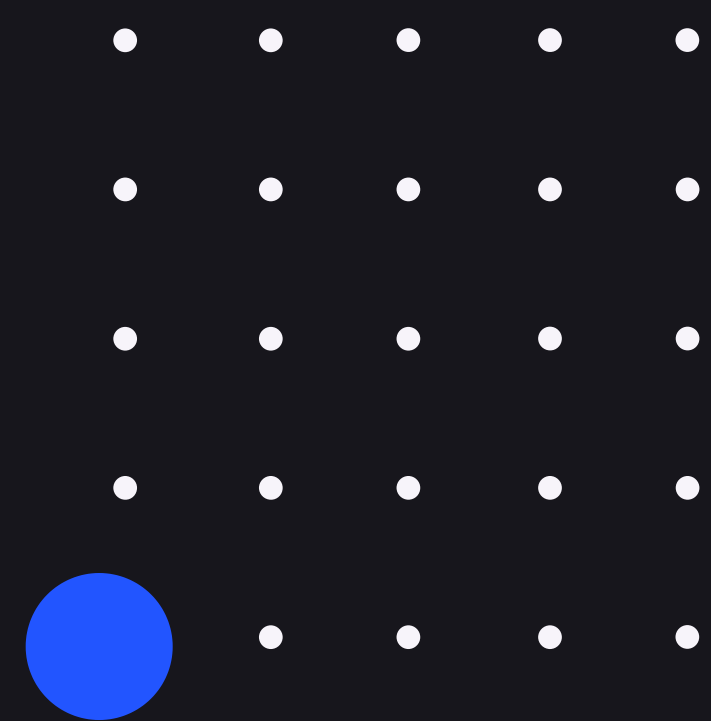
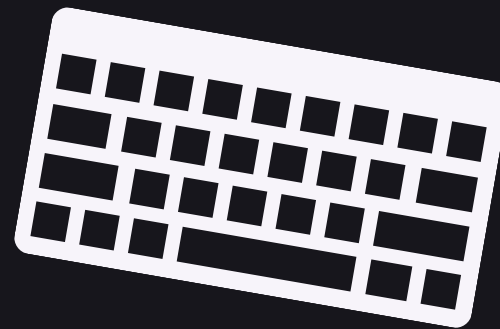
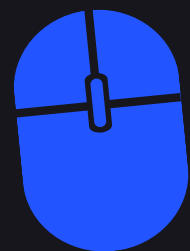
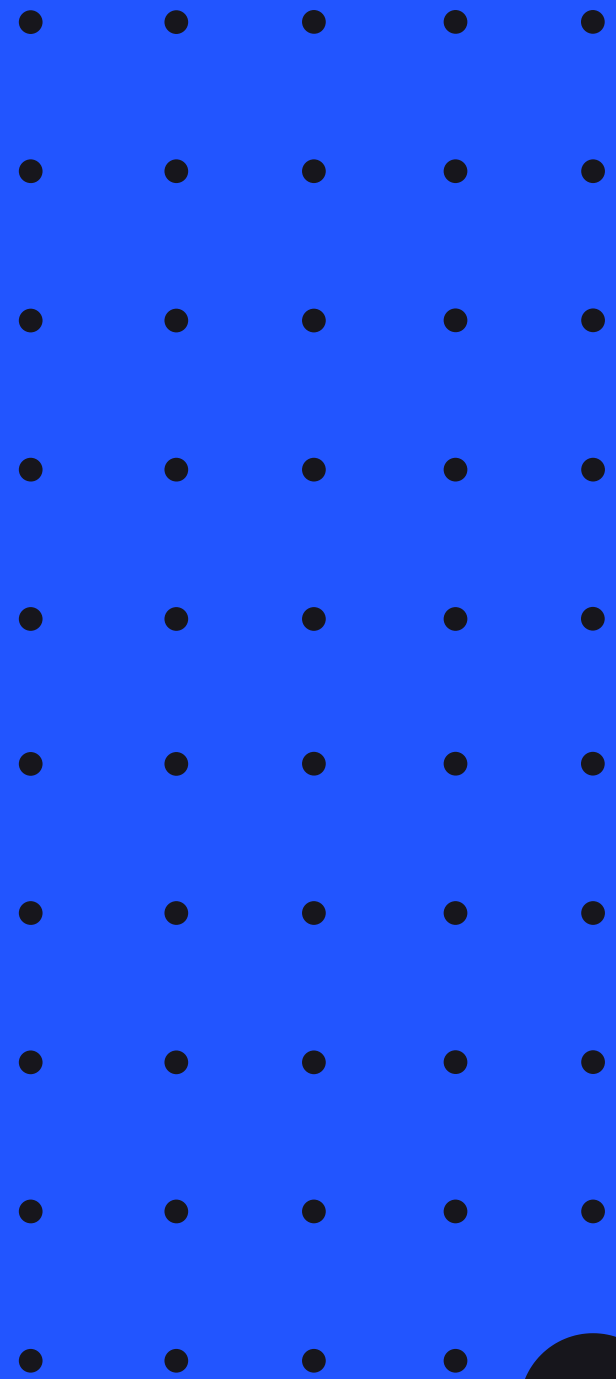


