



VIDEO-MANIA



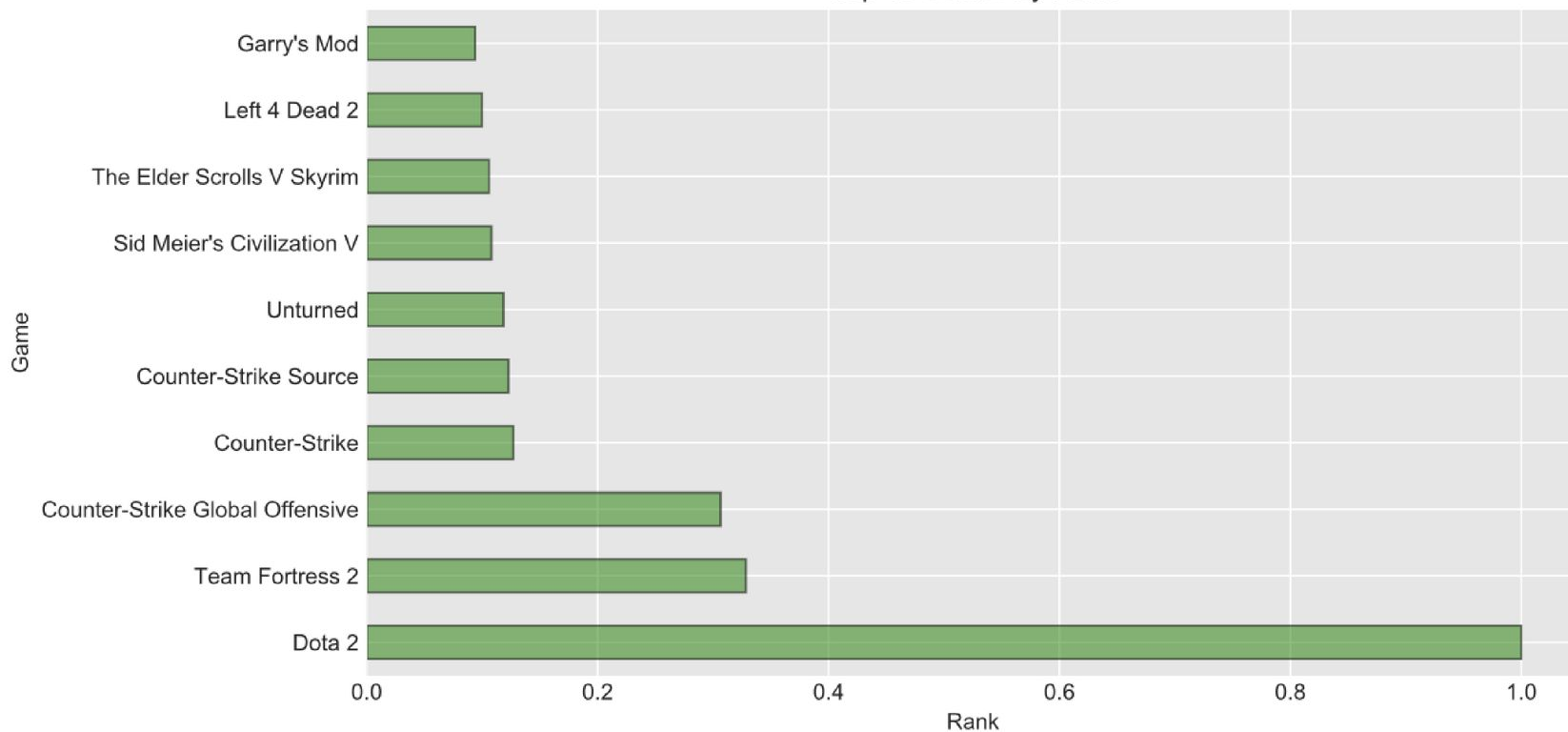
IMPORTANT NUMBERS OF GAMERS

Number of Video Gamers World Wide

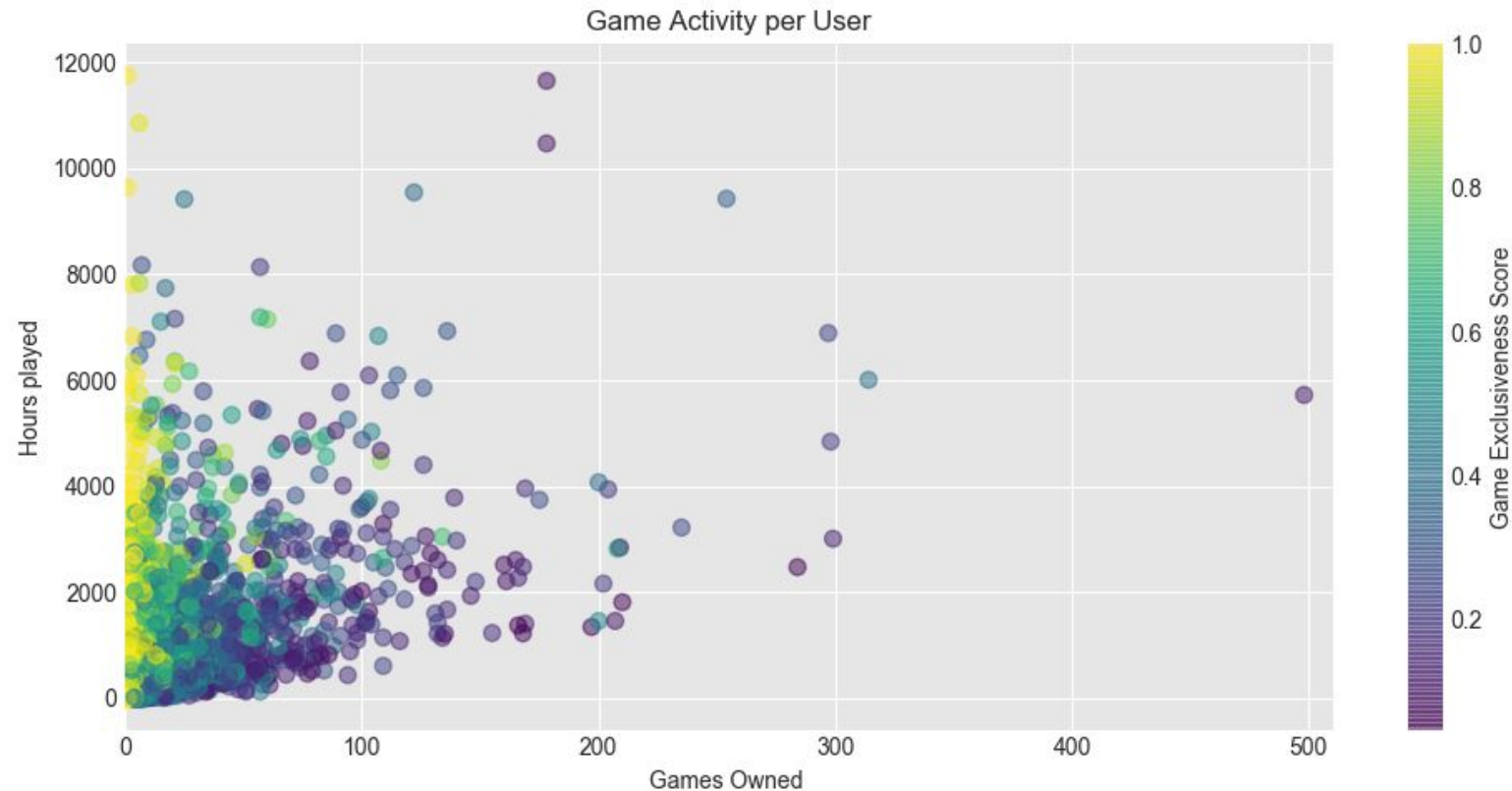


Best Video Games Based on Hours Spent and Number of Users

Top 10 Games by Rank



User Loyalty Assessment by Hours Spent and Games Owned



Video-Mania Project Workflow

Step 1:
Data Collection & Cleaning

Data Collection



Data Cleaning



Database



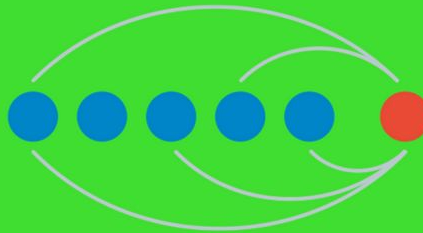
Step 2:
Collaborative Filtering

SVD

$$A = U D V^T$$

Left singular vectors (pointing to U), Singular values (pointing to D), Right singular vectors (pointing to V)

Pearson's Correlation

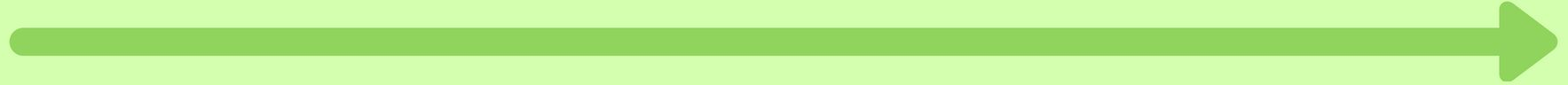


Step 3:
The Web App

Web App



Video-Mania Collaborative Filtering



**User
Inputs**

**User-Item
Matrix**

**SVD
Modeling**

**Ratings
Prediction**

**Game
Recommendations**

Eric Bechter

Data Incubator Capstone Proposal

Github Access

<https://github.com/ebechter>

