



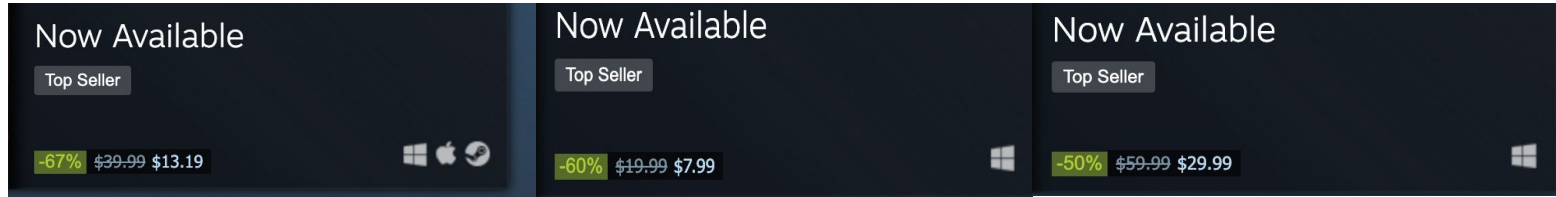
Gemstone

Video Game Recommendations

Kyle December



The Current System



→ Top Seller

→ Recommended

→ Increased Sales



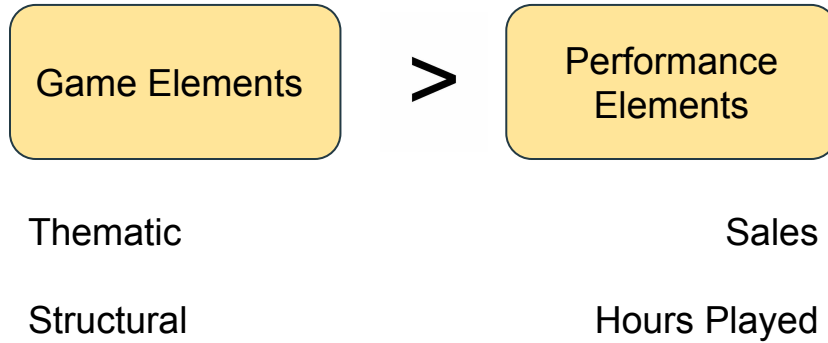
The Problem



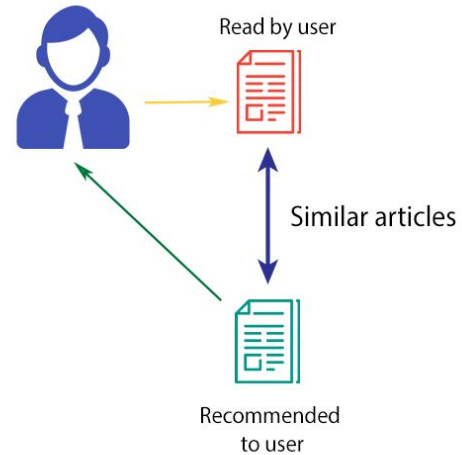
- Small Developers
- Upstarts
- Limited Exposure

