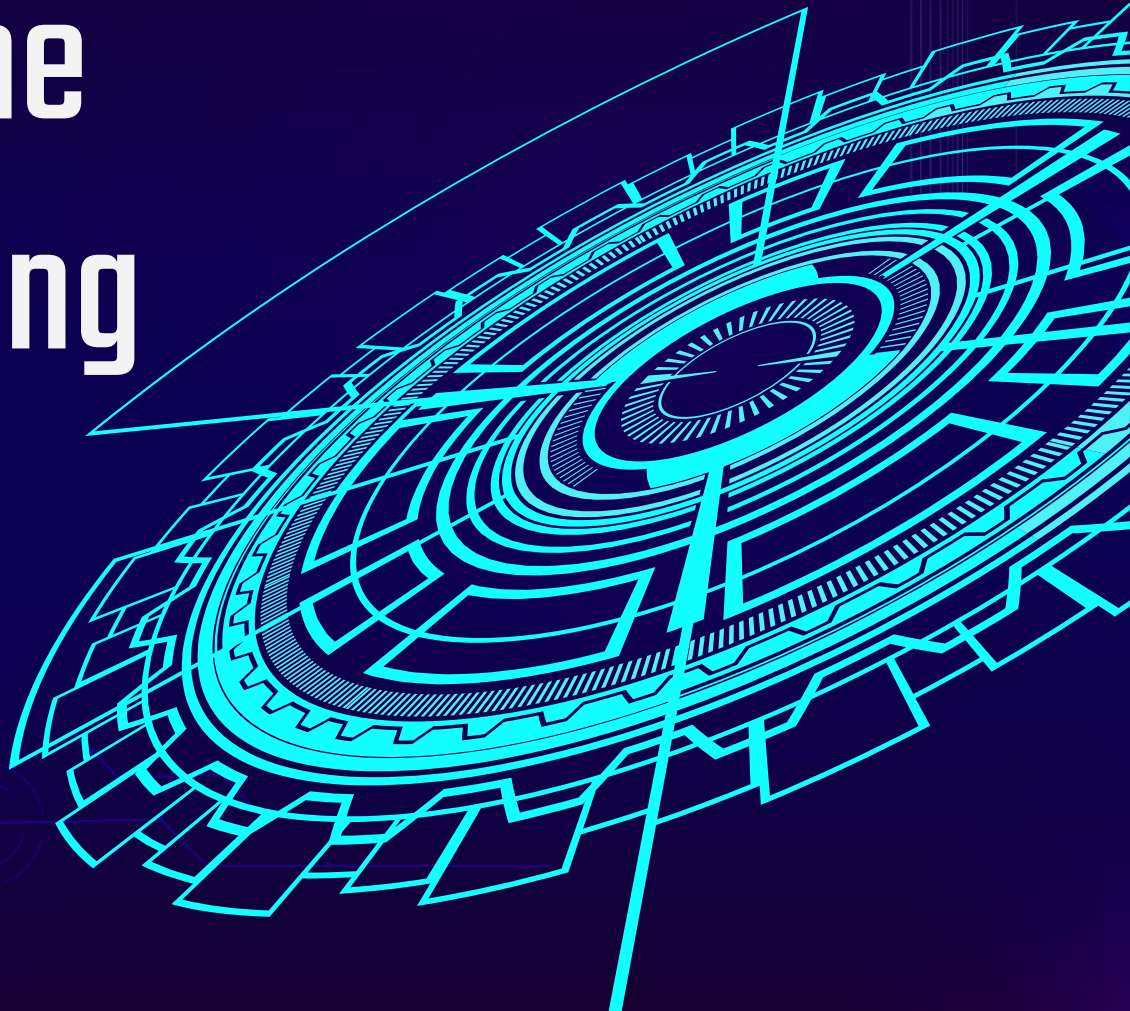
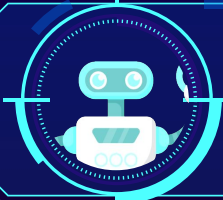


