

# **Modeling Notebook - Video Game Analysis**

## **1. Problem Definition**

- Objective: Predict a game's global sales based on other factors.

## **2. Model Selection**

- “Regression Model:” Predict `Global Sales`
- “Features:” `Genre, Platform, Release Year, User Rating, Active Players`

## **3. Data Preprocessing**

- Encoded categorical variables (Genre, Platform).
- Normalized numerical variables (User Rating, Active Players).
- Split dataset (80% train, 20% test).