

### Game Ratings

- ♦ Generally Rated E M
- Based on Content
- Detailed on Game Case

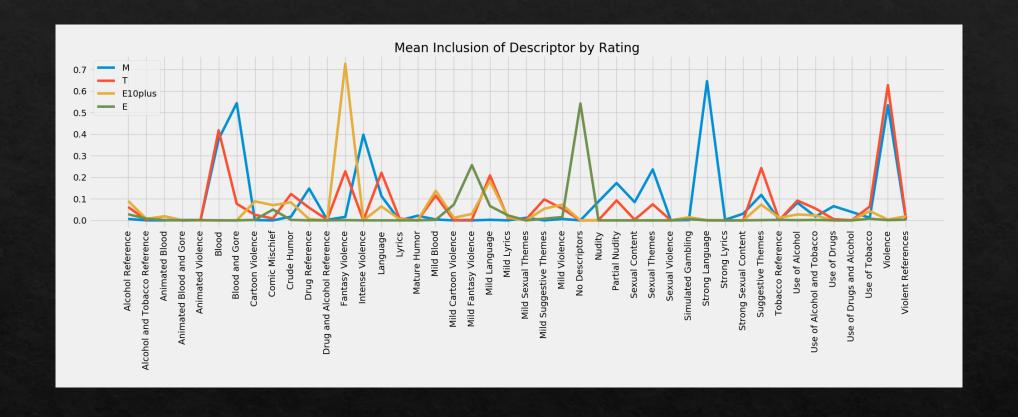






### Goals

- Predict Game Ratings
- ♦ Maximize Recall for M-rated Games
- ♦ Minimize M-ratings Classified Below 'T'
  - ♦ Identify Methods for Improvement

