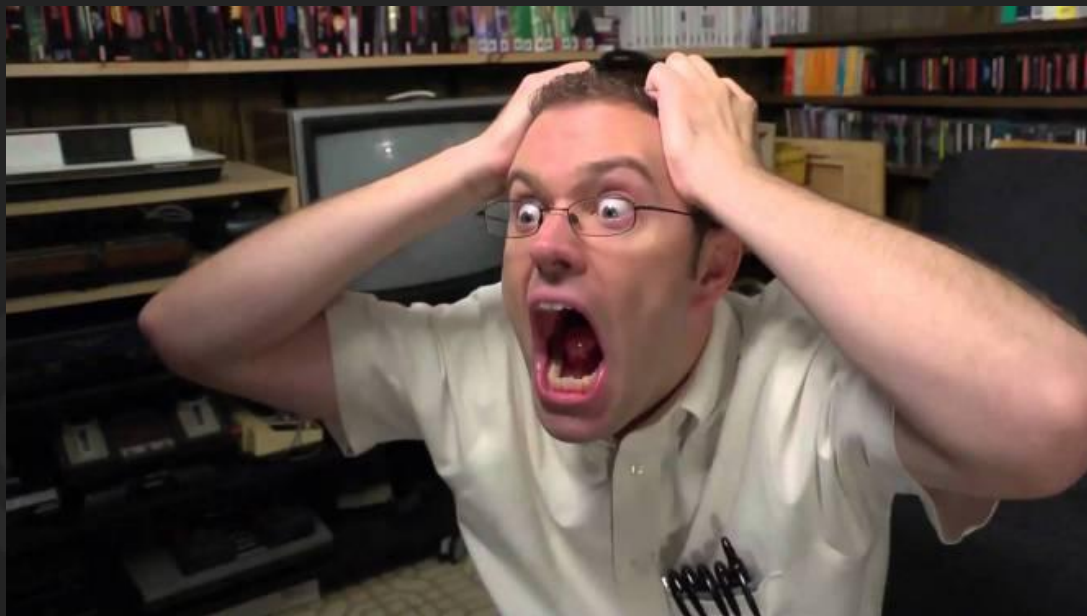


Using video game data to predict user rating

Nicholas Thomas

What makes him happy?



