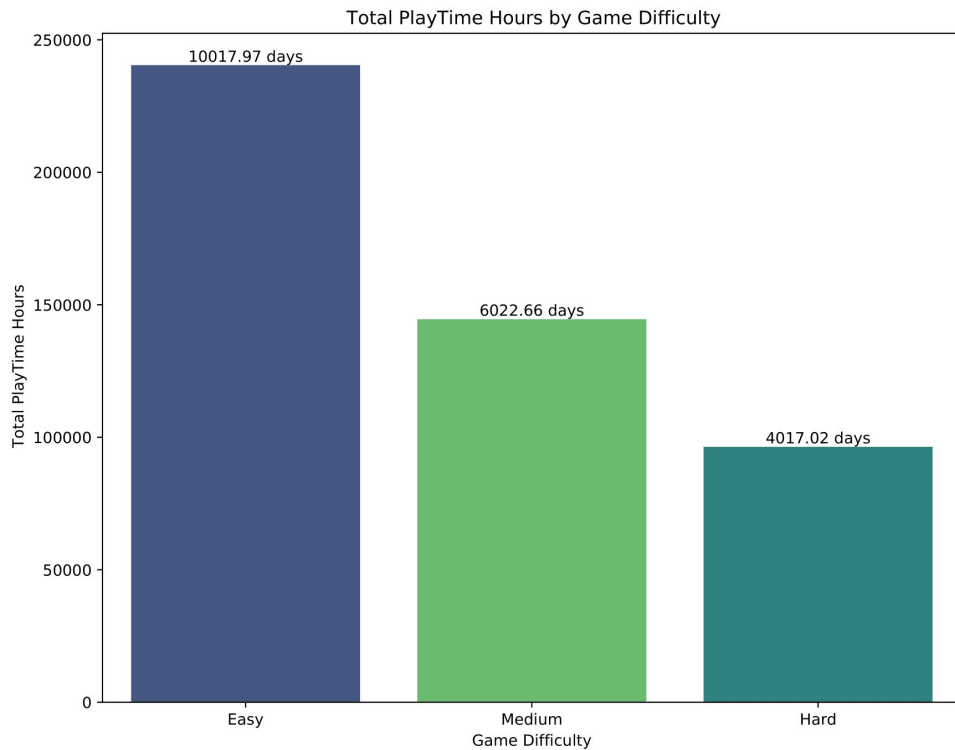


Online Gaming Behavior

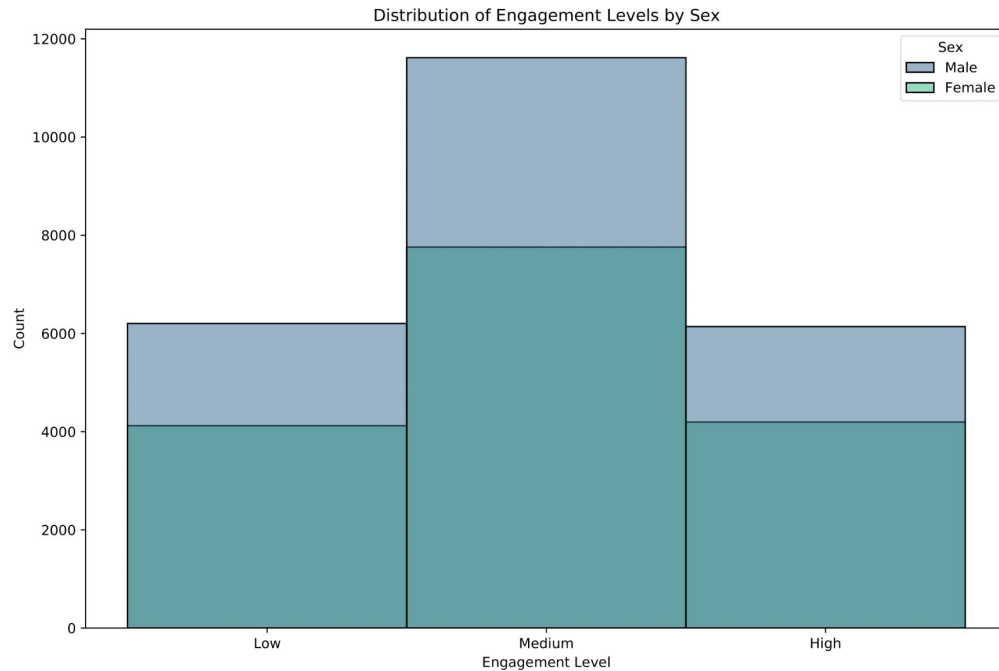
An engaging presentation

Dan Miller
Flatiron School - Phase 3

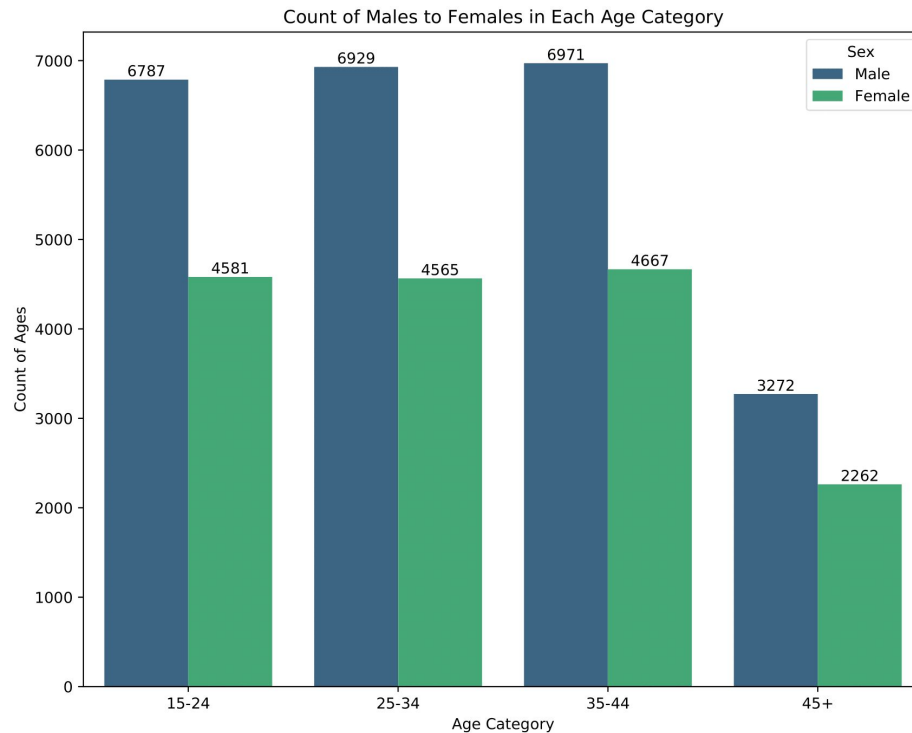


Easy
games
are
easy

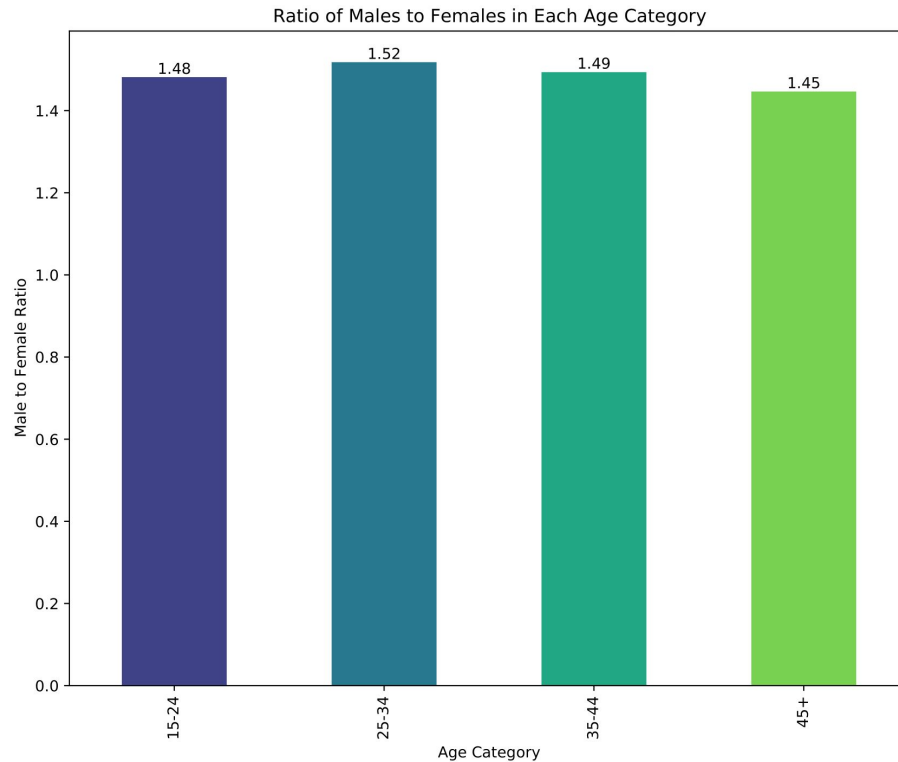
We're
halfway
there



Numbers are
good across
the age
groups

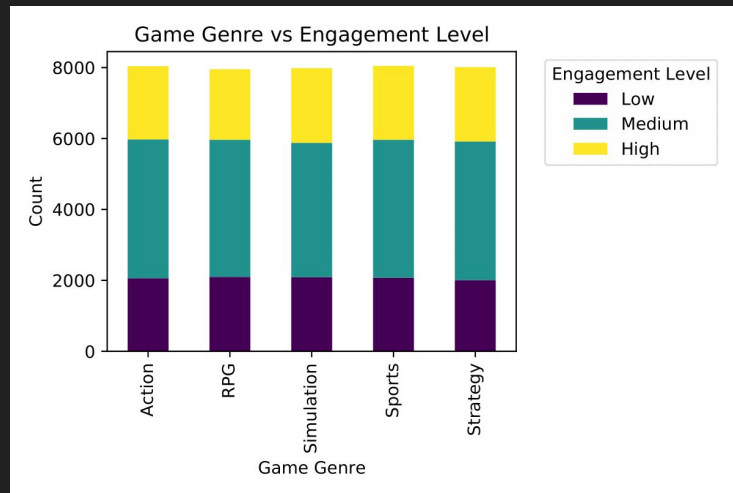


