

Game Data Analytics Workshop

On 24 January 2015, students from the Diploma in Information Technology's (IT) Business Data Analytics (BDA) and Game Design (GD) specializations attended a 2-day Game Data Analytics workshop jointly organized by IDA and Fireforge.



The objectives of the workshop were to:

- provide hands-on experience learning on the fundamentals of analytics
- understand how the games industry applies data analytics
- watch an actual practitioner applies data analytics to real-life scenario

The workshop covered fundamentals of Predictive Analytics including data partitioning, derivation of features and predictive models such as logistic regression, decision trees and random forest.

In addition, our student Jeremy Lim from the Game Design specialization, beat fellow students from Ngee Ann Polytechnic (NP) as well as Singapore Polytechnic (SP) to win an in-workshop-competition to **predict "whether an online gamer would spent more than 100 USD"**. The prize was a SGD\$100 game sponsored by Fireforge.

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