# Predicting Video Game Feedback

Vu Brown





# Agenda

- Business Objective
- The Data
- Predictive Modeling
- Recommendation
- Next Steps





# Business Objective

You, a new video game studio, want to know if the video game you're conceptualizing will receive positive feedback from the gaming community

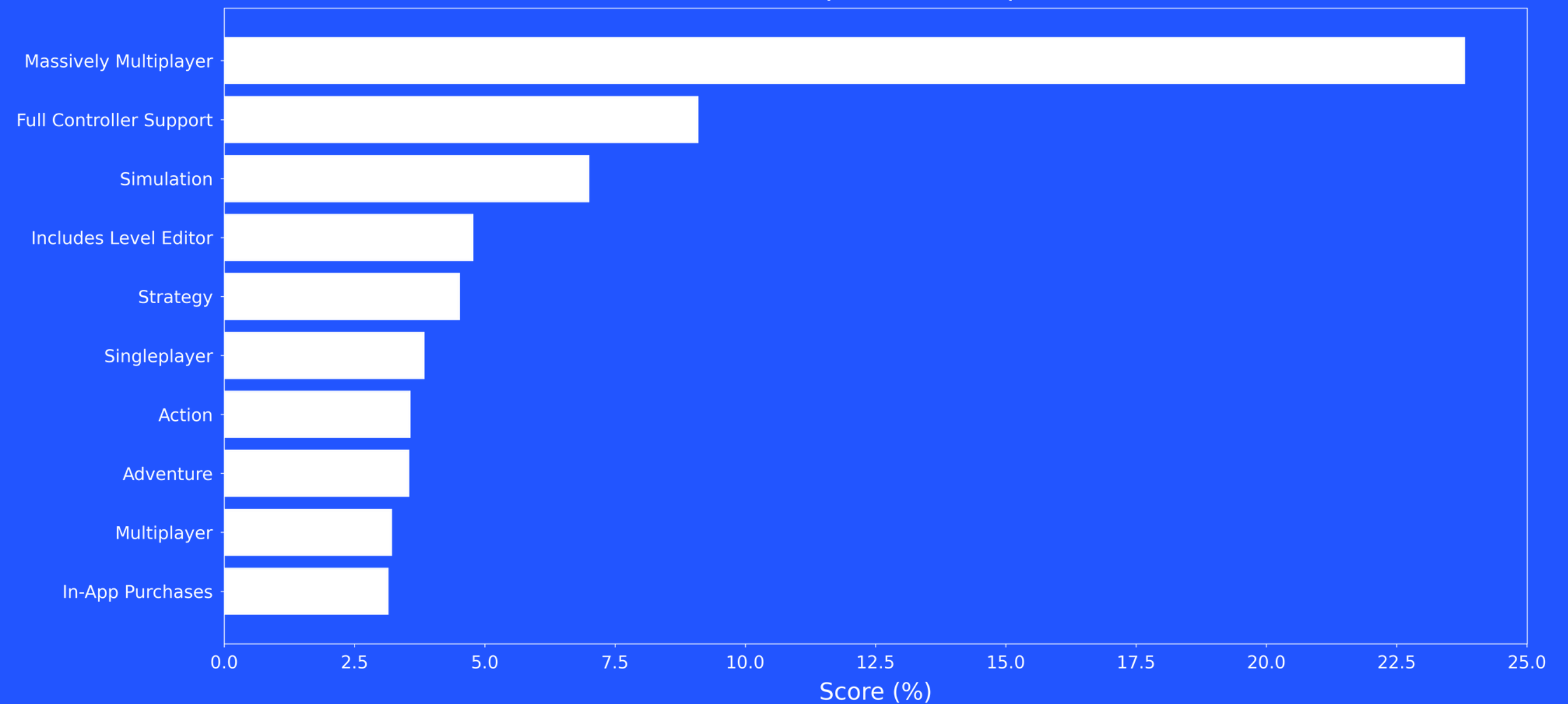


# The Data



- ~12,000 video games pulled from Steam
- 25 total features after data cleaning

Feature Importance (Top 10)



