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(54) Title: AUTOMATED COMPUTER GAME APPLICATION CLASSIFICATION BASED ON A MIXED EFFECTS MODEL

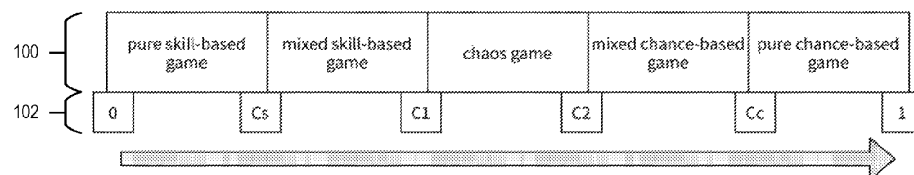


FIG. 1

(57) Abstract: Methods, systems, and devices for providing game classification are disclosed. In particular, example embodiments provide game classification with respect to a degree of chance or skill that influences game outcomes, for example with chance-based games and skill-based games. In an example method, a threshold training dataset is obtained to train a classification model to classify a given game as one of multiple game types that describe different degrees of chance or skill involved in the given game. From the threshold training dataset, outcome factor distributions of games are determined and used to set trained thresholds of the classification model. The classification model can then be deployed in a computer service platform that receives queries from client devices.

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