

CAPSTONE PROJECT PRESENTATION

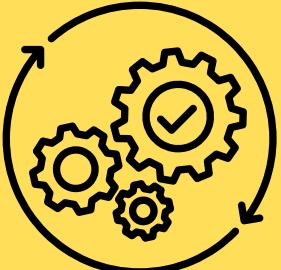


PGA 22



Gaming Behavior Prediction

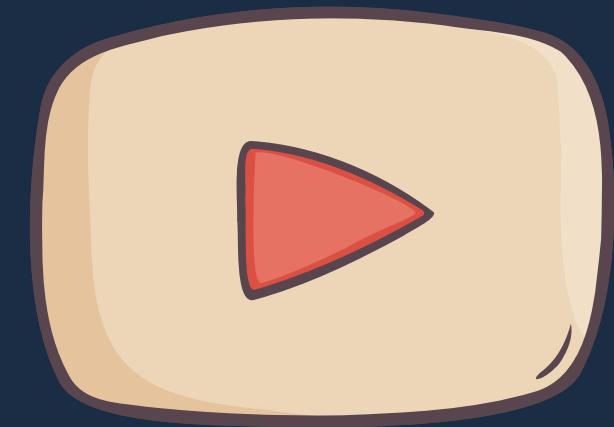
PRESENTED BY
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GAMING



twitch



PROBLEM STATEMENT

PREDICT PLAYERS' ENGAGEMENT LEVELS
IN
ONLINE GAMING ENVIRONMENTS

START



DATASET

PLAYER_ID

GENDER

GAMEGENRE

INGAMEPURCHASES

SESSIONSPERWEEK

PLAYERLEVEL

ENGAGEMENT LEVEL

AGE

LOCATION

PLAYTIMEHOURS

GAMEDIFFICULTY

AVGSESSIONDURATIONMINUTES

ACHIEVEMENTSUNLOCKED

EDA

DF.SHAPe

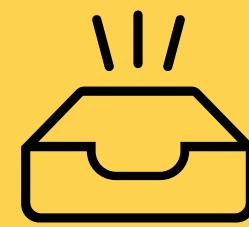


DF.INFO



DF.DESCRIBE

DF.ISNULL.SUM





~~PLAYER~~



~~INGAME
PURCHASE~~

MANUAL ENCODING

010101
101010
010101

- GENDER
- LOCATION
- GAME GENRE
- GAME DIFFICULTY
- ENGAGEMENT LEVEL

SPLITTING DATA X AND Y VARIABLE

```
</> X = df.drop('EngagementLevel', axis=1)  
Y= df['EngagementLevel']
```

SCALING THE DATA

```
</> X_train, X_test, y_train, y_test  
=  
train_test_split(X, y, test_size = 0.2, random_state = 10)
```