Course 3: Data Science Methodology Final Assignment

Which topic did you choose to apply the data science methodology to? **(2 marks)**

​A: Gaming Industry

Next, you will play the role of the client and the data scientist.

Using the topic that you selected, complete the Business Understanding stage by coming up with a problem that you would like to solve and phrasing it in the form of a question that you will use data to answer. **(3 marks)**

You are required to:

1. Describe the problem, related to the topic you selected.
2. Phrase the problem as a question to be answered using data.

For example, using the food recipes use case discussed in the labs, the question that we defined was, "Can we automatically determine the cuisine of a given dish based on its ingredients?".

​A: Problem: What are the main contributing factors for willingness of consumers to make in game purchases for phone games.

Is it possible to classify the gaming userbase into categories and then predict how willing they are to spend money in game? (Doing so in turn would allow game developers to be able to develop more contents that pertain to that group of customers)

Briefly explain how you would complete each of the following stages for the problem that you described in the Business Understanding stage, so that you are ultimately able to answer the question that you came up with. **(5 marks)**:

1. Analytic Approach
2. Data Requirements
3. Data Collection
4. Data Understanding and Preparation
5. Modeling and Evaluation

You can always refer to the labs as a reference with describing how you would complete each stage for your problem.