

IDEA 1:**Project title 1**

Using social media to perform sentiment analysis and predict the presidential election results

What you want to do?

I wish to explore if we can use social media data to accurately predict the results of the election. I understand that doing this for each state would be difficult since we don't have location information for all the tweets but I would love to explore if we can predict the results for the entire US as a whole.

Why should we care?

As we have seen multiple times, the content people post on social media websites talk a lot about who they will be voting for in an election. I'll be interesting to explore if we could predict election results from the content of the posts from different people.

Keywords – To mark topic and domain of the idea.

Sentiment Analysis, Politics, Presidential Election, Election Polls

IDEA 2:**Project title 2**

How is hate speech and toxicity detected by online gaming companies

What you want to do?

I want to build a toxicity detection algorithm that can accurately predict if a post or chat message is indeed toxic. Not just messages, but people can be toxic in the way they can play the game as well. There are terms like nerfing and griefing which every player (except for the one that do this) hate. It'll be fun to explore if I could find a way to detect this as well. I understand it'll be difficult to get such data but it's an interesting question which I would love to explore.

Why should we care?

As someone who plays a lot of games, I know how toxic people can be in the chat or while playing itself. Such toxicity spoils the experience of the other players and thus it is very important that we find a way to detect this and eliminate this.

Keywords – To mark topic and domain of the idea.

Gaming, Hate Speech, Toxicity, Offensive Content