

About the project

ESRB ratings provide information about what's in a game or app so parents and consumers can make informed choices about which games are right for their family. Our primary mission is to help parents make informed decisions about the video games and apps their children play. ESRB ratings make it easy for parents to get informed about the video games their kids play, but there's more parents can do to stay involved and up to date.

Project GOALS

- 1- Classify the appropriate ESRB rating for each game.
- 2- Develop the best classification model.
- 3- Safer gaming environment for each family.
- 4- Scoring the best accuracy test for our classifiers.

SPECIFICATIONS

Using the dataset, I will perform an EDA on ESRP ratings. So, I will build the appropriate classification model to classify each game with the corresponding ESPB rating. Using python libraries to complete all my tasks starting from EDA to deal with my data in terms of missing data and data cleaning and plotting my data to visualize the data, and also using various **sklearn** classifiers to build the appropriate classification modeling dealing with my project.