

TIMMY T'S

CAPSTONE PROJECT PITCH



PROJECT IDEA 1

SG FOOD CRITIC ANALYSIS



WHAT'S THE PROBLEM?

POTENTIAL AUDIENCE

**ANYONE WHO LIVES TO
EAT IN SINGAPORE**



GOALS

IDENTIFY WHICH FOOD BLOGGERS ONE HAS THE MOST SIMILAR TASTE WITH

- ▶ Blog post scraping
- ▶ NLP and sentiment analysis
- ▶ Calculate item-item similarities
- ▶ Blogger review pattern

SUCCESS METRICS

- ▶ Web form to key in at least 30 dishes from our dataset to generate similarity scores
- ▶ Return top 5 bloggers with most similar taste as percentages

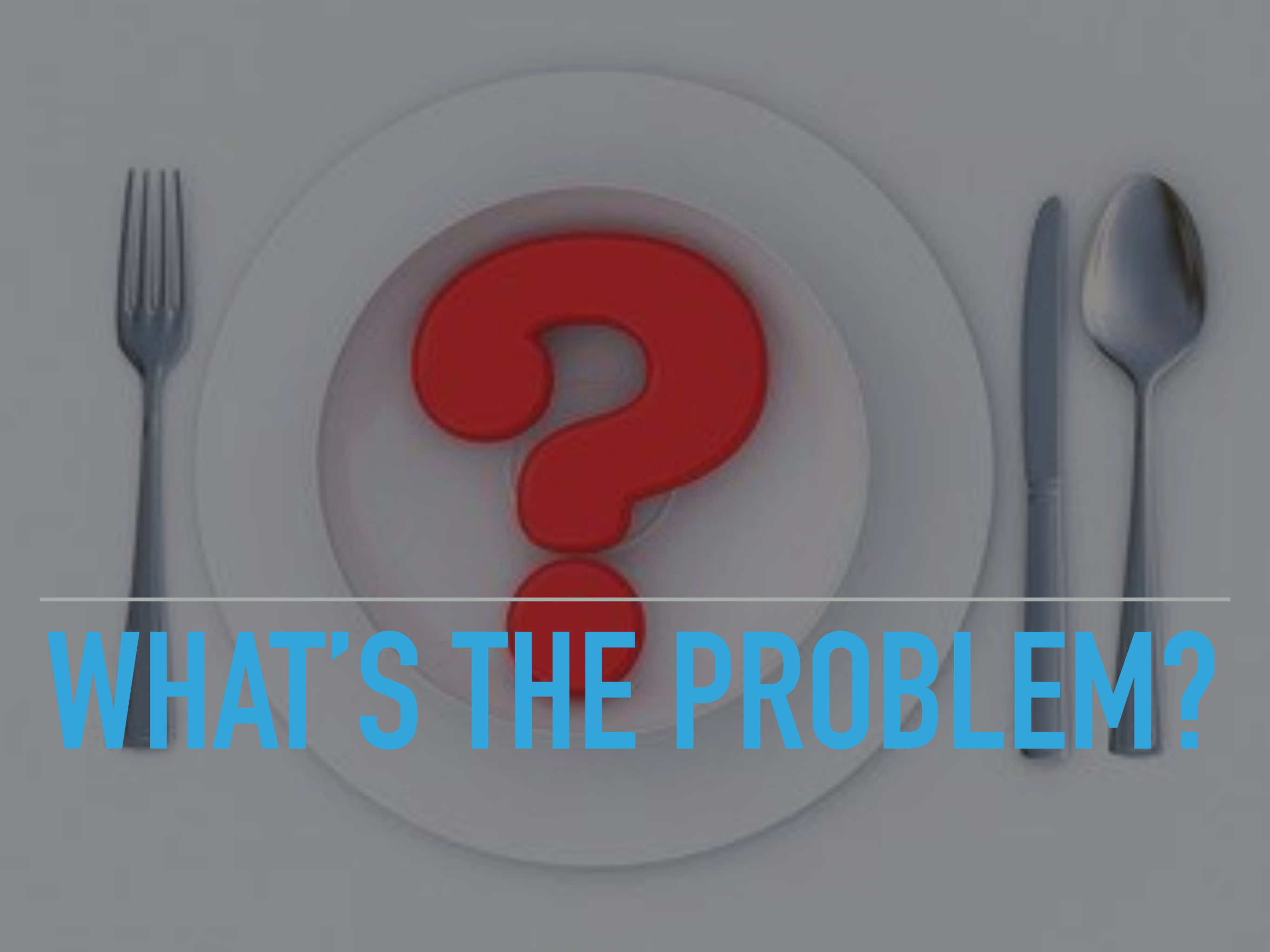
DATA SOURCES

ordinarypatrons.com
rubbisheatrubbishgrow.com
365days2play.com
Sethlui.com
sgfoodfeed.blogspot.com
dairycream.blogspot.com
chubbyhubby.net
camemberu.com
deelightfullyveg.com
gourmetestorie.com
thehungrygeek.com
eatbook.sg
missneverfull.com
sparklette.net
foodprints-sg.com
melicacy.com
hungryangmo.com
alexischeong.com
gninethree.com
therantingpanda.com
johorkaki.blogspot.com
six-and-seven.com
crystalwee.com
fundamentally-flawed.blogspot.sg
thedeadcockroach.blogspot.sg
summerlovestoeat.blogspot.sg
ieatandeat.com
ieatishootipost.com
thechoseglutton.wordpress.com
thyswhaleliciousfay.com
umakemehungry.com
sgfoodonfoot.com
sgfoodwanderingers.blogspot.com
missstamchia.com
hungrybird.sg
chubbybotakhoala.com
halalicious.com.sg
hawkerfood.com
singaporefoodie.com
jaymoylovesfood.com
thehalalfoodblog.com
ladyinonchef.com
missniamchi.com
sgfoodem.sg



PROJECT IDEA 2

YELP RECOMMENDATION ANALYSIS



WHAT'S THE PROBLEM?

POTENTIAL AUDIENCE

U.S FOODIES THAT WANT
GOOD AND ACCURATE
DINING OUT
RECOMMENDATIONS

The logo for 'Foodies' is displayed in white text on a solid orange rectangular background. The word 'Foodies' is written in a lowercase, rounded, sans-serif font. A registered trademark symbol (®) is located at the top right of the letter 'S'.