# Video Game Remastering Classifier

Olamide Olayinka



# OLAMIDE OLAYINKA

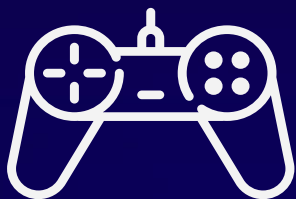


DATA SCIENTIST

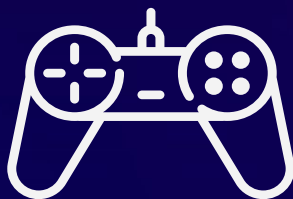
[Github](#)  
[Linkedin](#)

# AGENDA

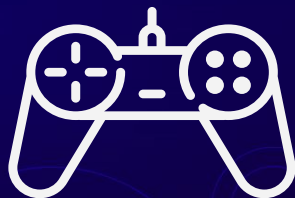
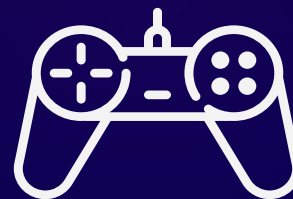
Business  
Understanding



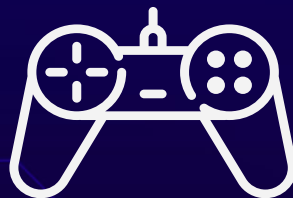
Modeling



Future Steps



