

PROBLEM STATEMENT

- Scrape the data necessary for the model and clean it .
- Build recommendation system for recommending games.
- Visualizing whether there are any clusters so that we can exploit that property too in building the recommendation system.

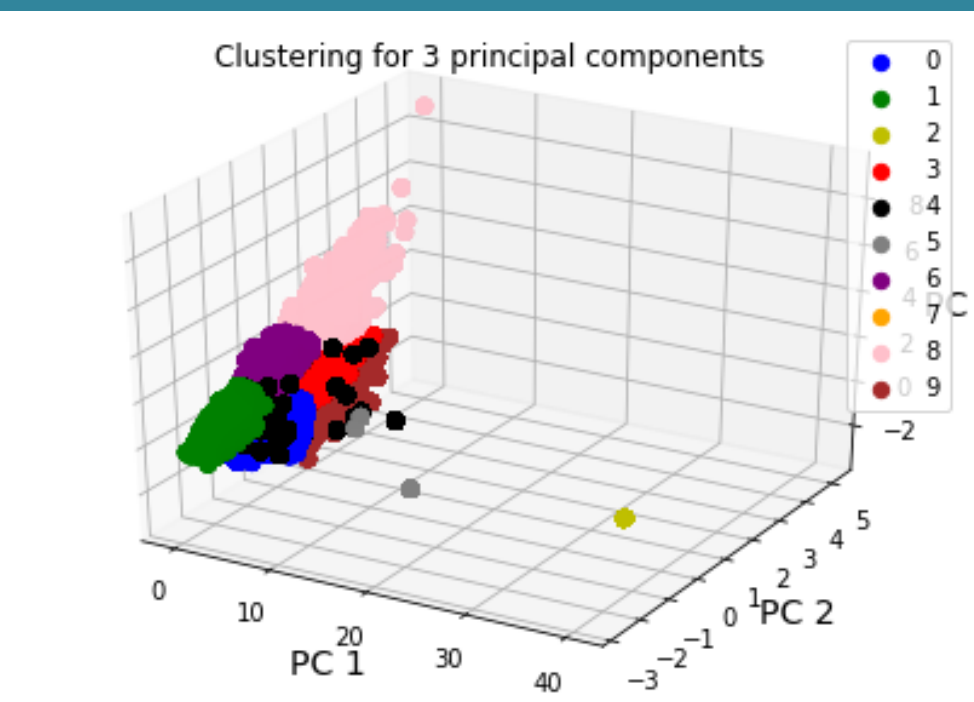
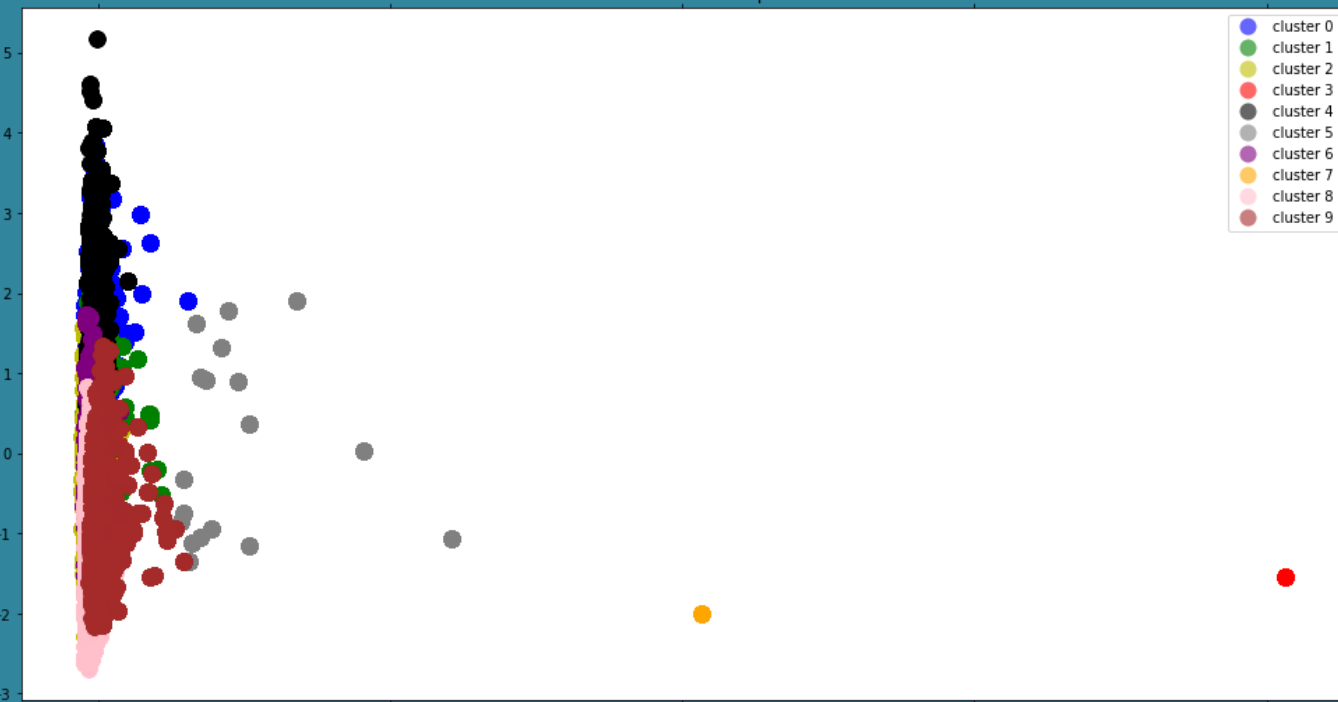
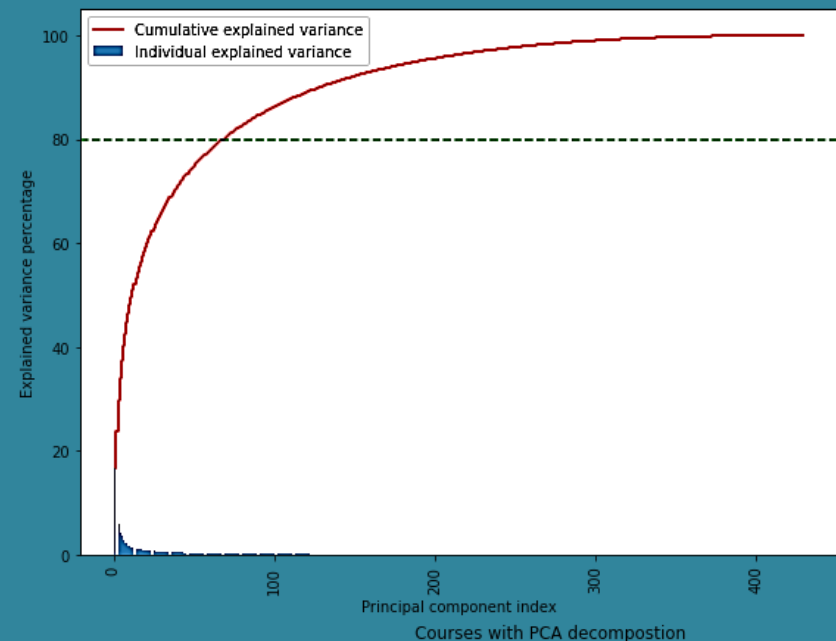