GOALS

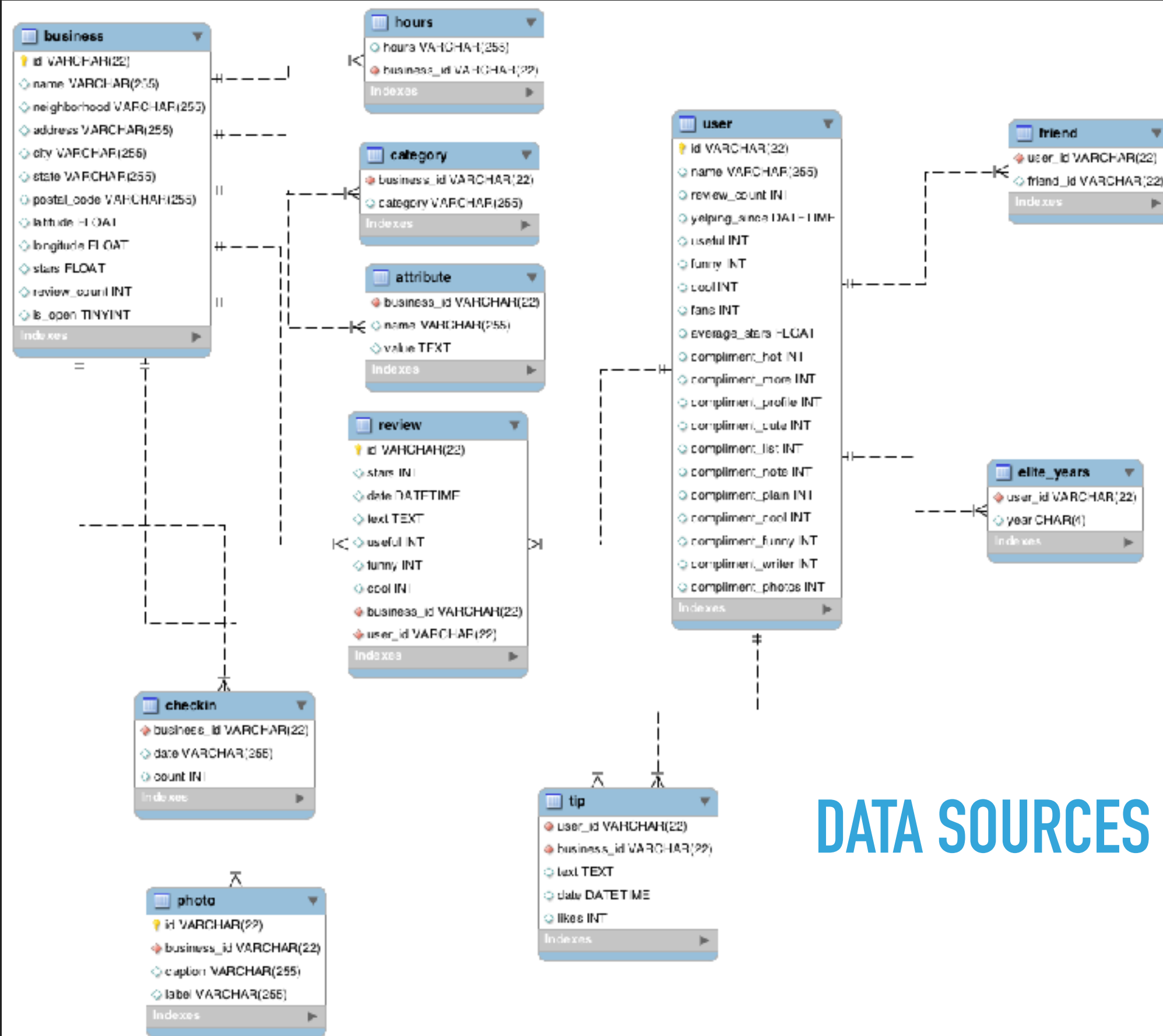
CREATE AN ACCURATE RECOMMENDATION SYSTEM BASED ON DISH SENTIMENT

- ▶ Cluster analysis of users
- ▶ NLP and sentiment analysis on reviews and tips
- ▶ Address limited coverage and sparsity issue
- ▶ Compare methods for obtaining recommendations

SUCCESS METRICS

- ▶ Recommendation accuracy of at least 80%
- ▶ Describe clusters of users with distinct taste profiles

