

# Capstone Project

## Position Type

Experiential Learning (Internship, Directed Fieldwork, Capstone, etc.) on the Microsoft Gaming Safety team

## Desired Class Level(s)

Masters - Second/Final Year

## Desired Skills

Data science and machine learning models

## Description

Help Microsoft Gaming Safety pioneer new machine learning models to promote “pro-social” behavior in gaming which is a principal customer promise we would like to deliver on in 2020.

The Gaming Safety team would like to explore new ways of protecting gamers and our content moderators from toxic content by encouraging pro-social behavior on Xbox Live and in Gaming social channels. We have already created a model to assign a toxicity score for Live messages as an example.

We will be partnering with the Data in Gaming (DiG) team to create machine learning models and possibly the Safety Engineering team to productionize the models.

We will be finalizing the specific project in the December timeframe and expect to have the project start in January 2020.

## Qualifications

- Masters in a data science related field
- Experience working with machine learning models
- Experience with Azure ML workspace a plus

## Experiential Learning Type Offered

Capstone

## Compensation Information

Unpaid

## Project Deliverables

Sample deliverables:

1. Design for machine learning model
2. Prototype
3. Final working model

## Location

Gaming Safety team is located in Redmond, WA

Physical working location for Capstone team will need to be provided by the University of Washington.