Introduction

IGDB is an online ecosystem about video games consisting of multiple products. Our main product is IGDB.com, an online community and database about video games. On IGDB.com users can, amongst other things, explore, rate and review games. To date the database contains 74 000 game titles and is the second biggest game database in the world.

IGDB.com is in a strong growth phase, serving users from all over the world. Our company became backed by investors in 2016 and the current team consists of seven people. We recently secured additional investment funding and will now scale the company and secure our market position. Our office is located in Lindholmen.

Proposal

International Data Corporation (IDC) is forecasting spending on AI and machine learning will grow from $8B USD in 2016 to $47B USD by 2020 and Gartner Inc. recently forecasted the creation of 2.3 million jobs in artificial intelligence (AI), machine learning (ML), and deep learning (DL) within the next three years. The technology is robust and mature for commercialization which can be seen on the increasing amounts of AI-as-a-services appearing online.

The games industry is mature and growing and has already a global annual revenue twice the size of the global movie industry. The sheer amount amount of video games being released is presenting a problem for consumers when it comes to finding relevant games to play. To increase our users explorability is high on our agenda and access to a proper recommendation system which recommend games based on users interest is one of our most requested features.

Your thesis task, should you choose to accept, will be to research, evaluate, implement, and validate a video game recommendation system for our users using machine learning, based on our data about games and knowledge about our users. The recommendation system will recommend games deemed suitable and enjoyable towards our users.

The research will include evaluating and choosing a suitable approach, as well as finding an optimal algorithm. This will be followed by implementing a prototype which is then validated on our users in a quantifiable manner.

This thesis work is suitable for two students with an interest in computer science, machine learning and videogames.

Incentives

The result of your thesis will be used in production and available to all of our users.

In addition you will have:
• A spot that is yours at our office in Lindholmen.
• A technical mentor as well as a supervisor from IGDB.com.
• The possibility for employment and stock option program in our company.

Contact

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Please do not hesitate to contact us for further discussions or questions. Please note that we are open to adapt the thesis proposal based on your ideas.