The Solution

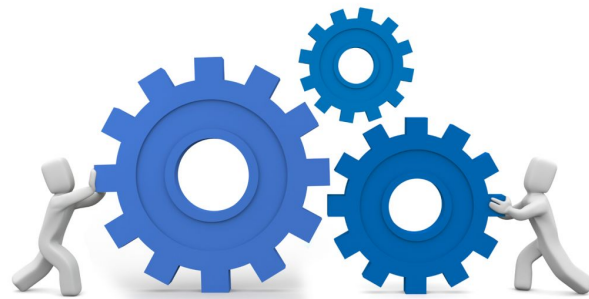
Content Based Recommendations



Content-to-Content



Implementation



User Describes
Ideal Game

INPUT

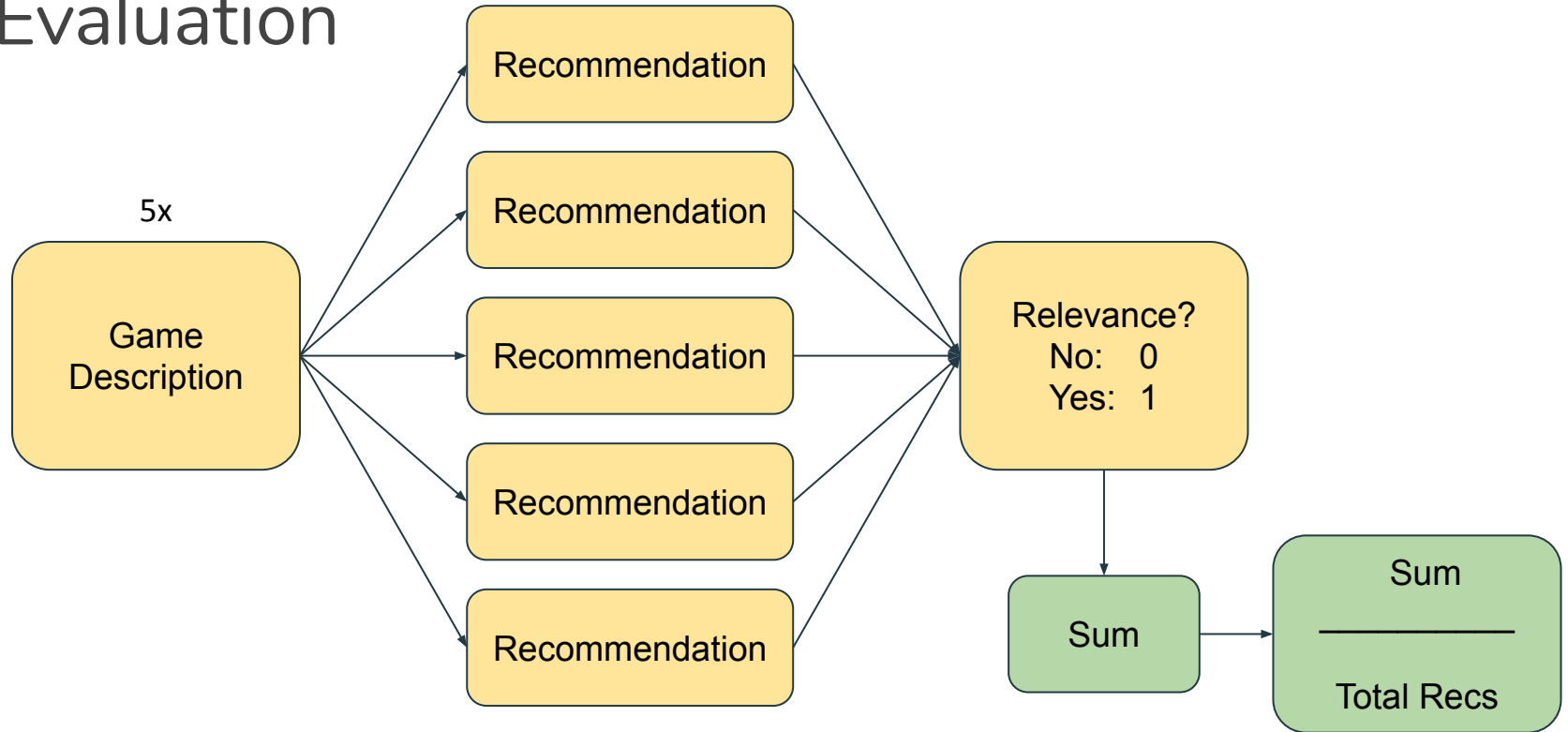
Compare to
Reviews of Other
Games

Doc2Vec
Vector Similarity

Produce
Recommendations

N closest
Vectors

Evaluation

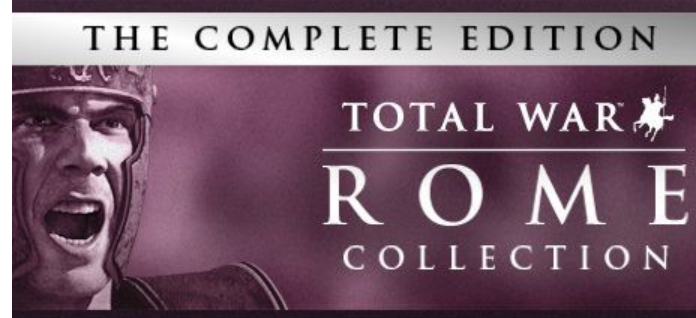


Successful -- “similar to age of empires, where i build my kingdom from the ground up, form alliances and engage in intrigue, research technological advancements and stand the test of time”