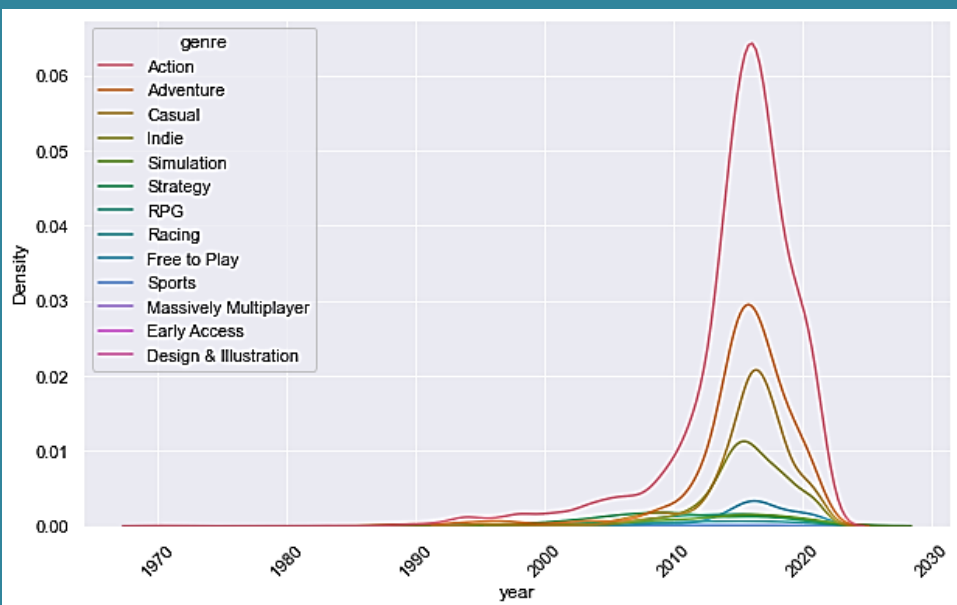
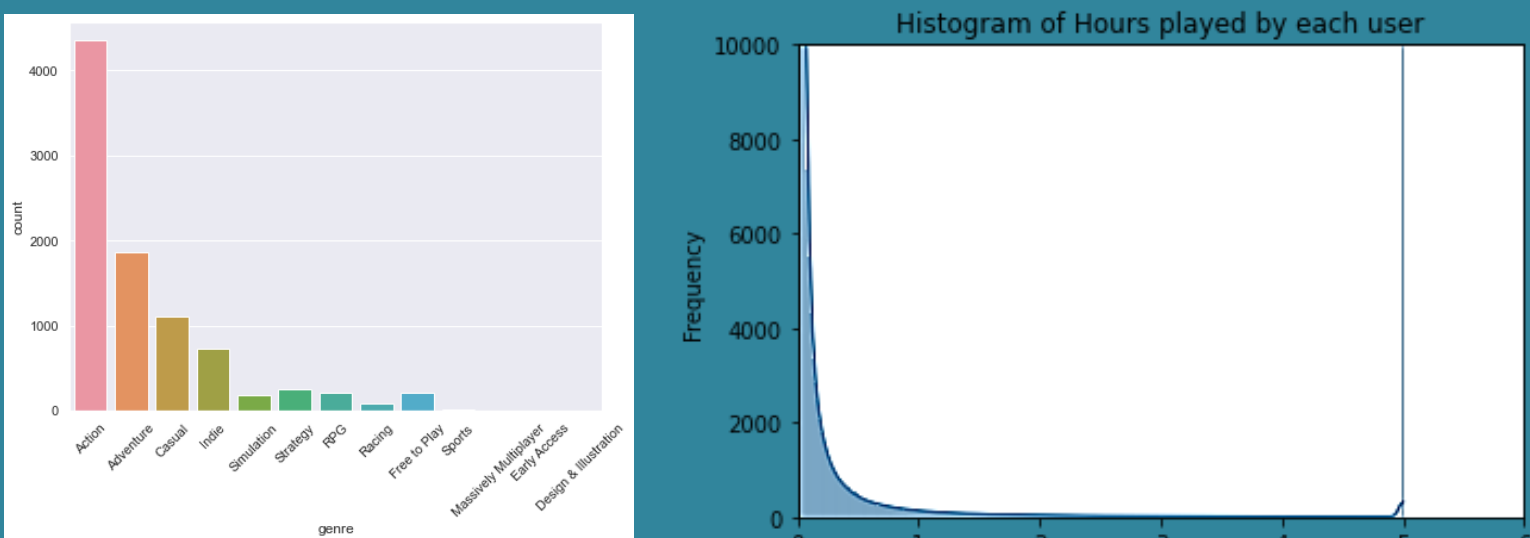
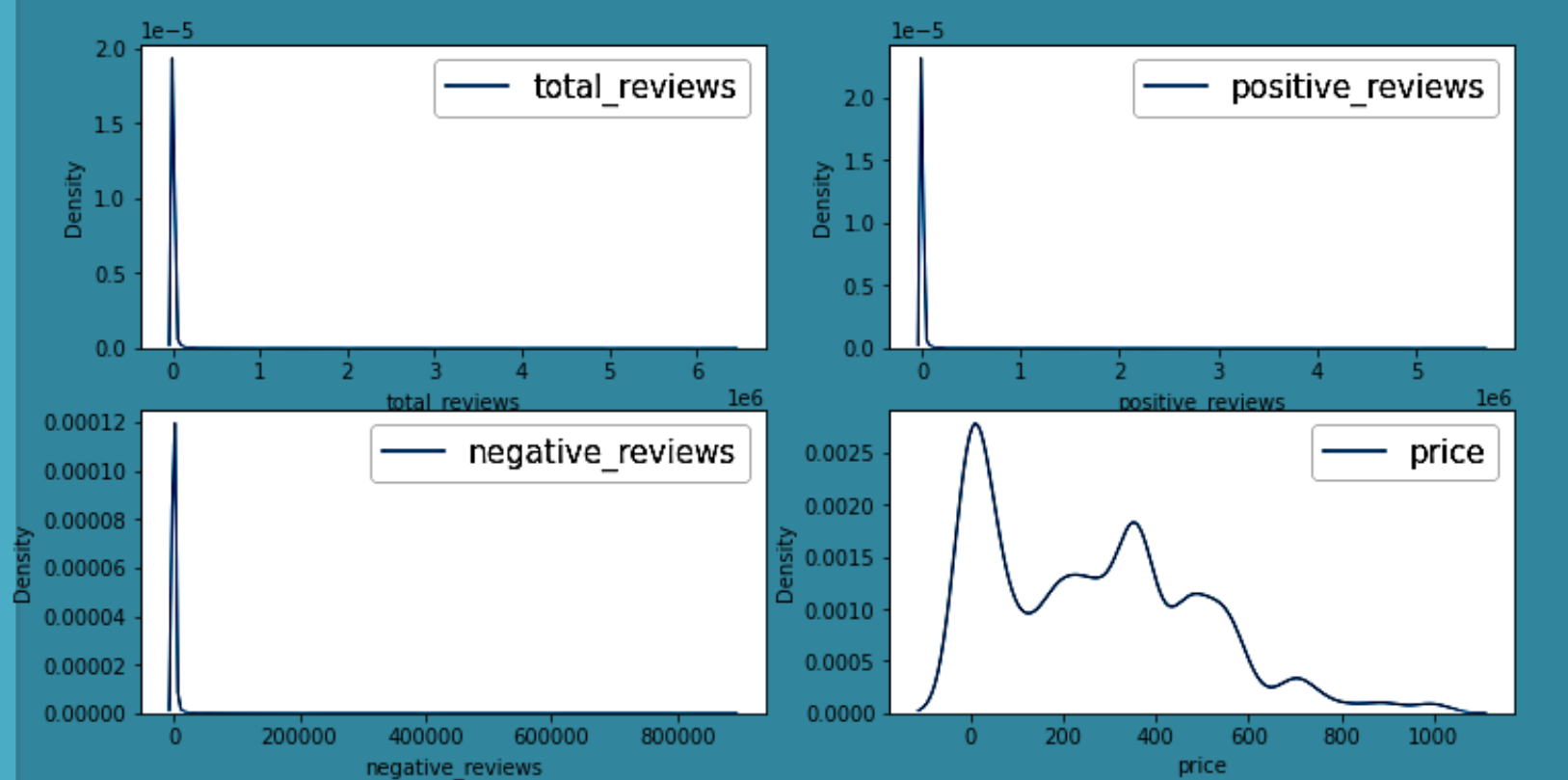
ABOUT DATA SET

