Capstone Project Proposal #1

Questions:

1. *What is the problem you want to solve?*
2. *Who is your client and why do they care about this problem? In other words, what will your client DO or DECIDE based on your analysis that they wouldn't have otherwise?*
3. *What data are you going to use for this? How will you acquire this data?*
4. *In brief, outline your approach to solving this problem (knowing that this might change later).*
5. *What are your deliverables? Typically, this would include code, along with a paper and/or a slide deck.*

My Proposal:

1. I want to determine the best platform and best genre for a hypothetical video game publisher to create games for.
2. My client is a major video game publisher and they need to know how best to allocate their resources in creating games for the best platform. Based on my analysis, they will know which platforms to create games on, as well as which genres to create games for.
3. I will use a data set on IGN's video game review scores. I will acquire this data from Reddit https://www.reddit.com/r/datasets/comments/2awdgx/i_made_this_dataset_of_all_of_igns_game_reviews/
4. I will analyze the data to determine the platforms with the highest and lowest scoring games, as well as the genres with the highest and lowest scoring games. I will do this by programmatically aggregating the data for platforms and genres and computing the median and mean. From here, I will be able to make a recommendation for a company depending on its preferred business strategy: to make games for high scoring platforms and genres in an effort to ride the waves of popularity, or to make games for lower scoring platforms and genres in an effort to cater to neglected markets.
5. My deliverables would be the code I used to analyze the data and my powerpoint slides that I would use as a presentation to my company on how to best proceed with making games.