Abeygoonaratne

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BEST GAME

Abegoonarathne

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Abstract

This thesis examines what factors influence an individual's choice of selecting a game and recommending the ideal game for that user based on the responses he/she has provided. A recommendation system has been developed for this requirement, where it asks the individual questions about certain factors that have an influence and the impact it has on the individual and depending on that, recommend the game for that particular individual. The aim of the recommendation system is to recommend games that match the user's preference, thus allowing the user to have a prospective future with that game. By doing a study in the form of a questionnaire, it was discovered that developing such a system is useful in the eyes of gamers as it is a source of income for them and allowing them to find their preferred game will help them to maximize their earnings. Speaking about the methodology used, I followed a structured approach where extensive research was done into the topics of video games and recommendation systems, created and shared a questionnaire and obtained satisfactory responses so that the development of the system will be catered more towards the intended users, did rigorous testing to see if the system works as it is intended to be and did a self-evaluation highlighting my strengths and weaknesses and showcasing what was knowledge was obtained during the duration of this research.

Keywords: *Recommendation System, Games, Methodology, Gamers, E-Sports*