

Video Games Engagement Analysis

Josh Grimes



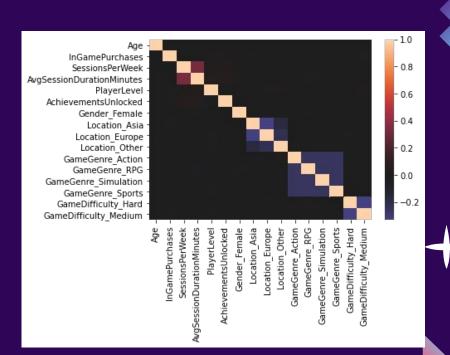
- Analyze Video Game Player (gamer) data
- Determine best predictors for high engagement players
- Make recommendations to video game producers for targeted game design and advertising





Data

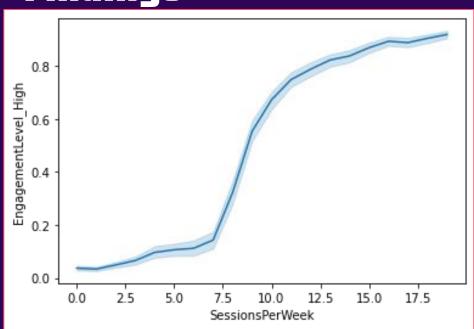
- Rabie El Kharoua. (2024). Predict
 Online Gaming Behavior Dataset [Data set]. Kaggle.
- 40, 034 entries





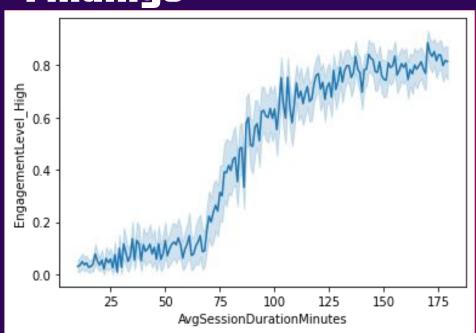
Predicted Class

- Building models to predict video game engagement
 - Engagement Level High = 10,336 entries
 - Engagement level Low = 10, 324 entries



Sessions Per Week

There is a higher proportion of high engagement gamers in gamers who play 9 or more sessions per week.

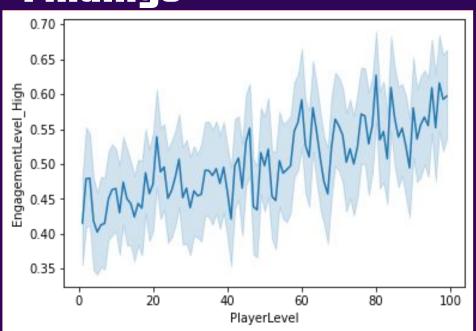


Session Duration

There is a higher proportion of high engagement gamers in gamers who play for 90 minutes or more per session.





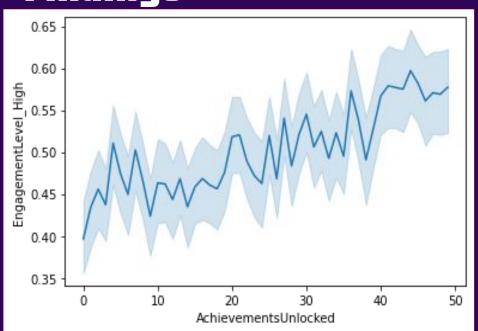


Player Level

There is linear relationship between player level and high engagement gaming.





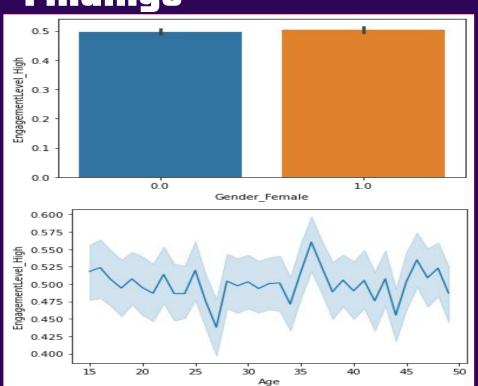


Achievements

There is linear relationship between the number of achievements unlocked and high engagement gaming.







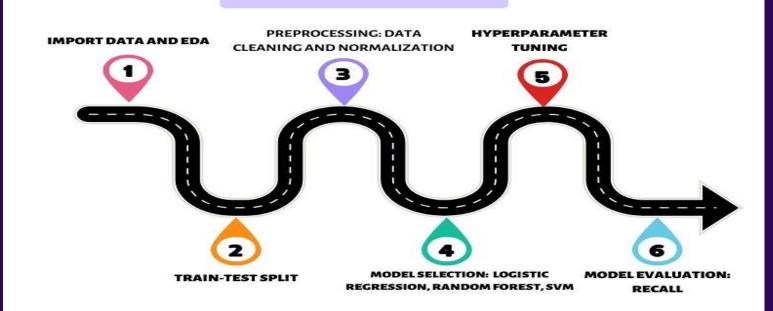
Age and Gender

There is no relationship between high engagement gamers and age/gender.

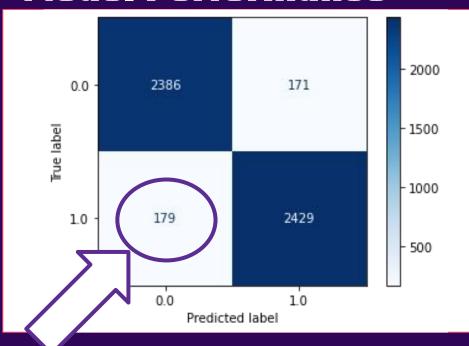




MODELING



Model Performance



False Negatives

The best model produced the least amount of false negatives and has a recall score of .9314







In order to predict high engagement in video game players, you should look at players who:

- Play 9 or more sessions per week
- Play 90 or more minutes per session

Not:

Age, Gender, Location, Difficulty, Genre



Next Steps

- Survey Players
- Processing Speed
- Young Gamers?





Thank You





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