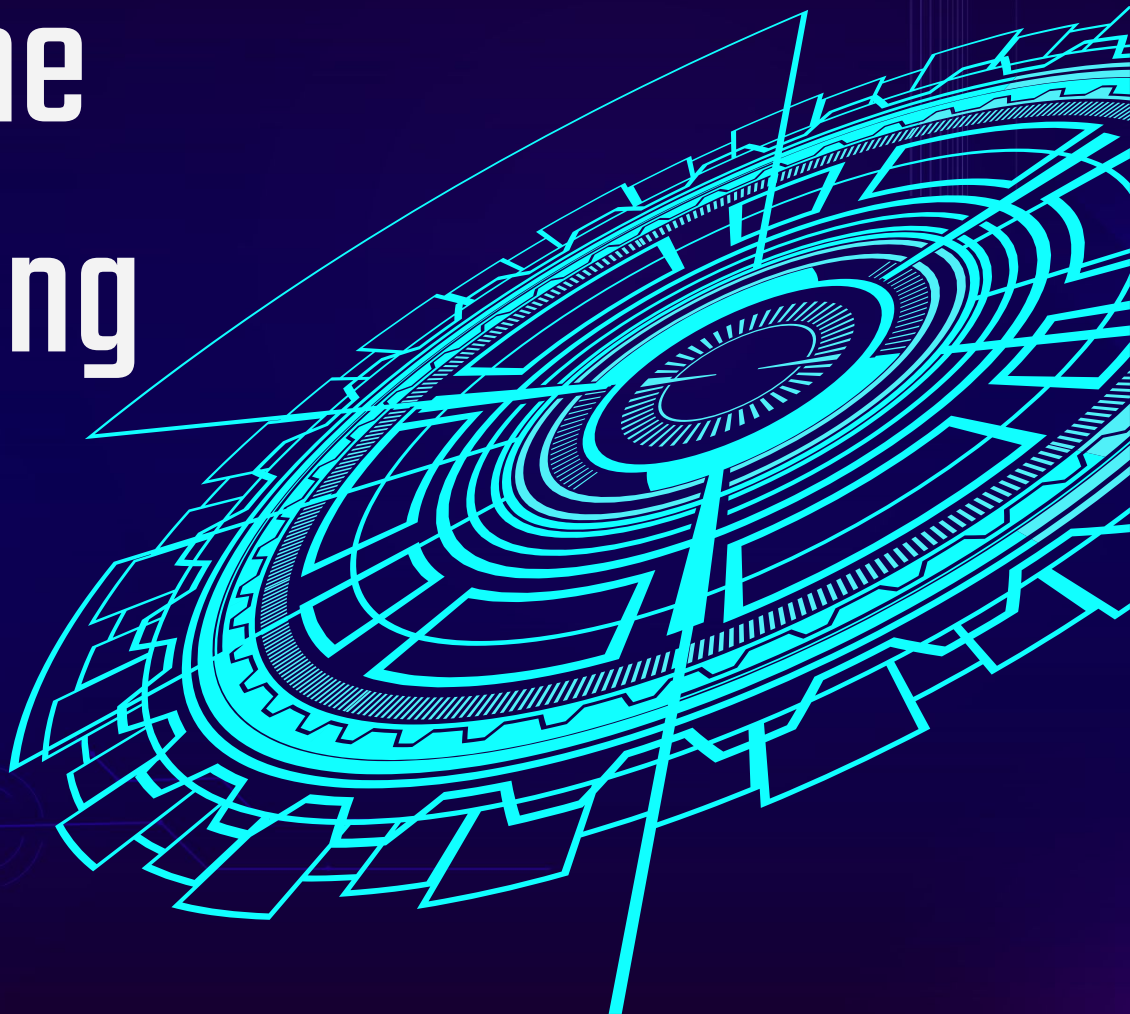


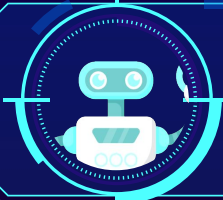
Video Game Remastering Classifier

Bluepoint

Olamide Olayinka



OLAMIDE OLAYINKA

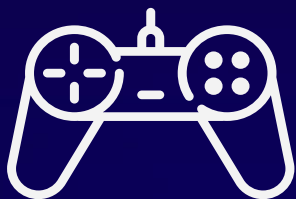


DATA SCIENTIST

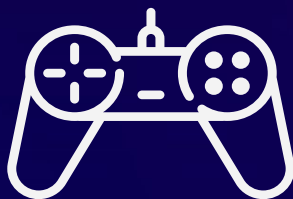
[Github](#)
[Linkedin](#)

