**MA678 Midterm project**

**PC Games Analysis**

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1 Personal Statement

I think everyone who is studying in the graduate phase should have clear career goals and objectives. However, mine are not as clear as others’. From the beginning part of MA675, I learned that engineers with skills in both databases and statistics are in heavy demand. The lack of talented people in the data process area provides tons of opportunities for we MSSP students. Under this circumstance, I hope I can become a data analyst, get employed by some famous companies, and some well-known game companies are also under my consideration.

One of the reasons I chose this project is because analyzing game-related data allows me to get a better understanding of the game market, which is also of interest to game developers. Another reason is that I am interested in PC games, considering I am a PC games player as well.

2 Question

My initial consideration is exploring the impact of factors on PC games’ reputation and topicality. In the dataset I found, metacritic rating gives a score of a PC game, presence gives a total number of social media articles, which can reflect the popularity of a PC game. And many other factors are also included. Among these factors, some of them arouse my interest. Is the game genre related to popularity? Are free games more popular? Are the minimum graphics hardware requirements affecting popularity? Or is the number of achievements in the game related to reputation? These are the questions I want to answer after this project is all done.

3 The Data Source

I got the data from kaggle, the link is attached below.

<https://www.kaggle.com/jesneuman/pc-games>

4 Proposed Timeline of Work

My plans:

1. Finish the EDA and data processing part by 11/15/2020.
2. Finish the modeling and validation part by 11/22/2020.
3. Finish the write up part by 12/01/2020.