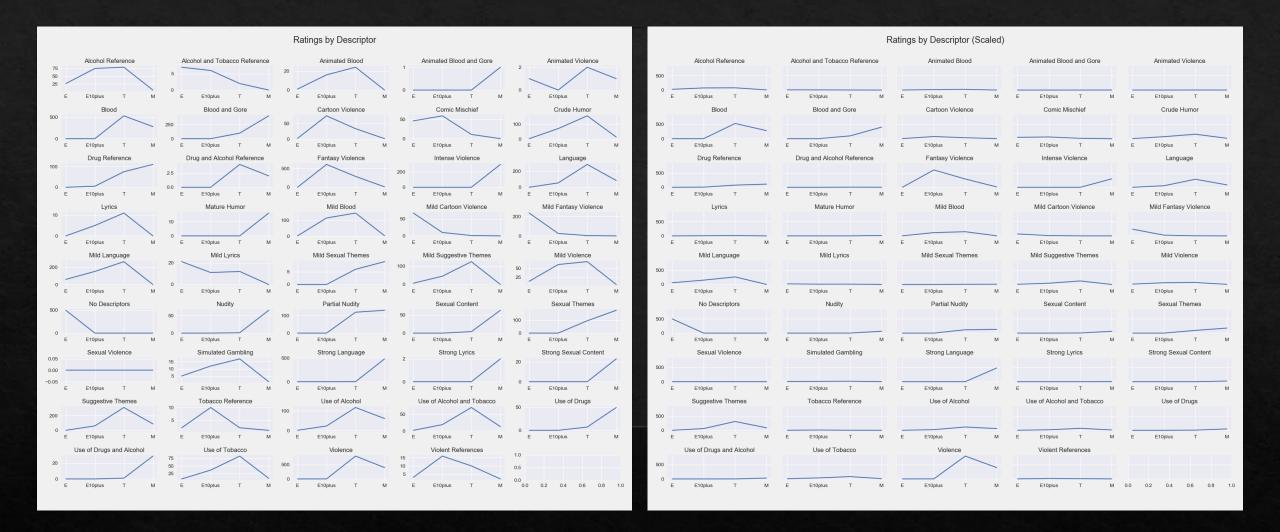


### Rating Indicators

#### Most Indicative Descriptors:

- Blood and Gore
- ♦ Fantasy Violence
- ♦ Intense Violence

- Mild Fantasy Violence
- No Descriptors
- ♦ Strong Language

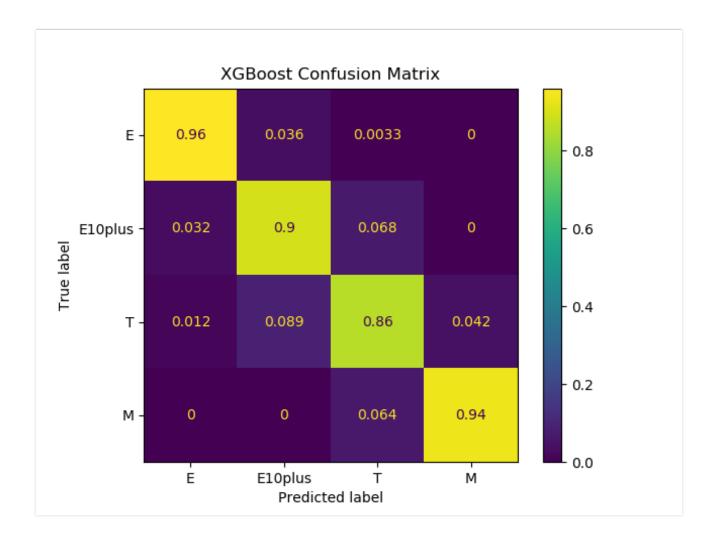


# Descriptor Usage

#### Model Predictions

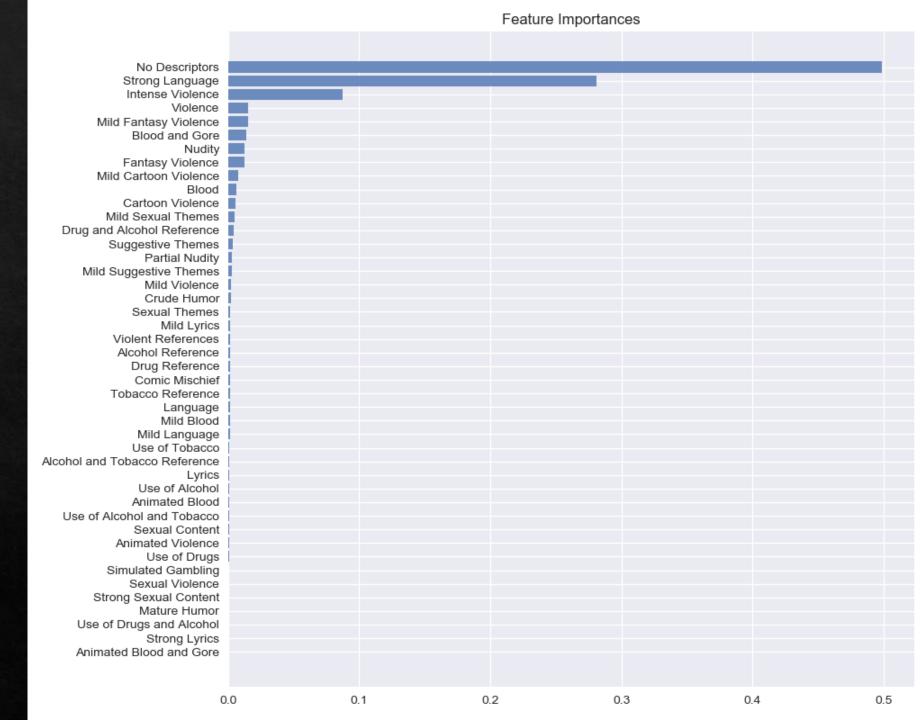
XGBoost Model:

- 92% recall for M ratings.
- Most misclassification is slight.
- No E/M or M/E misclassification.



## Important Features

- No Descriptors
- Strong Language
- Intense Violence



### Misclassified Games

#### Common Descriptors:

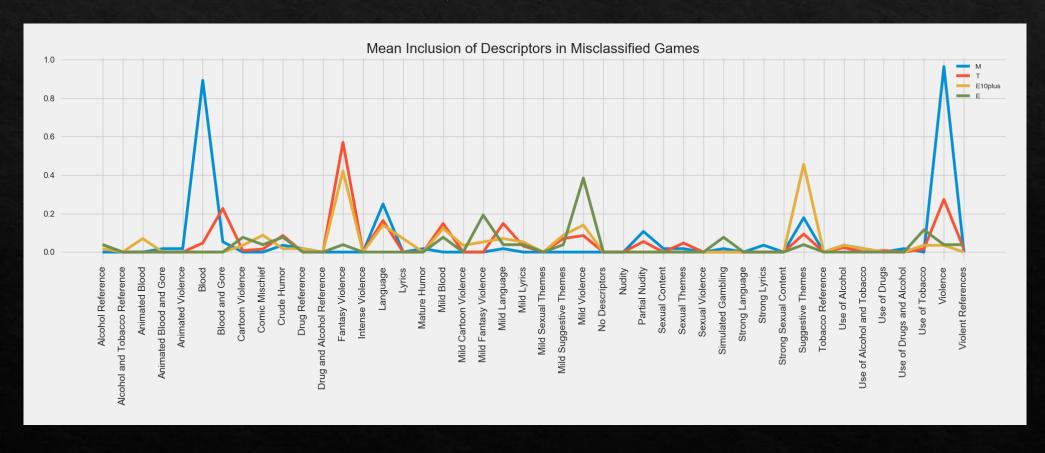
♦ Blood

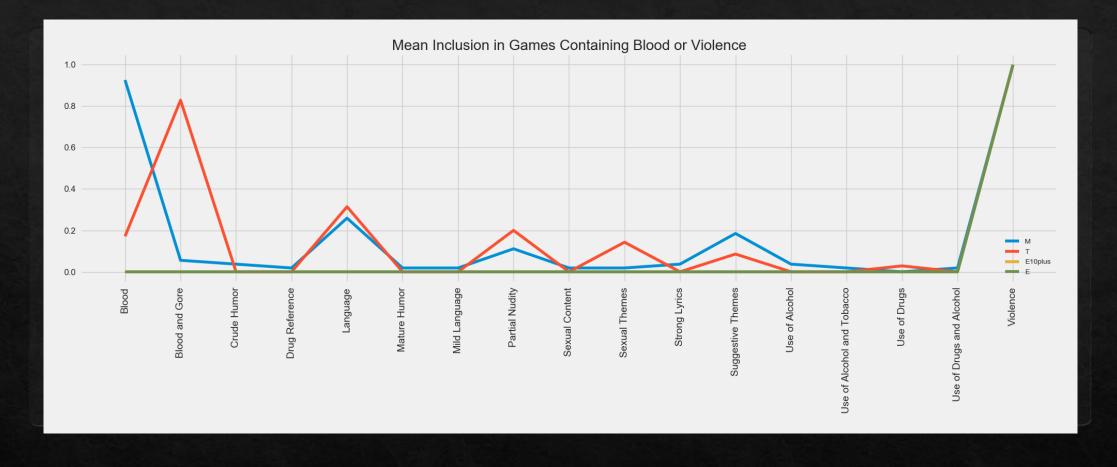
♦ Suggestive Themes

Fantasy Violence

♦ Violence

♦ Mild Violence





## Recommendations

- Consistent, Intuitive Labeling
  - More Descriptive Labeling





# Future Work

Image Classification



Thank you for your time and attention!