysis of game ratings segmented by genre to understand more broadly how game ratings are scored. This approach aims to inform the spread of ratings while minimizing the influence of outliers and skewness in the rating distributions. *Data Preparation:* This dataset is made available by Kaggle. The data initially consists of 20803 records. After removing records with missing ratings, (as imputation is not possible), the remaining data consists of 11600 records. *Dashboarding:* Results from this analysis will be available via an interactive PowerBI dashboard to allow users to explore and visualize how varying video game genres relate to ratings, by allowing the user to filter the data by genre, year, and platform.

Links:

1. Github LINK
2. IMDB LINK
3. PPT LINK