

Game Review Classifier

Introduction:

Data mining is a process of finding patterns and correlations in large datasets to predict the outcomes using wide range of techniques like machine learning, statistics and databases. The goal of this project is - Given a Game review predict if its a Positive or Negative review. The dataset used is a Steam Game Review Dataset ([Steam Reviews Dataset | Kaggle](#)). As we see the gaming community is growing fast and during this pandemic the steam had its highest usage hit. As I am one of the contributors in its usage, I decided to take this dataset.

This dataset has a lot of scope for future developments as there are lots of games linked to it. If we consider 1 particular game and take the games data, it will allow us to explore a larger dataset and also build models that can predict the way players play and also the outcome of the games based on the data extracted from the game.

The Game Review Dataset has the Reviews, Recommendations which helped me in training the model and build the classifier.

The process followed is Data Preprocessing --> Data Visualization --> Data Cleaning --> Building Classification Model

Why?

As mentioned above steam has a lot of scope and this review classifier can help me in further building the game recommender. As steam has millions of users who are trying out new games everyday people will be looking for recommendations so this app can help them select the right game. This classifier acts as the starting point of the recommender which can further be developed into complete working application.

Similar Apps:

<https://store.steampowered.com/recommender/76561198204009015>
<https://apps.quantifoundry.com/recommendations/gamerprofile/videogame/>
<https://tastetive.com/games>

Github : <https://github.com/Yaswanth3277/csgodataclassifier/blob/main/SteamReviewClassifier.ipynb>

Kaggle: <https://www.kaggle.com/yaswanthjk/game-review-classifier>

Youtube : https://www.youtube.com/watch?v=_pR3GfzZcwo

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