CLASSIFICATION MODELS Reddit Predictions

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AGENDA

- 1. Problem Statement
- 2. Data Gathering
- 3. NLP
- 4. Model Iterations
- 5. Conclusion

Problem Statement



A gaming startup plans to create new boardgames and want to understand what games posts are getting more traction.

Why Boardgames?



Benefits

- 1. Board games shown 20% growth in 2020
- 2. Socially brings family together
- 3. Easy to buy and affordable
- 4. Has no age barriers to participate

Understand online behavior

- 1. Look at reddit posts for board games
- 2. User behavior patterns for boardgames
- 3. Any NLP models can predict and give indications on predictions for posts

Data Gathering





(Photo by Bethesda Game Studio)

(Photo by Sarah Pulliam Bailey)

- o Boardgames 3.4m members , 3.7k Online
- o RocketLeague 956k members, 6.2k Online
- o Fallout 786k members, 3.8k Online

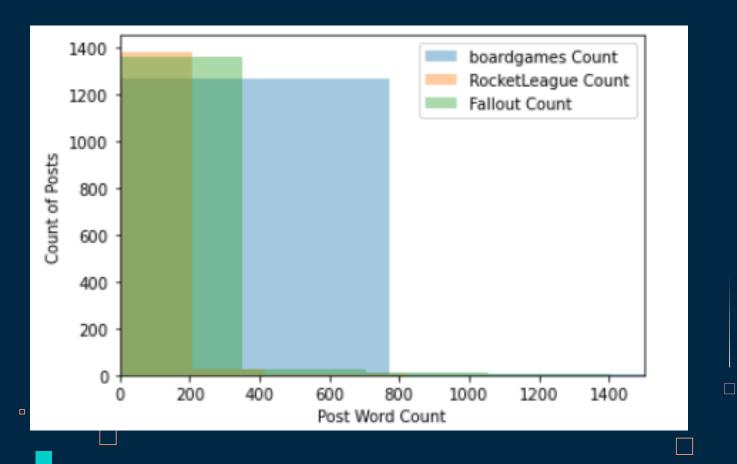
EDA



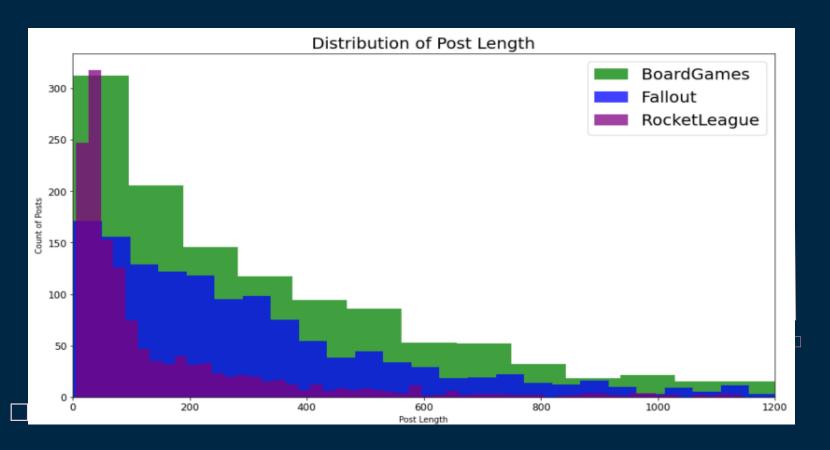
Baseline Normal on classification

Game category	baseline
Fallout	0.342131
RocketLeague	0.346041
boardgames	0.311828

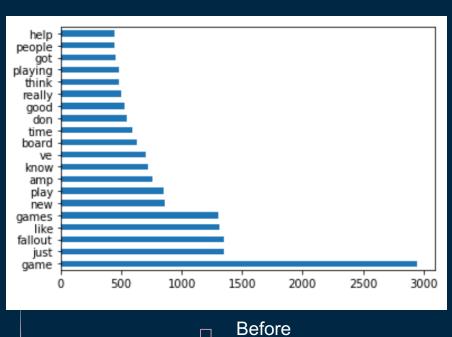
NLP

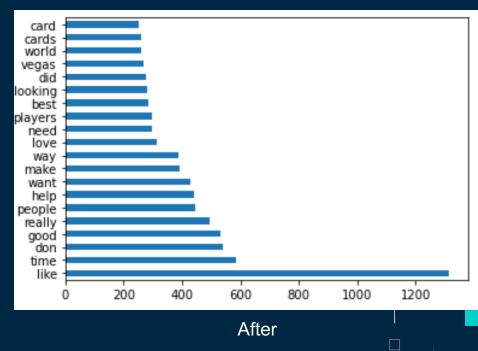


Distribution of Post Length



Stop Words





Models

Multinomial Naïve Bayes

- TfidfVectorizer
- GridSearchCV

Support Vector Machines – SVC

- CountVectorizer
- GridSearchCV

	precision	recall	f1-score
boardgames	0.896907	0.818182	0.855738
RocketLeague	0.769042	0.884181	0.822602
Fallout	0.781538	0.725714	0.752593
accuracy	0.809384	0.809384	0.809384

	precision	recall	f1-score
boardgames	0.899194	0.699060	0.786596
RocketLeague	0.678038	0.898305	0.772783
accuracy	0.757576	0.757576	0.757576
Fallout	0.764706	0.668571	0.713415

Conclusion

- Multinomial NB performed better – slightly overfit
- positive words like, love, looking, fun, best, kickstarter, expansion, cards, need, help, good, time
- Post word counts did show lot of activity towards Boardgames