AGENDA

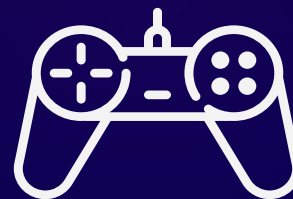
Business
Understanding



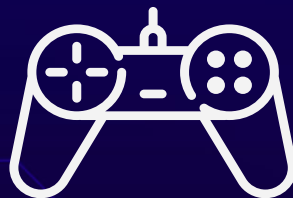
Modeling



Future Steps



Data Overview



Recommendations

BUSINESS UNDERSTANDING

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

AUDIENCE
=



Classic
Games

Great
Console

STAKEHOLDER

Bluepoint

Shadow of Colossus(PS4,2018)



Uncharted:The Nathan Drake
Collection(2015)



Gravity Rush Remastered(PS4,2016)



Titanfall(Xbox 360,2014)



DATA OVERVIEW



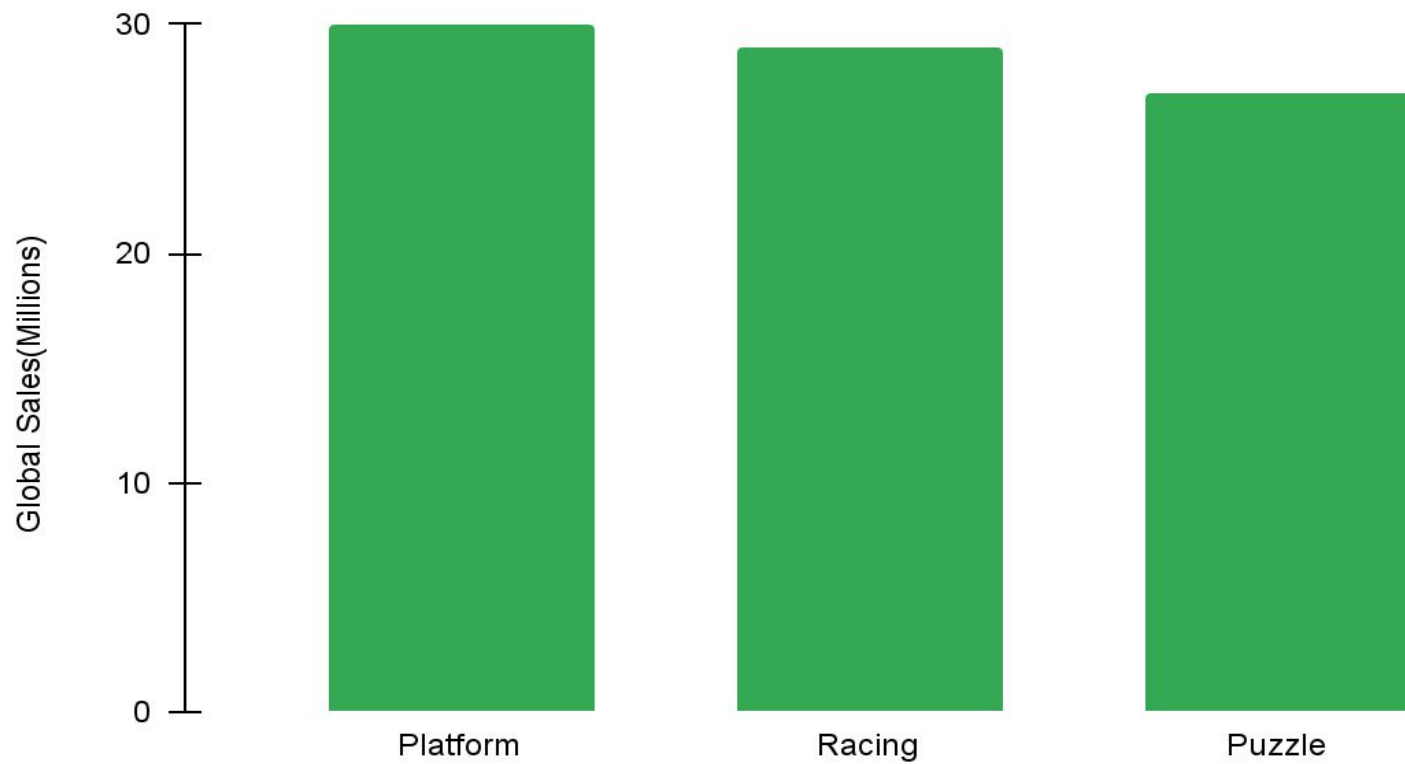
data.world

Video Game Dataset

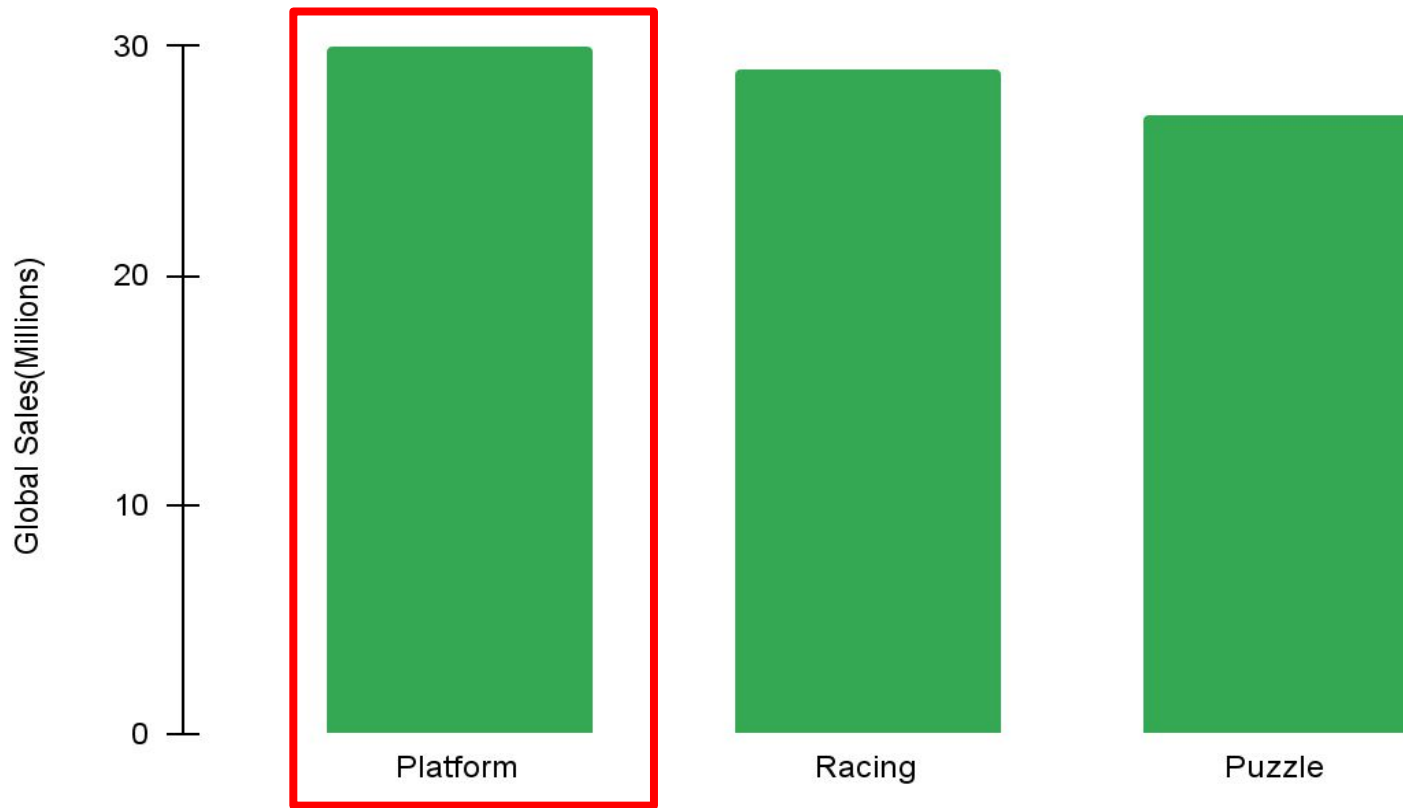
- 16,717 Unique Games
- 31 Different Consoles
- Released 1980-2020
- Global Sales
- User & Critic Scores
- Genres



Genre vs Global Sales



Genre vs Global Sales



HIGHEST SOLD CONSOLES

GAMES(UNITS)