- Data: <https://store.steampowered.com/>
- UserData: <https://steamcommunity.com/games/steam/members>

MOTIVATION

- Recommendation systems helps users to find and select items from huge number of available options of web. It has been used as a marketing strategy by many companies.

EDA



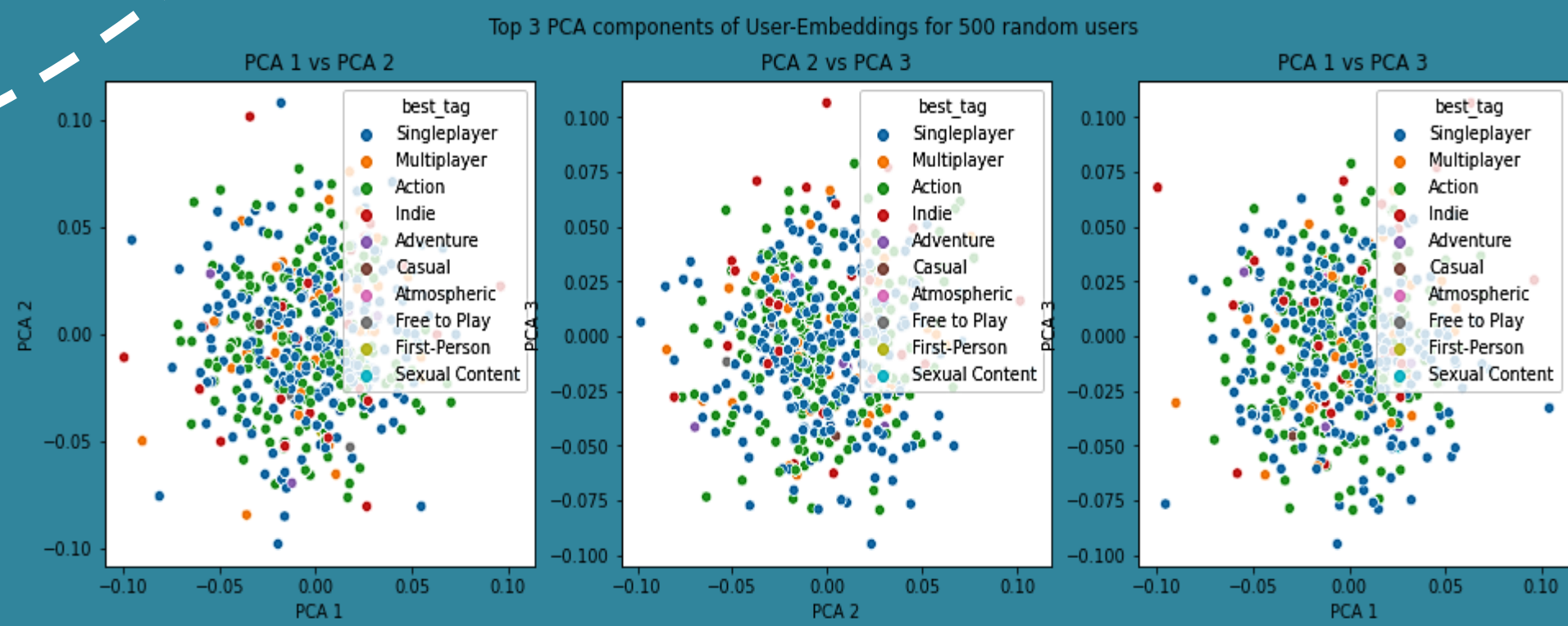
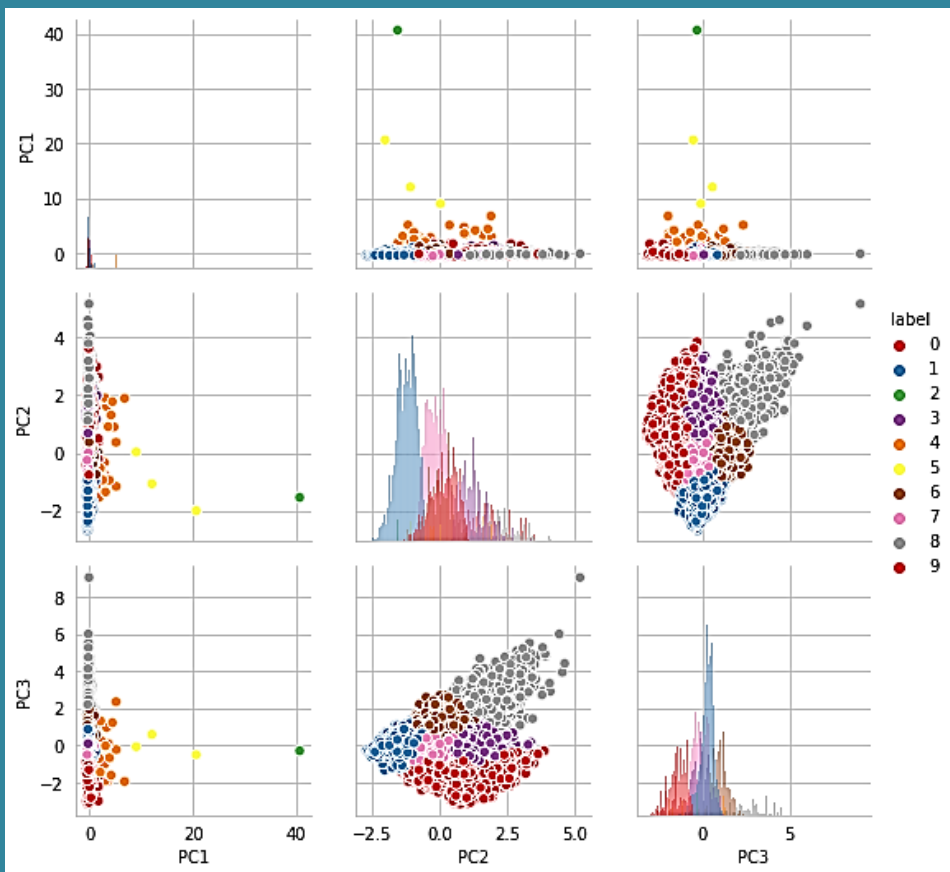
BASE MODELS :