Dummy Popularity Model



Content Model



Not Successful -- “a game with fluffy animals and shiny colors, that helps to educate children in basic math and reasoning skills”

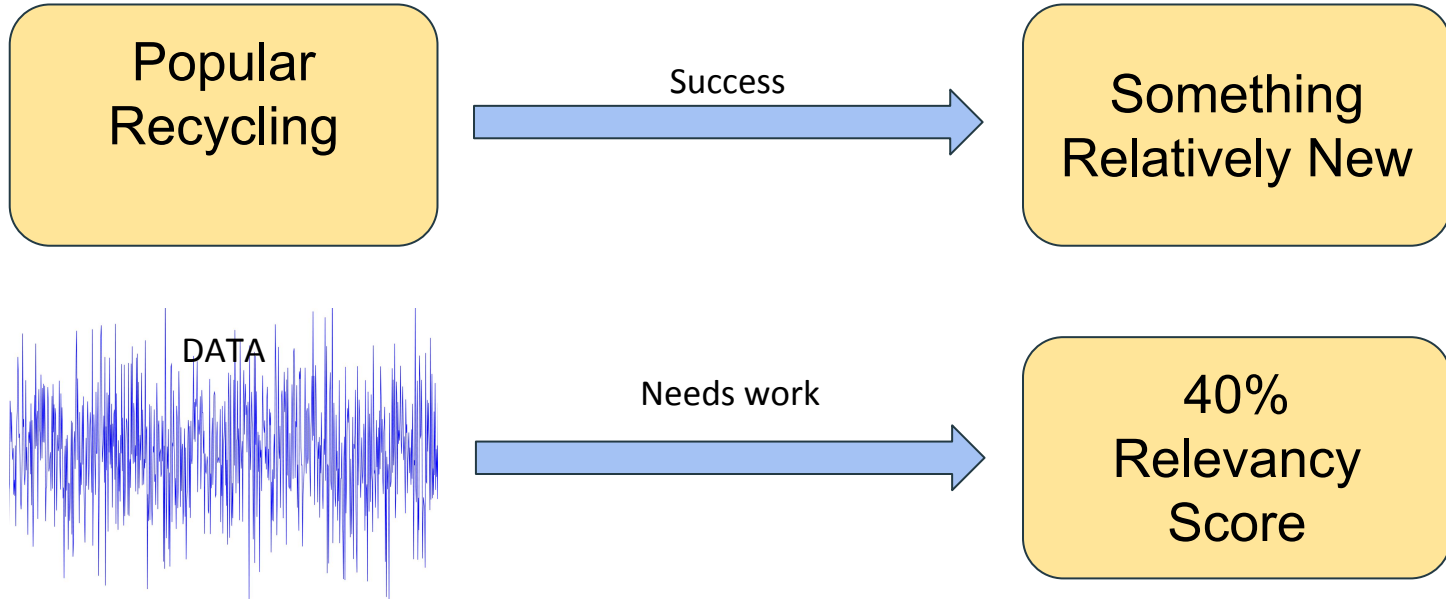
Dummy Popularity Model



Content Model



Conclusions



Future Improvements

Data Collection

Ratings (quality)

Categorical Features

- Type of game
- Theme of game

Filtering/Modeling

Children's Games

Collaborative Model

- User to User



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