

# Project Detox

Promoting prosocial behavior in online gaming



## Problem

Microsoft Gaming Safety Team has deployed classification models to detect toxicity in gamer chat text but the model is evaluated on limited data and there is no automatic monitoring on newly generated data. Thus, the team requires an automated data pipeline which will capture new data and generate evaluation reports on-demand.



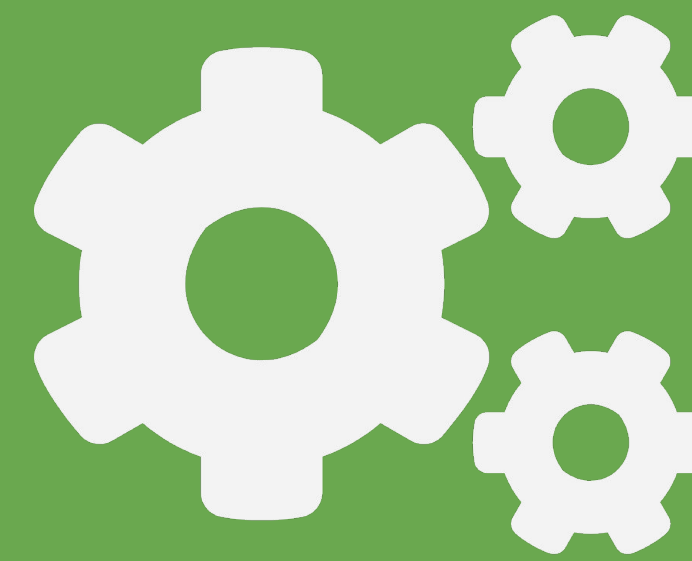
Gather Data



Identify Metrics



Mockup Reports

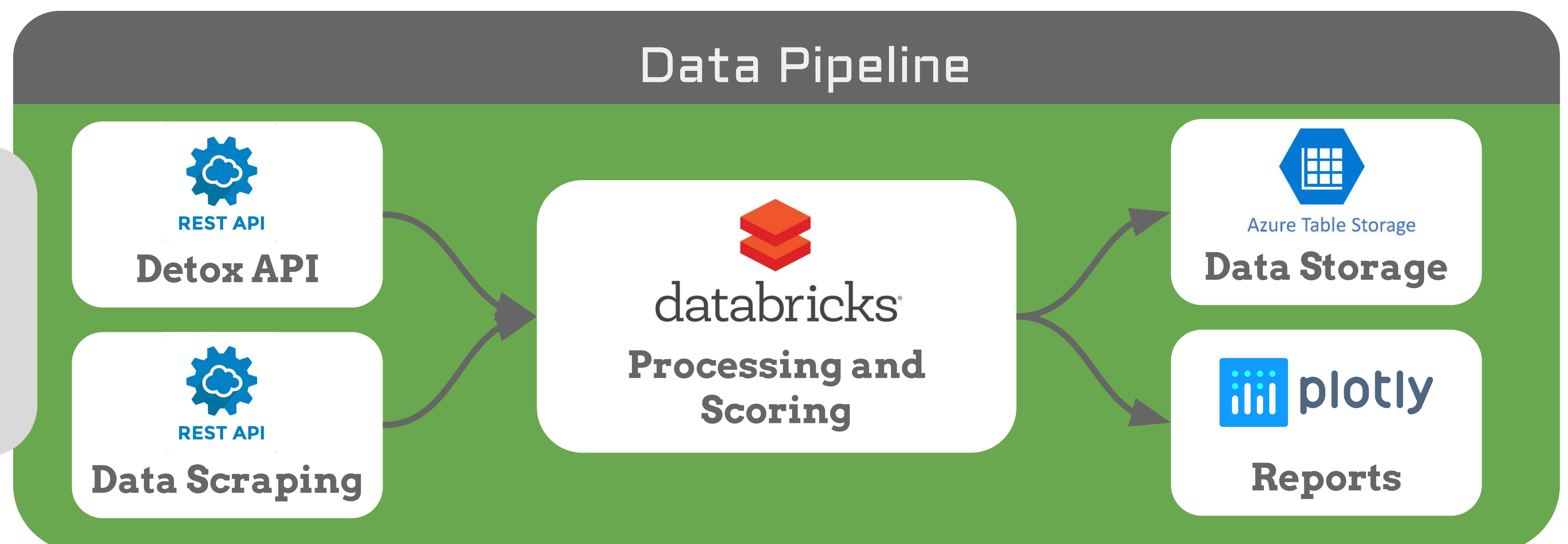


Data Engineering

## Approach



## Outcome



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