



## CoTi ML Challenge

For this years machine learning challenge, you will participate in a public [Kaggle competition](#). The goal of the competition is to predict the ratings of Scrabble players based on their gameplay. The dataset contains about 73,000 Scrabble games played on Woogles.io against three different bots. You are encouraged to explore different methods, from classical machine learning approaches like random forests with feature modelling to neural networks. Make sure to use some cross-validation to get an indication of your model's performance and compare different approaches.



### Registration Instructions

Go to [Kaggle](#) and click on “Join Competition”. You can participate in teams up to 3 students. When registering for the challenge on Kaggle, you need to define a team with a team name in the “Team” tab, even if you are competing alone. The team name has to start with “CoTi22”, appended with the quiz nickname of the teamleader. The teamleader can then invite the other team members into the team.

Each teamleader needs to send an email to [Benjamin Estermann](#) with the subject “CoTi22 ML Challenge”, where he/she describes the team name as well as the name and e-mail of each team member. Each team member also needs to be part of the team on Kaggle. If you are competing alone, still send an email containing the team name and stating that you competed alone.

### Scoring

Teams will be scored according to their position among fellow teams on the final private leaderboard on Kaggle. Note that your position with respect to other non CoTi22 participants is not important, only CoTi22 submissions will taken into account.

### Submission Instructions

All solutions have to be submitted on [Kaggle](#). The challenge allows for 2 submissions per day. Up to two submissions can finally be selected to be scored on the private leaderboard.

### Deadline

The challenge ends at 23:59, 16 Dec 2022. Submissions after this time will not be accepted.