

DATS 6103 - Project Proposal on Online Gaming Anxiety Data

Team Members:

1. Aasish Kumar Immadisetty
2. Greeshmanjali Bandlamudi
3. Mahtab Barkhordarian
4. Sagar Tripathi

Project Description:

The focus of this project is to predict the Satisfaction with Life Scale and Generalized Anxiety disorder screener of the people who plays online gaming. The reason we select this dataset is: most of the youth, educated, not educated People are playing games as their hobby. And the cost is not only the money, but also the time and health.

The dataset used is sourced from Kaggle which has educational and professional records of various candidates who have completed training in a company. The dataset has 14250 observations and 55 features, most features are categorical (Nominal, Ordinal, Binary) and some with high cardinality. This dataset needs to be cleaned. The algorithm we are going to use: Linear regression, Random Forest, SVM, Decision tree. The packages we are going to use: matplotlib-NumPy-sklearn-pandas-seaborn-matplotlib-PyQt5. For preprocessing, cleaning, visualization, and mathematical operations we need them. We will measure the effect of gaming on different platforms with regards to Satisfaction with life scale and Generalized anxiety disorder screener. The performance of the models will be calculated using metrics like Accuracy score, Confusion matrix, Classification report, recall score, f1 score.

Project Schedule:

DEADLINES	TASKS
11/ 01/2021	Proposal
11/ 08/2021	Data cleaning and Preprocessing
11/15 /2021	Finding Correlations
11/22 /2021	Data visualization and Data Modeling
11/29 /2021	GUI Enhancement
11/ 29/2021	Project Documentation
12/06 /2021	Demo Recording

Dataset source:

Source: Kaggle

Name: Online Gaming Anxiety Data

Source Link: <https://www.kaggle.com/divyansh22/online-gaming-anxiety-data>

Group GitHub:

<https://github.com/stripathi50/Final-Project-Group1-.git>