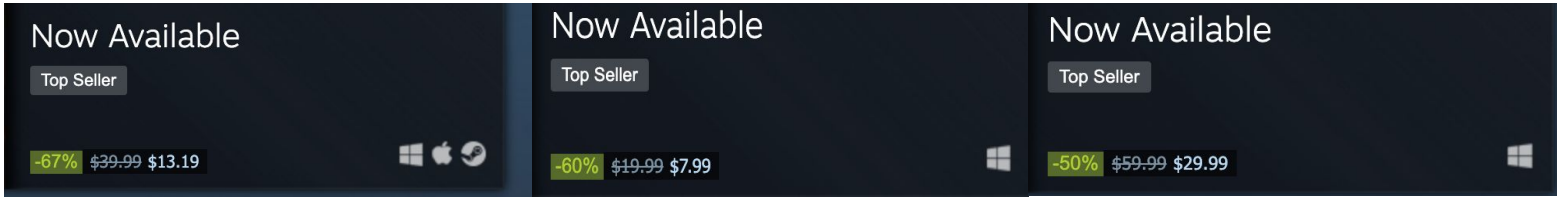
# Gemstone

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

Game Elements > Performance Elements

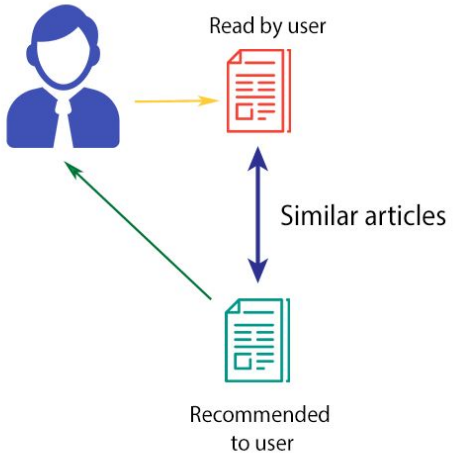
Thematic

Structural

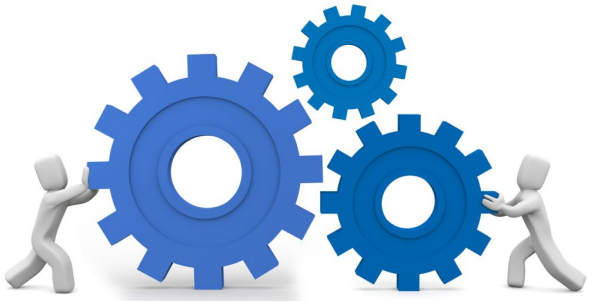
Sales

Hours Played

Content-to-Content



# Implementation



User Describes Ideal Game

Compare to Reviews of Other Games

Produce Recommendations

INPUT

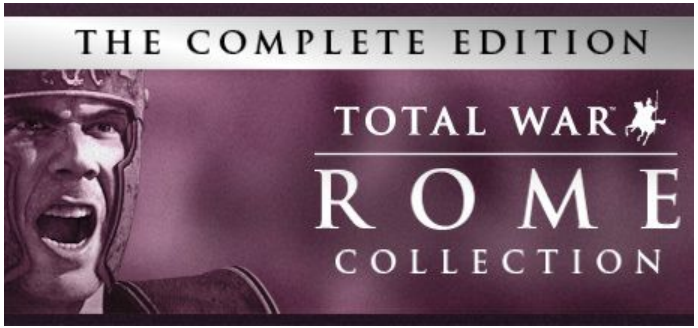
Doc2Vec Vector Similarity

N closest Vectors

**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** -- “fluffy animals and shiny colors, a game that helps to educate children in basic math and reasoning skills”

Dummy Popularity Model

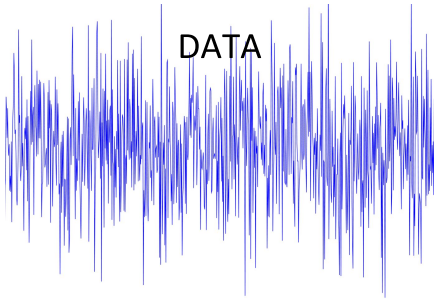
Content Model

# Findings

Recycle

Success

Something New




Needs work

40% Max. Relevance

# 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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