YELP RECOMMENDATION ANALYSIS

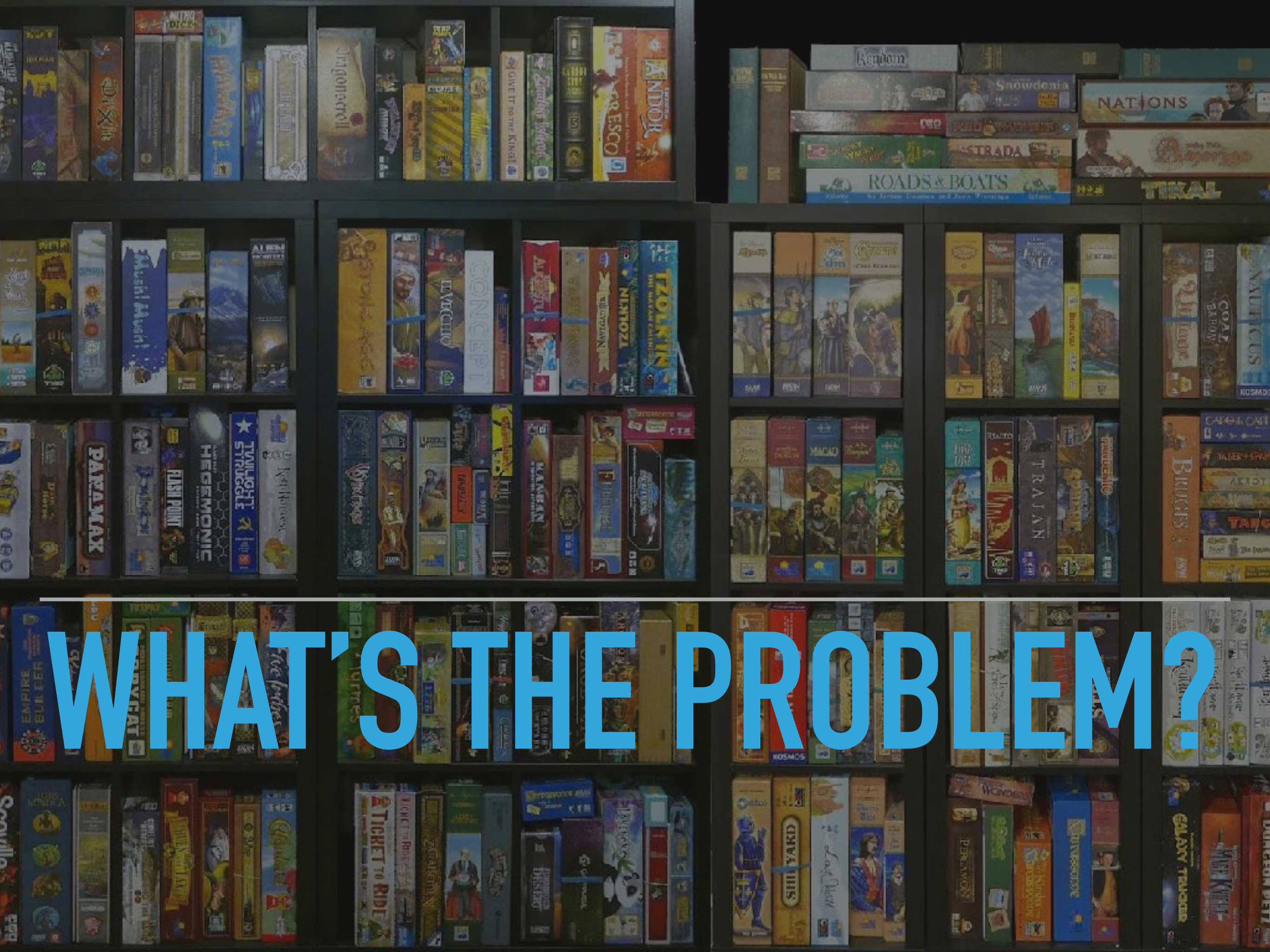


DATA SOURCES



PROJECT IDEA 3

BOARD GAME RECOMMENDER SYSTEM



WHAT'S THE PROBLEM?

POTENTIAL AUDIENCE

GAMERS WITH PROFILE
ON BGG AND HAS RATED
GAMES

I DON'T NEED TO
GET A LIFE
♥♥♥♥♥
I'M A GAMER,
I HAVE **LOTS OF
LIVES**

GOALS

CREATE A BOARD GAME RECOMMENDER SYSTEM WITH GOOD ACCURACY


- ▶ Clustering analysis for distinct gaming profiles
- ▶ Compare methods to determine recommendations
- ▶ Address sparsity issue


SUCCESS METRICS

- ▶ At least 80% accuracy in recommendations
- ▶ Describe users with distinct gaming profiles

BOARD GAME RECOMMENDER SYSTEM

DATA SOURCES




5 new
3 new
Next: 
passthedynamite

Board Games ▾ RPGs Video Games **Events** Logout

Quickbar: 1 2 3 4 5 6 7 8 9 10 | Edit
[+] [+]
[+] [+]
[+] [+]
[+] [+]

SEARCH Board Game Go Adv. Search



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Recently Viewed
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Splendor
Forbidden Desert
Potlun Explosion
Sid Meier's Civilization: A New Dawn
Pocket Imperium
Grand Austria Hotel
My Village
Viticulture Essential Edition
Tuscany Essential Edition
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WHAT DO YOU RECOMMEND?

[timmoti.github.io/](https://timmoti.github.io/GeneralAssemblyProjects)
[GeneralAssemblyProjects](https://timmoti.github.io/GeneralAssemblyProjects)

POTENTIAL PROBLEMS

- ▶ Mostly positive reviews
- ▶ Sparsity of ratings. Some dishes with only one review
- ▶ Critics with more blogposts will get more chances at similarity

POTENTIAL PROBLEMS

- ▶ Sparse matrix
- ▶ Tedious Data cleaning with lots of foreign language users and irrelevant data from other categories

POTENTIAL PROBLEMS

- ▶ Sparse matrix
- ▶ Rogue raters