Predicting user ratings for video games

- Projected to be worth \$115.8 Billion in 2018

- 2.2 billion gamers

Data and Tools

-Steam spy

-Steam

-Kaggle

-Selenium

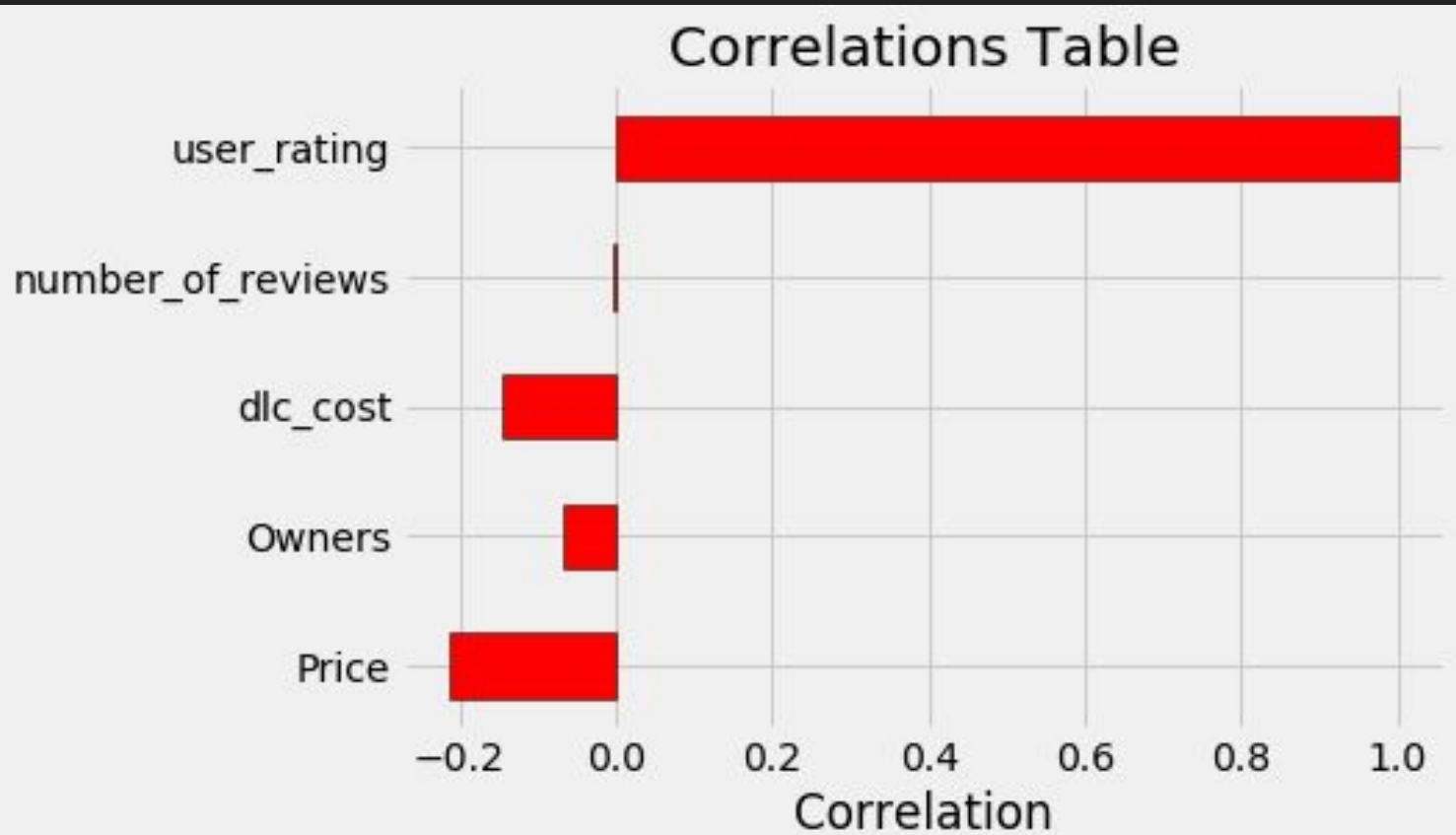
-Sklearn



Jon Snow model

- Steam and Steam spy data
- Price and number of owners
- Used Lasso Regression

Correlations