Base Models	MSE
Baseline Popular Model	0.086
CF Model	0.096
Simple CB Model	0.269
Hybrid Model (mean(CF, CB))	0.13
User-user model (cosine sim)	0.000047

COMPLEX MODELS :

Models	MSE
CF Model (cosine sim weighted avg)	0.005
User centric Content based (with hyper parmeter tuning)	0.12
CF-Matrix factorization (Embedding)	0.02
Content Boosted Collaborative Filtering	0.03

PCA

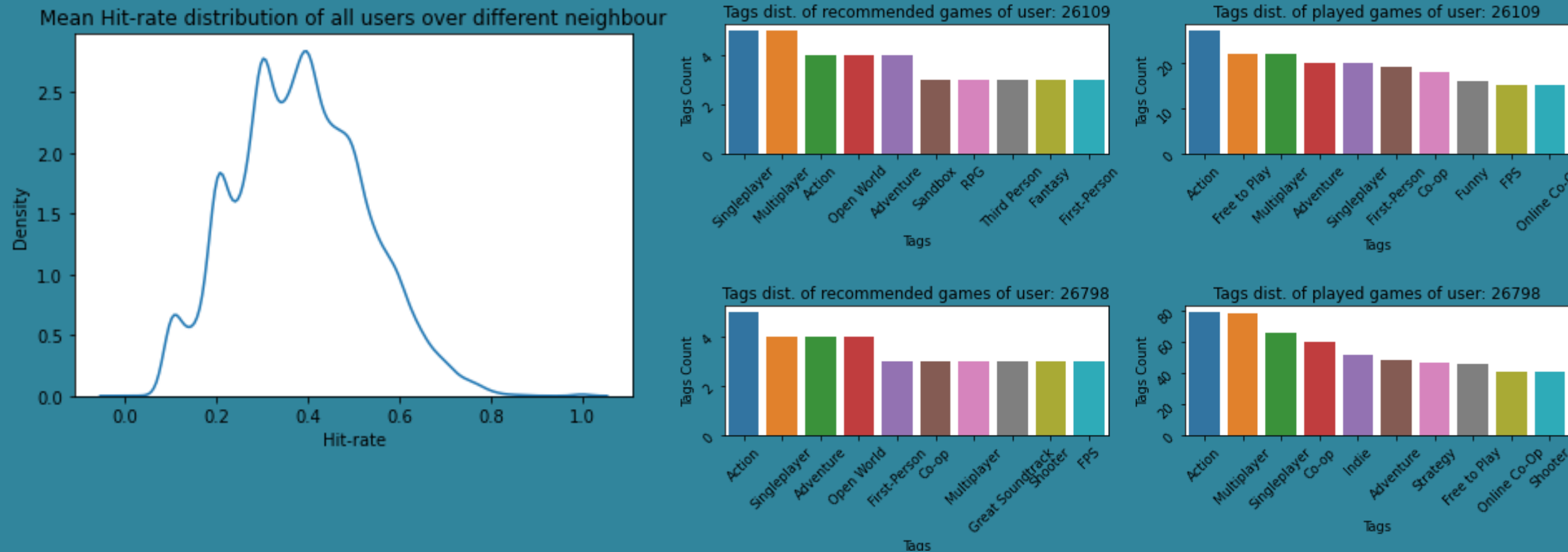


REFERENCES:

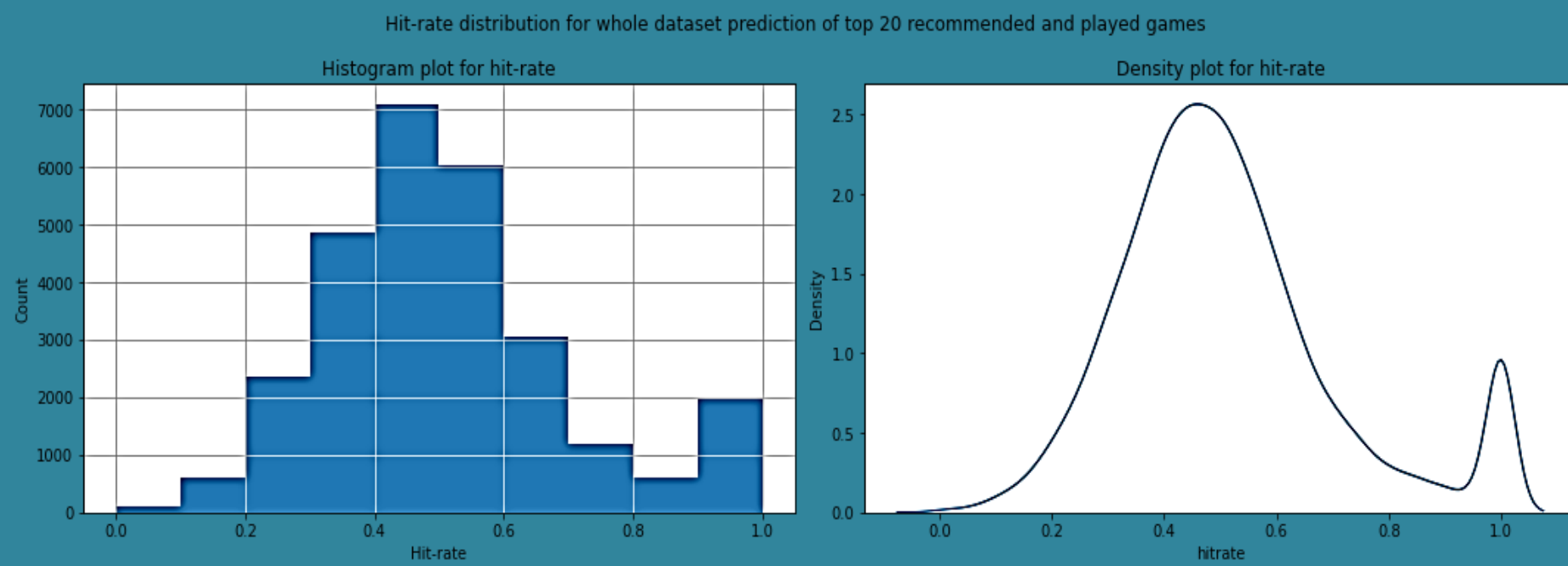
- <https://link.medium.com/xpaS84yiGqb>
- <https://store.steampowered.com/>
- <https://steamcommunity.com/games/steam/members>

