DESCRIPTION OF DATA AND SOLUTION

A. Description of the data

> ➢ Scraping of Toronto neighbourhoods via Wikipedia
> ➢ Getting latitudes and longitudes data of these neighbourhoods via Geo-coder packages
> ➢ Using Foursquare API to get venue data related to these neighbourhoods

▪ NOTE: Here for finding the neighbourhoods that are most favourable for opening a gaming centre, we determine the venue data related to schools. the purpose behind the selection of schools venue is because maximum of the students and children are more feasible to be playful and more delighted to get into various kinds of games, moreover, it can be relieving tension time for students and also develop their curiosity in computer knowledge and applications.

B. Discussing the solution to the problem.

> ➢ List of neighbourhoods in Toronto
> ➢ Web scraping
> ➢ Getting the coordinates
> ➢ Visualise Toronto map
> ➢ Use Foursquare to pull the venues
> ➢ Analyse each neighbourhood
> ➢ Use the unsupervised machine learning algorithm
> ➢ Use clustering method
> ➢ Cluster the neighbours
> ➢ Based on the result, recommend the ideal location to open a gaming centre

C. Target audience: schools and teenagers.