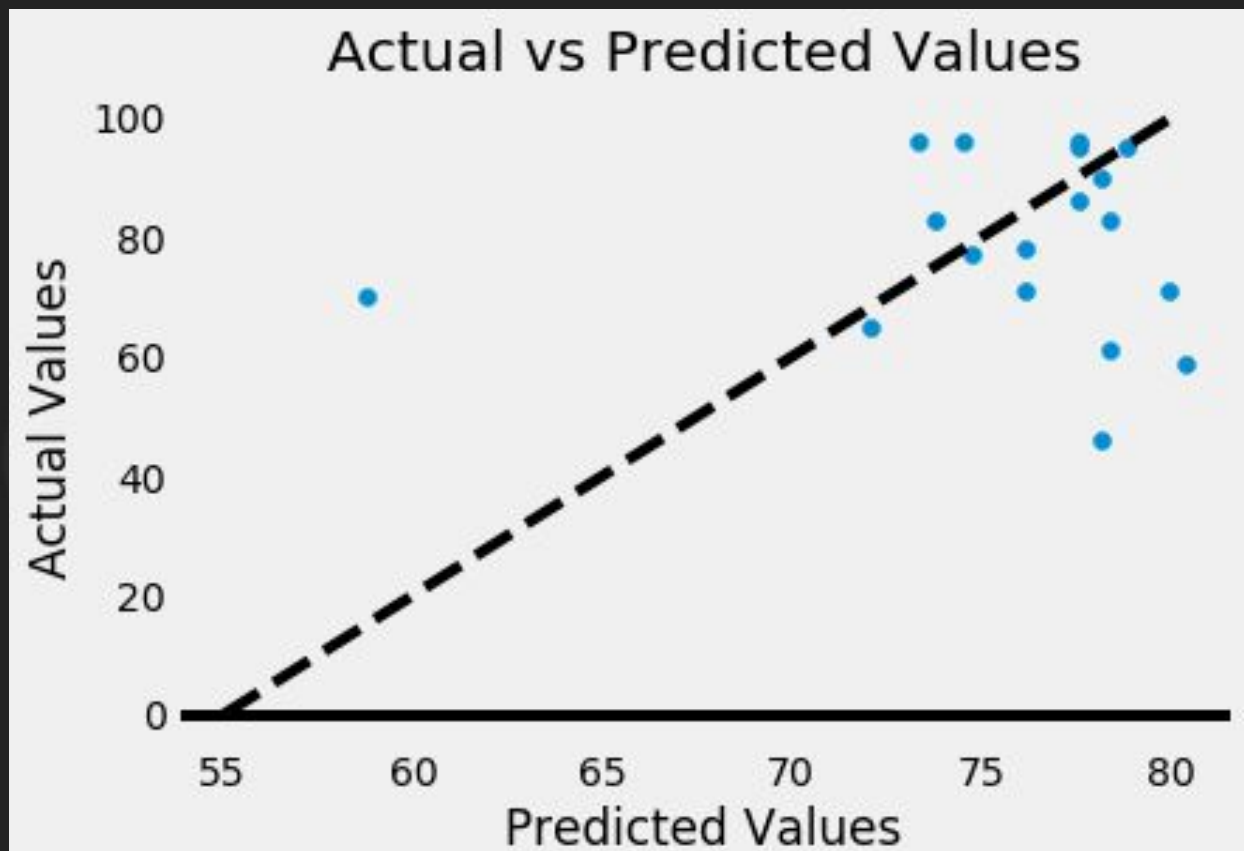
It knows nothing



Results

- High mean square error

- Needs more data



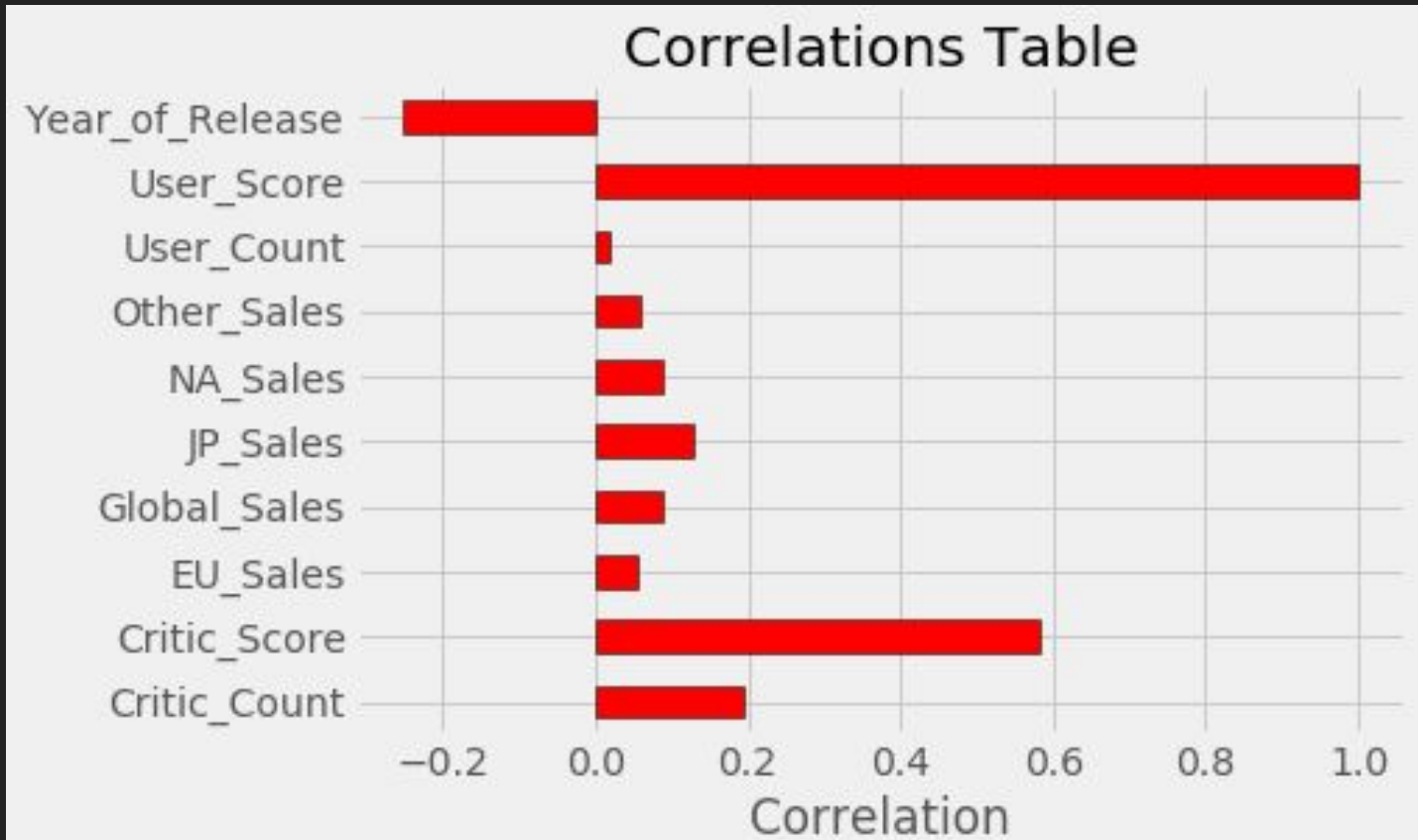
Tyrion model

- Kaggle data

- Critic Count, Critic Score, Year of Release, and Global Sales

- Used Lasso Regression as well

Correlations



It drinks and it knows things

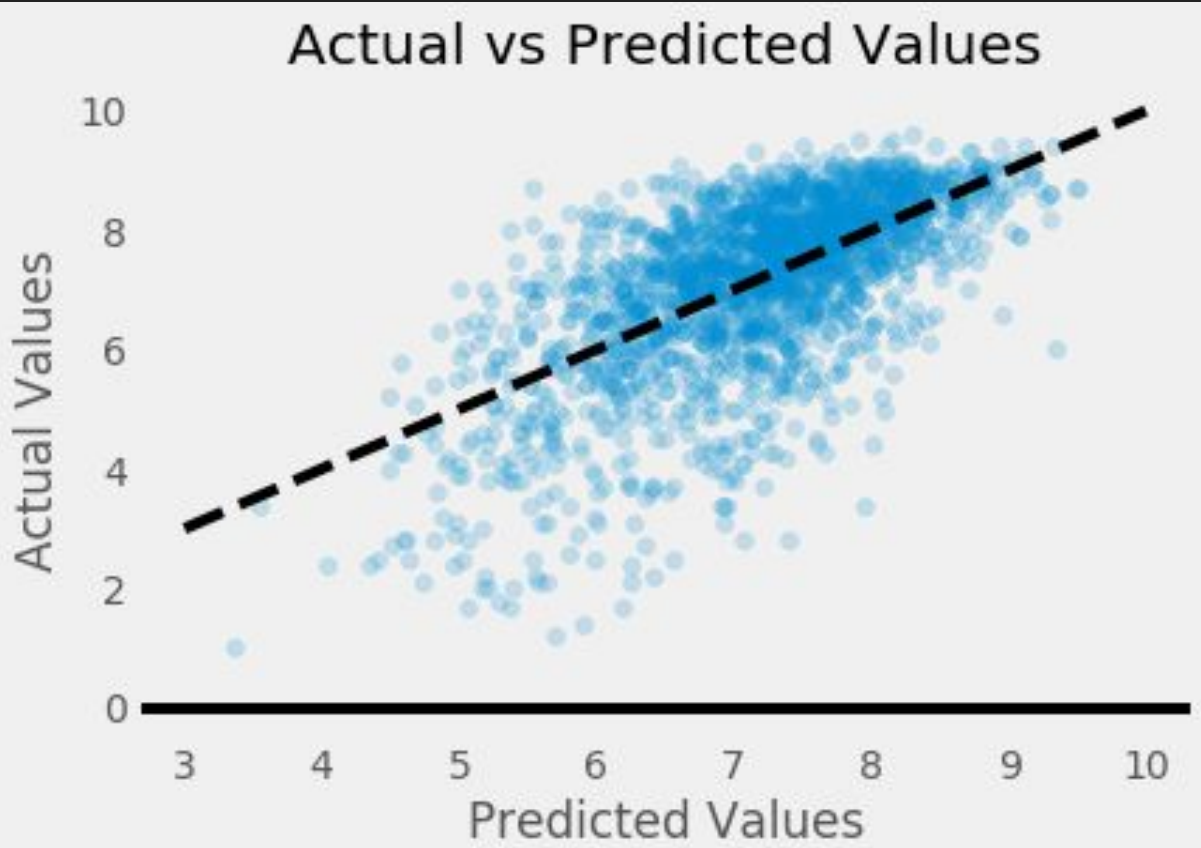


Results

- Better and more critic reviews predicted higher scores
- More owners also predicted higher scores

Old school games rock





Conclusions

Jon Snow model:

- Needs more data
- Cost not predictive
- Other sources besides steam

Tyrion model:

- Good reviews from many critics
- Emulate older games
- May need more features