34M



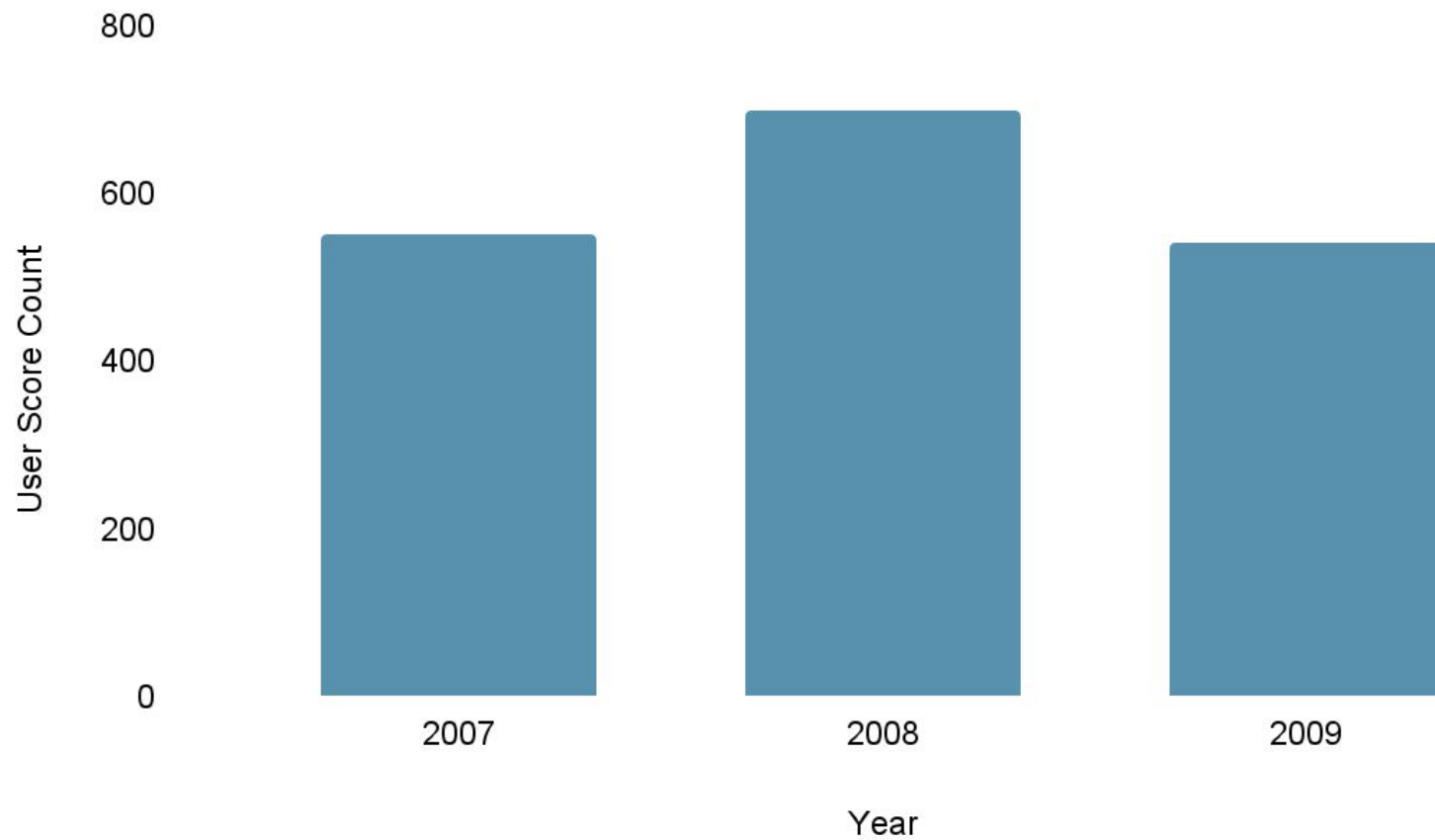
28 M(WII)



27 M



Peak User Score Years (Average Score 7.8)



MODELING



Binary Classification

Target : **Global Sales**(High Sales, Low Sales)

Model Accounting for :

Genre

Platform

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

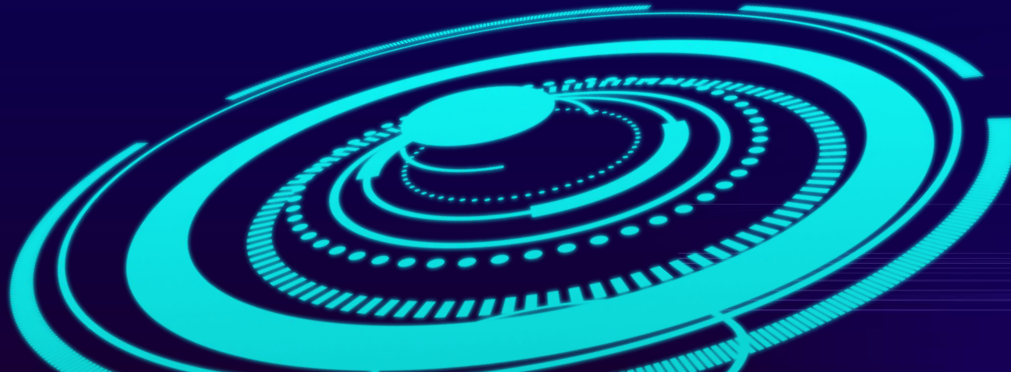
Critic Score & Count

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

Use a Nostalgia and
Retro Campaign



FUTURE STEPS

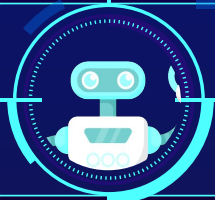


SYSTEM UPGRADE
CYCLE

Genre based
remastering

Incorporating Social
Media data

Thank YOU



DATA SCIENTIST

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