Data Overview



Recommendations

# BUSINESS UNDERSTANDING

\$\$\$\$\$\$

AUDIENCE  
=



Classic  
Games

Great  
Console

STAKEHOLDER

Bluepoint



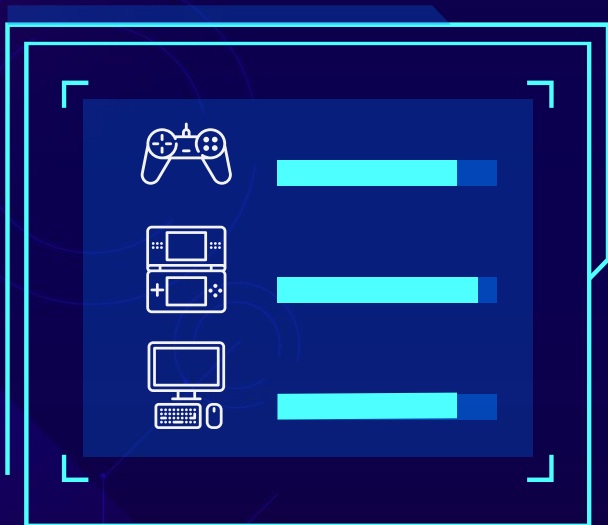
# DATA OVERVIEW



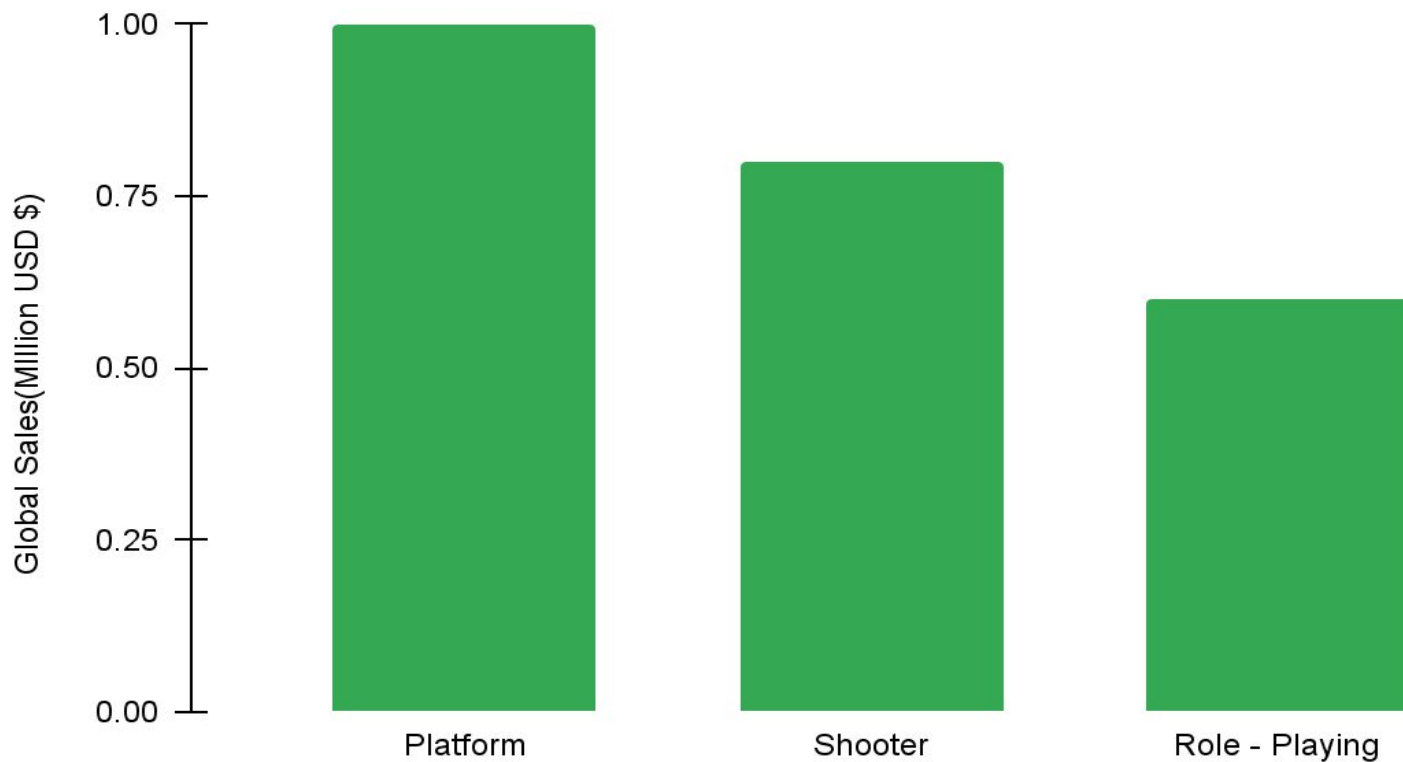
data.world

## Video Game Dataset

- 16717 Unique Games
- 31 Different Consoles
- Released 1980-2020
- Global Sales
- User & Critic Scores
- Genres



