Capstone Three Project Proposal: Video Game Recommender System

Problem Statement

Many gamers struggle to discover new video games that align with their preferences, leading to wasted time and money on games they don't enjoy. This project aims to develop a video game recommender system that provides tailored recommendations to users, enhancing their gaming experience.

Context

The video game industry continues to expand with a vast number of games available. Many gamers often feel overwhelmed by the amount of game options which can lead to decision fatigue. A successful recommendation system can utilize historical sales data, user reviews, and gameplay metrics to create a personalized game recommendation.

Criteria for Success

The criterias for success are accuracy: how accurate the recommender system is in suggesting games based on gamer preferences and user satisfaction: the feedback from gamers will indicate if they find the recommendations helpful and enjoyable.

Scope of Solution Space

The initial focus will be towards analyzing historical sales data, user rating, and identifying trends and patterns in gaming preferences. Based on the analysis, developing a user-friendly interface for gamers to input their preferences and view recommendations.

Constraints

The quality and quantity of data may limit the effectiveness of the recommendation algorithms.

Stakeholders

The stakeholders are gamers who will benefit from personalized recommendations, game developers to enhance their marketing strategies, gaming platforms to improve user engagement and retention, and researchers/analysts to develop and maintain a recommendation system.

Data Sources

CSV file from Kaggle containing a list of video games with sales.