



AMAZON VIDEO GAME RECOMMENDER

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BACKGROUND & MOTIVATION

- The Video Game Industry is valued at over **\$90 billion USD (2020)**
- **2.5 billion gamers** in the world.

The **goal** of this recommender system is to provide customers with tailored video game product suggestions. In turn, these recommendations will help vendors increase sales and gamers discover hidden gems.



01

The Data



THE DATA

- **Amazon Video Game Datasets**

- **Meta (295.5 MB):**

- 85k of Unique Video Game related products and information

- **Reviews**

- **meta_Video_Games.json
(295.5 MB):**

- Contains 85k of video game relevant items
 - 17 features:
 - Title
 - asin
 - Brand
 - etc.

- **Video_Games.json
(1.7 GB):**

- Contains 2.5 million reviews
 - 12 features:
 - reviewerID
 - asin
 - rating
 - reviewText
 - etc.



THE DATA

- **Amazon Video Game Datasets**

- **Meta (295.5 MB):**

- **85k of Unique Video Game related products and information**

- **Asin, title, description**

- **Reviews (1.7 GB):**

- **2.5 million rows of unique reviews**

- **Asin, reviewerID, ratings**



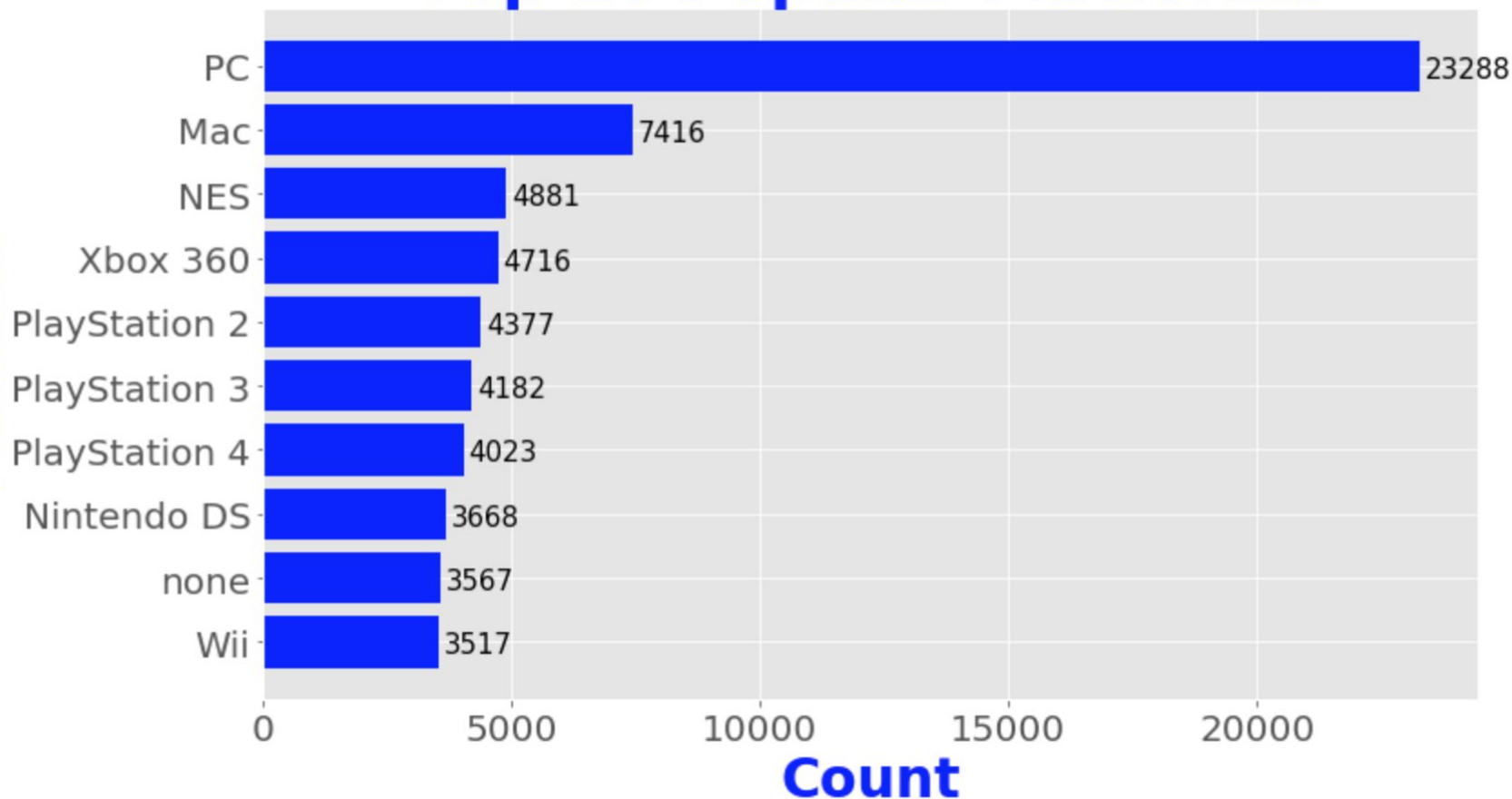


02

EDA

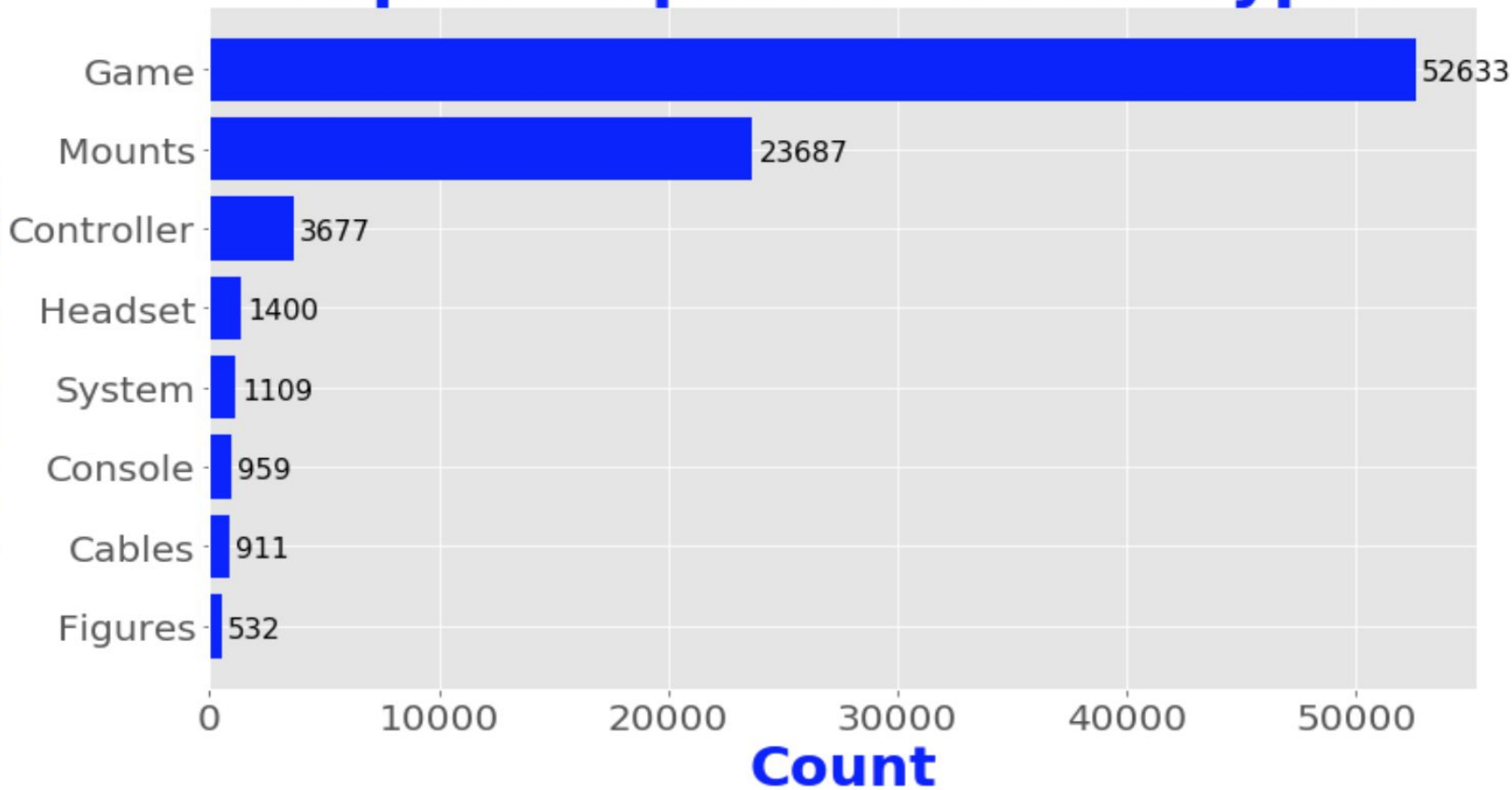
Top 10 Popular Platforms

Platform



Top 10 Popular Product Types

Product Type





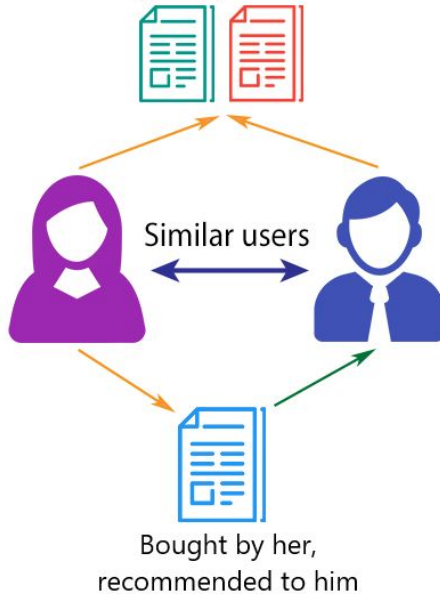
03

Recommender

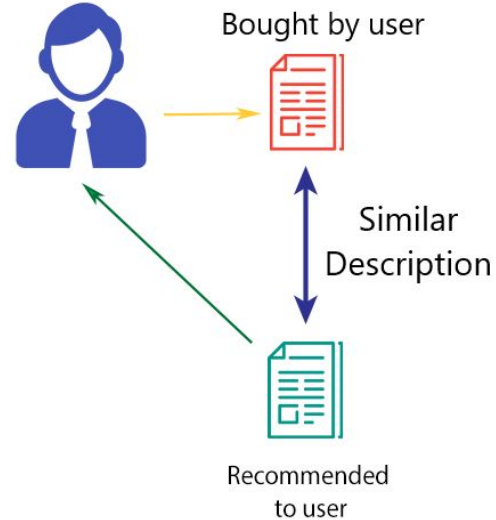
TYPE OF RECOMMENDERS

COLLABORATIVE FILTERING

Bought by both users



CONTENT-BASED FILTERING





04

DEMO

FUTURE DIRECTIONS

- Create a flask app to host my project
- Expand dataset to contain more video games and reviews
- Have links to recommended products for users to click on



THANKS

Does anyone have any questions?