MODELS

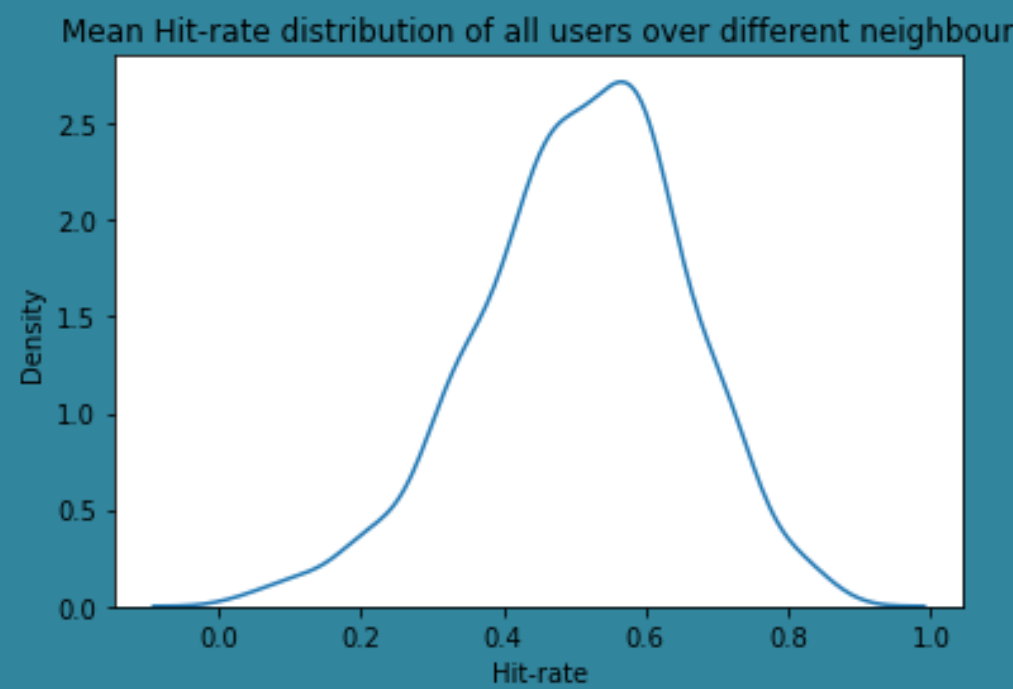
User – User Model -



Matrix factorization -



Content boosted Collaborative filtering-



CONCLUSION AND INFERENCE

Performance :

0.51 hit-rate is decent progress but it tells us that we are not able to make models fully personalize.

Eval. Metric :

MSE can be used as loss function but to interpret results, we can not rely on mse. Hit-rate alone can't explain the model.

Best Model :

- base model : user-user based filtering (0.41 hit-rate)
- complex model: Matrix factorization and content-boosted filtering (0.51 hit-rate)

Online Evaluation

Our system currently only uses past user's data, so we haven't incorporated things like new games released, trends in community etc.

FUTURE SCOPE

- Game related features.
- Variety of user's data .
- Use other eval. Metrics.
- Cluster Based Models