# Final Model

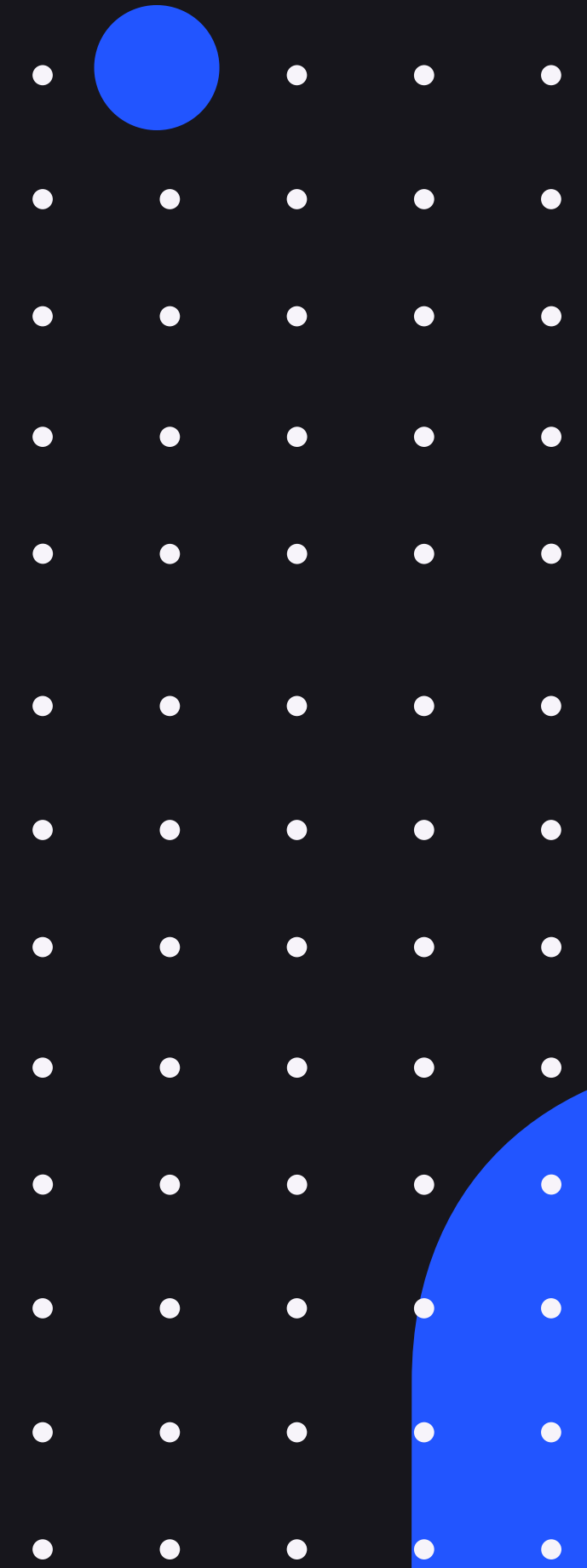
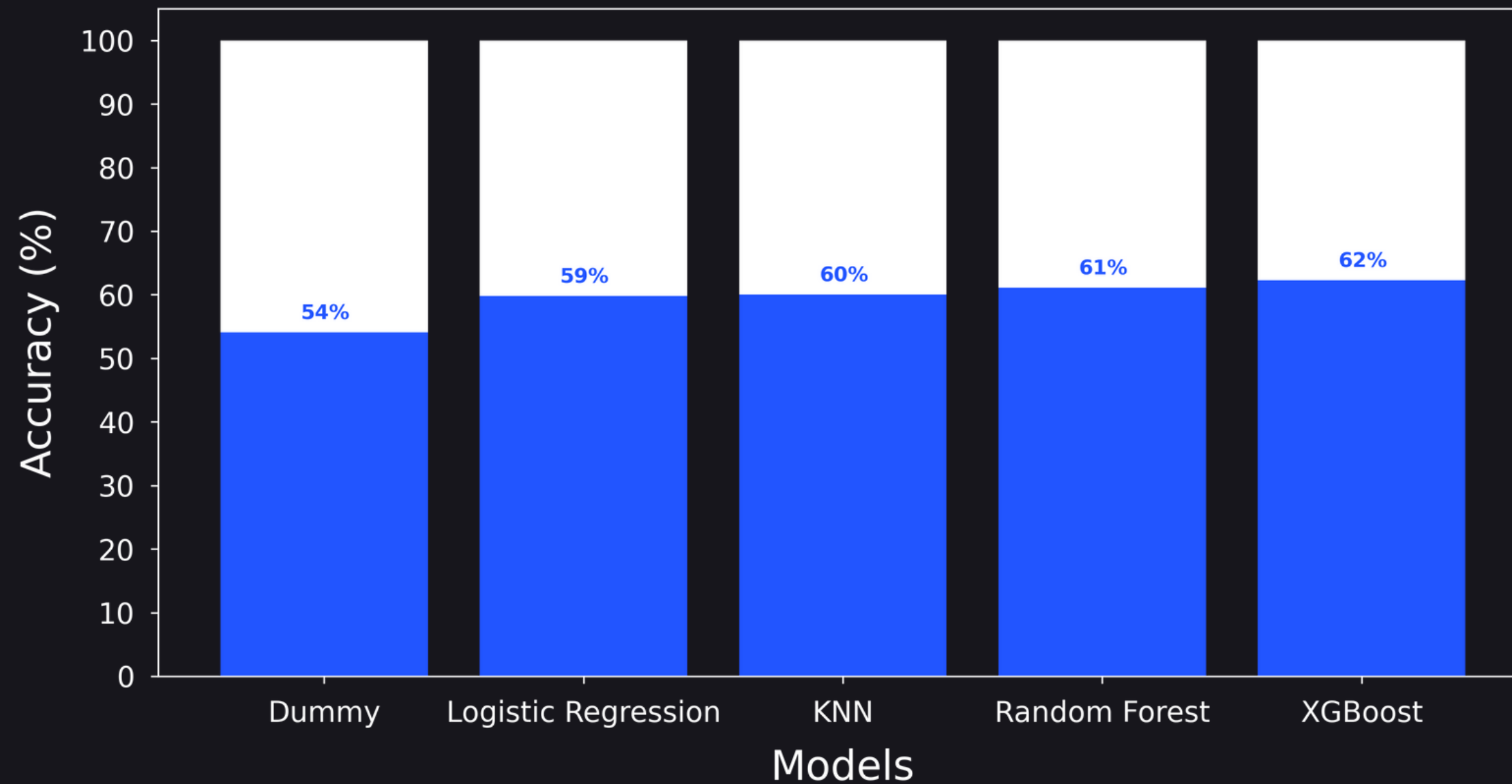
# XGBoost