But let's
reduce
the gap



Inference

- There's no significant difference in game difficulties preferences among males and females.
- There's no significant link between genre and engagement.
- Play time doesn't significantly impact engagement.
- And Age doesn't have a significant impact on time played.



Predictions

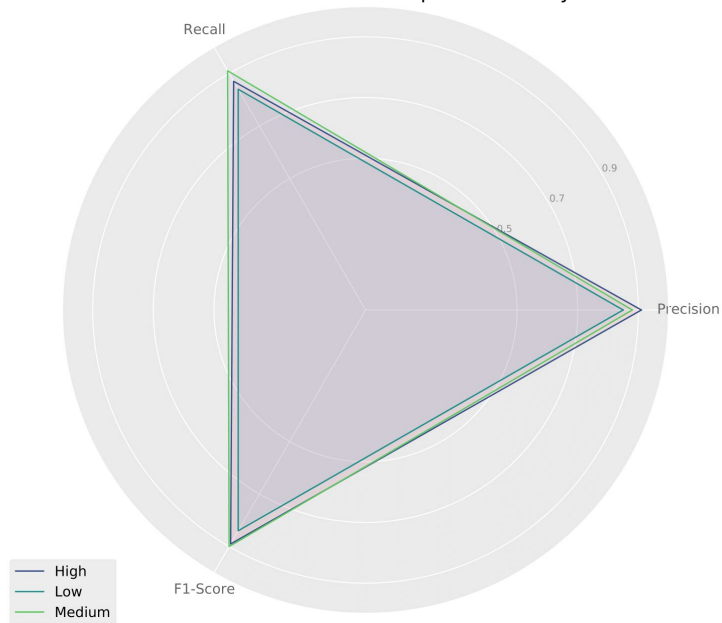
