Steam Game Recommendation System

Team 5

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Dataset Description

Dataset Size   -> 9.0 MB

Total number of Attributes   -> 5

Total number of Datapoints   -> 200 k

Total number of Files   -> 1

Type   -> Recommendation System

Kaggle Dataset Link   -> https://www.kaggle.com/datasets/tamber/steam-video-games

Technology Stack and Development

Language   -> Python

Big Data Framework   -> Pyspark

Development   -> Google Colab, Kaggle IDE

Integration   -> Github

Python Libraries   -> Pyspark, Numpy, CSV, Pandas

Algorithms   -> Cosine Similarity, Matrix Factorization, Multiple Algorithms (In Pandas)

Implementation

1. Handling Missing Values
2. Handling Duplicate Values
3. Feature Addition
4. Feature Selection
5. Outliers Detection and Handling
6. Exploratory Data Analysis
7. Hyperparameter Tuning
8. Training
9. Testing
10. Validation

Research Questions

1. Study and develop a game recommendation system that provides personalized recommendation to video gamers to purchase a new game.
2. With develop the recommendation model with multiple algorithms and evaluate the performance and results.
3. Will try to implement classification in addition to recommendation if possible.

Thank you!