Accuracy  
Score

62%

Progression of Model Enhancement



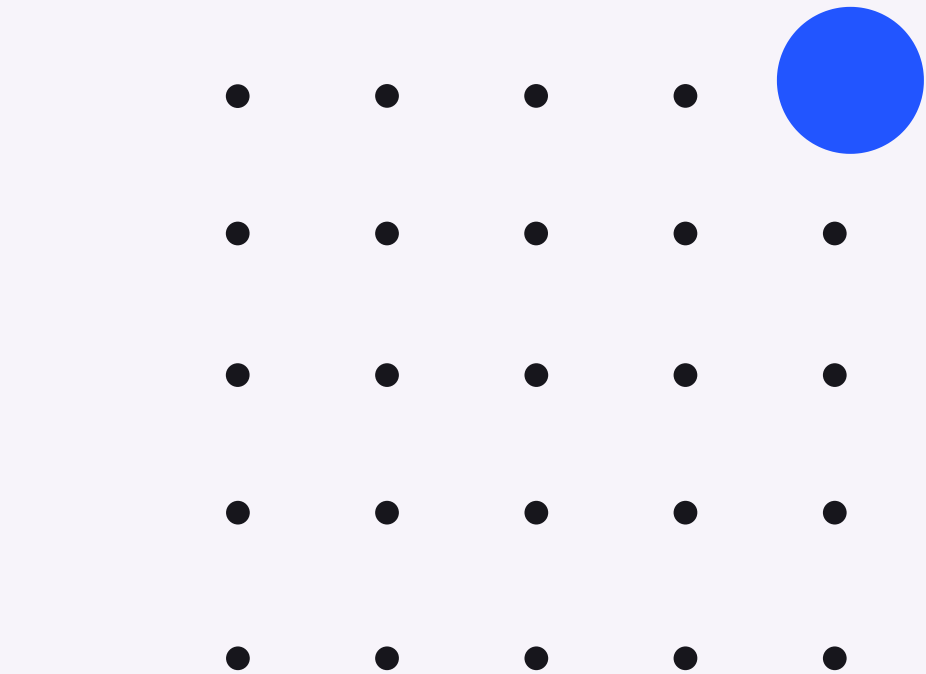


# Recommendation

- Utilizing this final model in its current state is **NOT** recommended
- Feeding aspects of a conceptual video game into the model will not accurately predict playerbase feedback



# Next Steps



- Tune/remove some of the features currently being used
- Include *publishers* and *game\_tags* as additional features

- Identify outliers based on the *number\_of\_reviews* feature

- Pull other relevant features of video games from the Steam Web API
- Utilize other classification models and machine learning algorithms

Thank  
You!



Questions?

Vu Brown