- Employed the Gradient Boosting Classifier Model.
- Accuracy: 88.14%

Precision: 85-91%

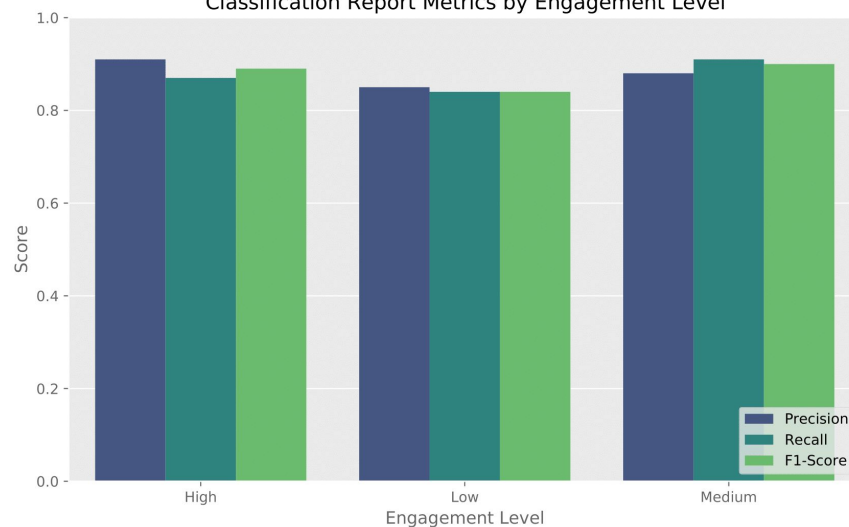
Recall: 84-91%

f1-Score: 84-90%

Radar Chart of Classification Report Metrics by Class



Classification Report Metrics by Engagement Level



Recommendations

Make'em Easy



Expand Engagement



Elevate Women

