

Placement Chance Prediction Using Machine Learning

Problem Statement

To develop a machine learning-based system that predicts the **likelihood of student placement** based on their academic performance, skills, and other relevant features. The goal is to assist students in understanding their preparedness for campus placements and identify areas of improvement.

Research Objectives

1. Build a regression model to predict the **placement chance** of a student.
 2. Evaluate the model performance and continuously improve it.
 3. Use both linear and ensemble models to compare results.
 4. Deploy an interactive Streamlit-based web app for easy access and use.
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Hypothesis

- **H₀ (Null Hypothesis):** Student features (CGPA, Programming Skill, Communication Skill, etc.) have **no significant effect** on placement chance.
 - **H₁ (Alternate Hypothesis):** These features **significantly affect** placement chances.
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Data Overview

Initially, a **small synthetic dataset** was created manually with minimal data points including the following features:

- CGPA
- ProgrammingSkill
- CommunicationSkill
- AptitudeScore
- MockTestScore
- ExtraCurricular
- InternshipCount
- ProjectCount

Target variable:

- **PlacementChance** (ranged from 0 to 1)
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Phase 1: Initial Experiment with Linear Regression

Model: LinearRegression()

Results:

- **R² Score:** -1.1956
- **MSE:** 0.1043
- **RMSE:** 0.3229
- **MAE:** 0.2573

 Interpretation:

- The model **performed worse than baseline average prediction**.
 - $R^2 < 0$ suggests the model lacks the predictive capability.
 - The dataset was **too small** and lacked diversity.
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Phase 2: Improved Dataset + Better Model

Actions Taken:

- Expanded dataset with **more records**.
- Cleaned data and scaled features.
- Switched to **RandomForestRegressor** for better performance.

Results (Random Forest Regressor):

- **R² Score:** 0.6701
- **MSE:** 0.0032
- **RMSE:** 0.0565
- **MAE:** 0.0444

 Interpretation:

- Much **better fit** and **reduced error**.
 - Predictions closely matched actual placement chances.
 - The model is **ready for deployment**.
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Streamlit App Highlights

- User inputs: sliders and dropdowns for academic and skill scores.
- Real-time prediction of placement chance.
- Visual and animated feedback:

- 🌟 High Chance: Celebratory animation
- 😊 Fair Chance: Motivational animation
- ⚠️ Low Chance: Encouragement to improve skills

Final Findings

- **Model performance improved significantly** with increased dataset size and a better model (Random Forest).
- **Academic scores and skills have a strong influence** on placement chances.
- Linear regression is too simplistic for this problem.
- Ensemble models like RandomForest offer robustness and better generalization.

Recommendations

- Expand the dataset with real-world placement records (if available).
- Include features like domain knowledge, resume score, soft skills.
- Apply **hyperparameter tuning** for further boosting accuracy.
- Deploy the Streamlit app with animations on a cloud platform.
- Use **feature importance** scores to guide student improvement areas.

Summary Table

Phase Model		R ² Score	MAE	RMSE	Dataset Size	Comments
1	Linear Regression	-1.19	0.2573	0.3229	Small	Poor performance due to low data
2	RandomForest Regressor	0.6701	0.0444	0.0565	Expanded	Great improvement and reliable model

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Tools used: Python, Scikit-Learn, Streamlit, Pandas, Seaborn

Models: Linear Regression, Random Forest, XGBoost