## Genre vs Global Sales(Millions USD \$)





# HIGHEST GROSSING CONSOLES GAMES

\$2.6 M



\$2.5 M

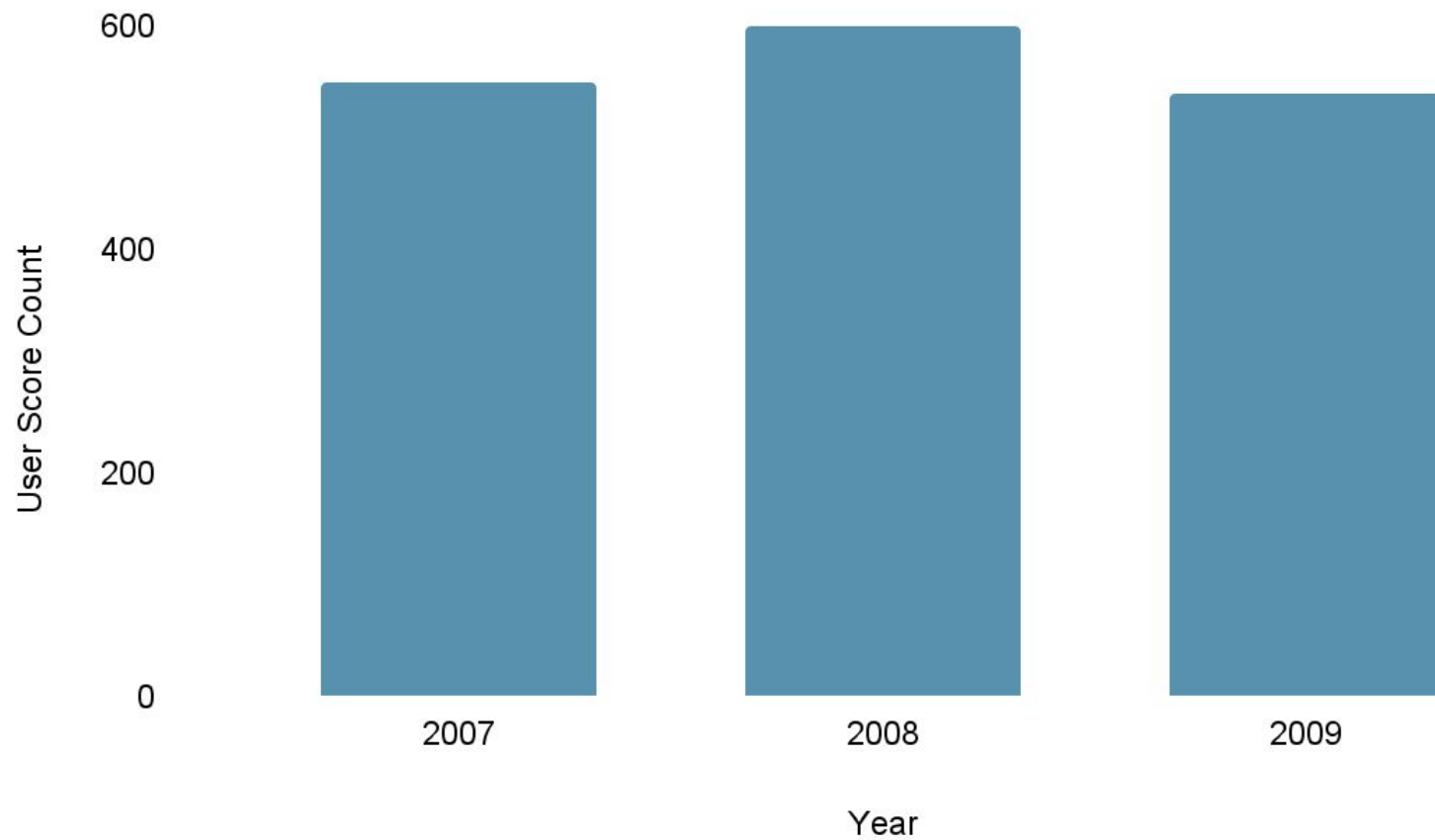


\$1.3 M





## Peak User Score Years (Average Score 7.8)



# MODELING



Binary Classification

Target : **Global Sales**

Model Accounting for :

Platform

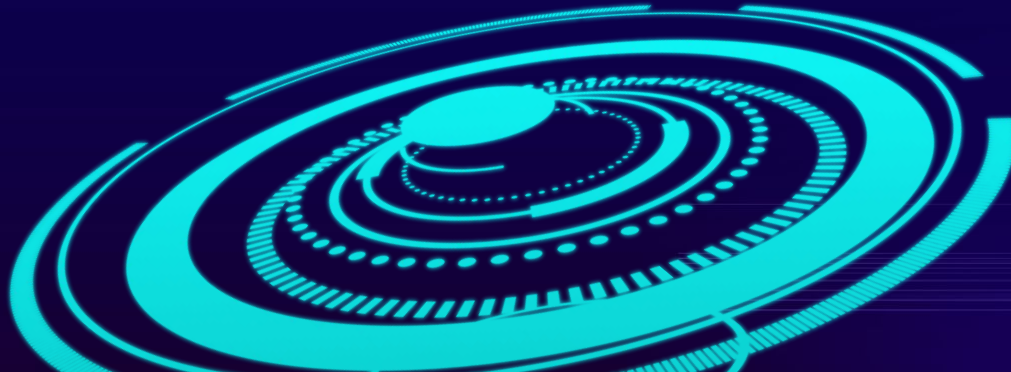
Global Sales(Including JP, EU, NA, Other)

Critic Score & Count

User Scort & Count

# MODELING

97% Accurate  
Identifying False  
Negatives and  
False Positives



# RECOMMENDATIONS

Threshold for Remastering Games  
based on Release Year

Nintendo & Playstation Games  
are a lock

Utilize Nostalgia and  
Retro Concept



# FUTURE STEPS

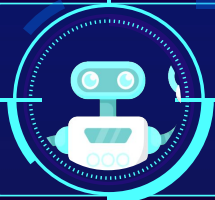


SYSTEM UPGRADE  
CYCLE

Genre based  
remastering

Incorporating Social  
Media data

# Thank YOU



DATA SCIENTIST

[Github](#)  
[Linkedin](#)