E-Commerce

Problems:

- **Product Recommendation** (e.g., Recommending products based on user behavior)
    - **Difficulty**: Medium
- **Dynamic Pricing** (e.g., Adjusting prices based on demand and competitor data)
    - **Difficulty**: Medium
- **Sentiment Analysis** (e.g., Analyzing customer reviews)
    - **Difficulty**: Medium
- **Inventory Management** (e.g., Predicting stock requirements)
    - **Difficulty**: Medium
- **Image Search** (e.g., Search for products using images instead of text)
    - **Difficulty**: High

Gaming

Problems:

- **Game Difficulty Adjustment** (e.g., Dynamic difficulty adjustment based on player skill)
    - **Difficulty**: Medium
- **Player Behavior Prediction** (e.g., Predicting whether a player will churn)
    - **Difficulty**: Medium
- **AI Opponent Development** (e.g., Creating intelligent game bots)
    - **Difficulty**: High
- **Game Recommendation** (e.g., Suggesting games players might enjoy)
    - **Difficulty**: Medium
- **Cheating Detection** (e.g., Detecting hacks or unfair gameplay patterns)
    - **Difficulty**: High