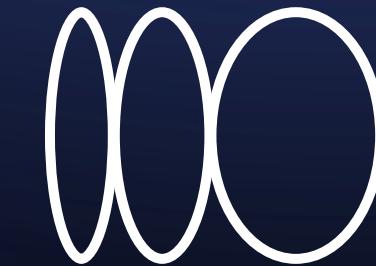


Project on DWV



Steam Games Analysis



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About the project

Steam Games Analysis is the project about investigating different trends and dependencies of the various video games and visualizing them.



Goals outline

1. Visualize trends in gaming industry
2. Analyze Game Features and Standouts
3. Support Academic and Enthusiast Exploration



Potential users&stakeholders



Gaming enthusiasts

- discover hidden gems that align with their interests



Researchers

- Analyze how games influence one another
- Job opportunities



Decision makers

- News and updates
- Company culture
- Job opportunities

Project Stages

Data Scraping

Scraping data of the games from the internet

EDA

Exploratory data analysis with different libraries

Data processing

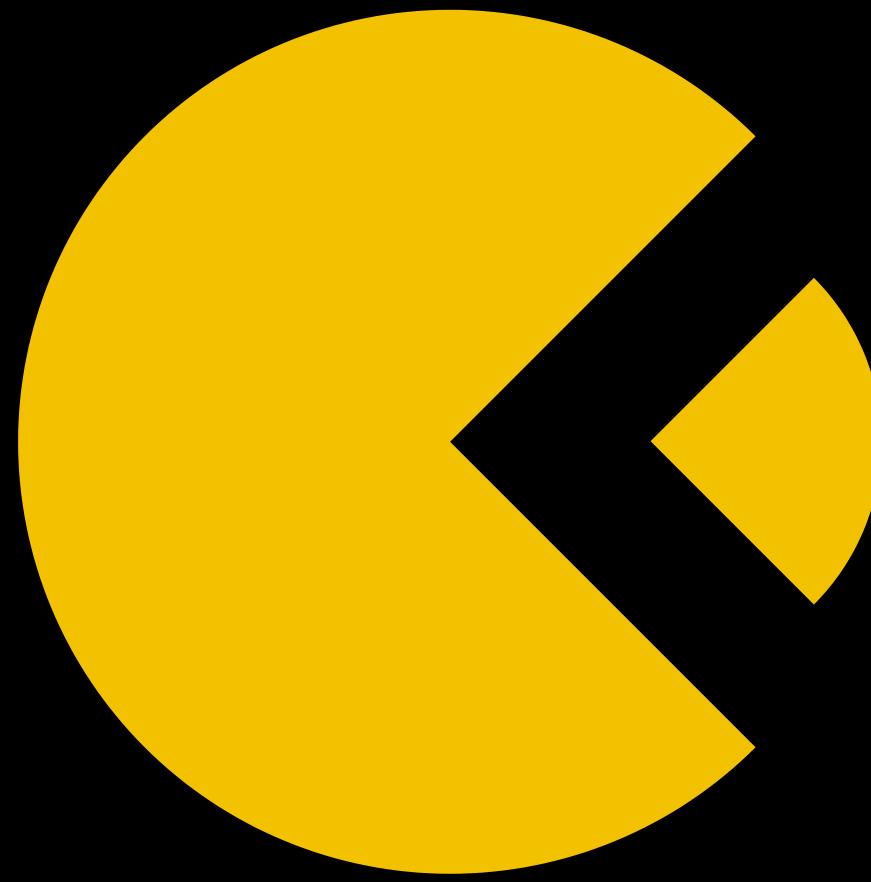
Cleaning the data and preprocessing it

Data delivery

Serving data in the backend and visualise it via frontend

Data Scraping

- Data was scraped using Scrapy and website API. We worked with Gamalytic. It's the website that provides comprehensive statistics and information about Steam games.
- The scraped data include two json's one for the 1000 games and more features and another for 5700 games but small number of features.



Features

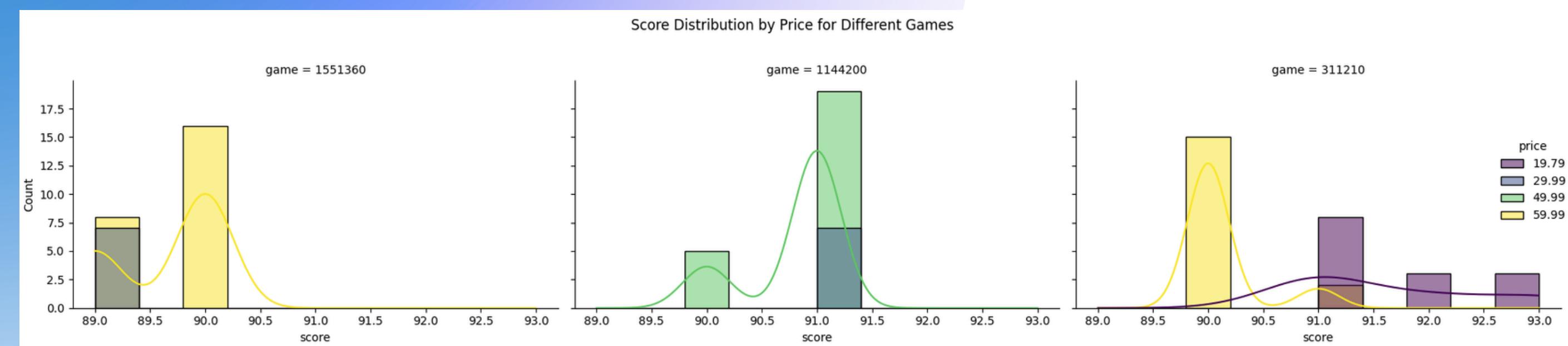
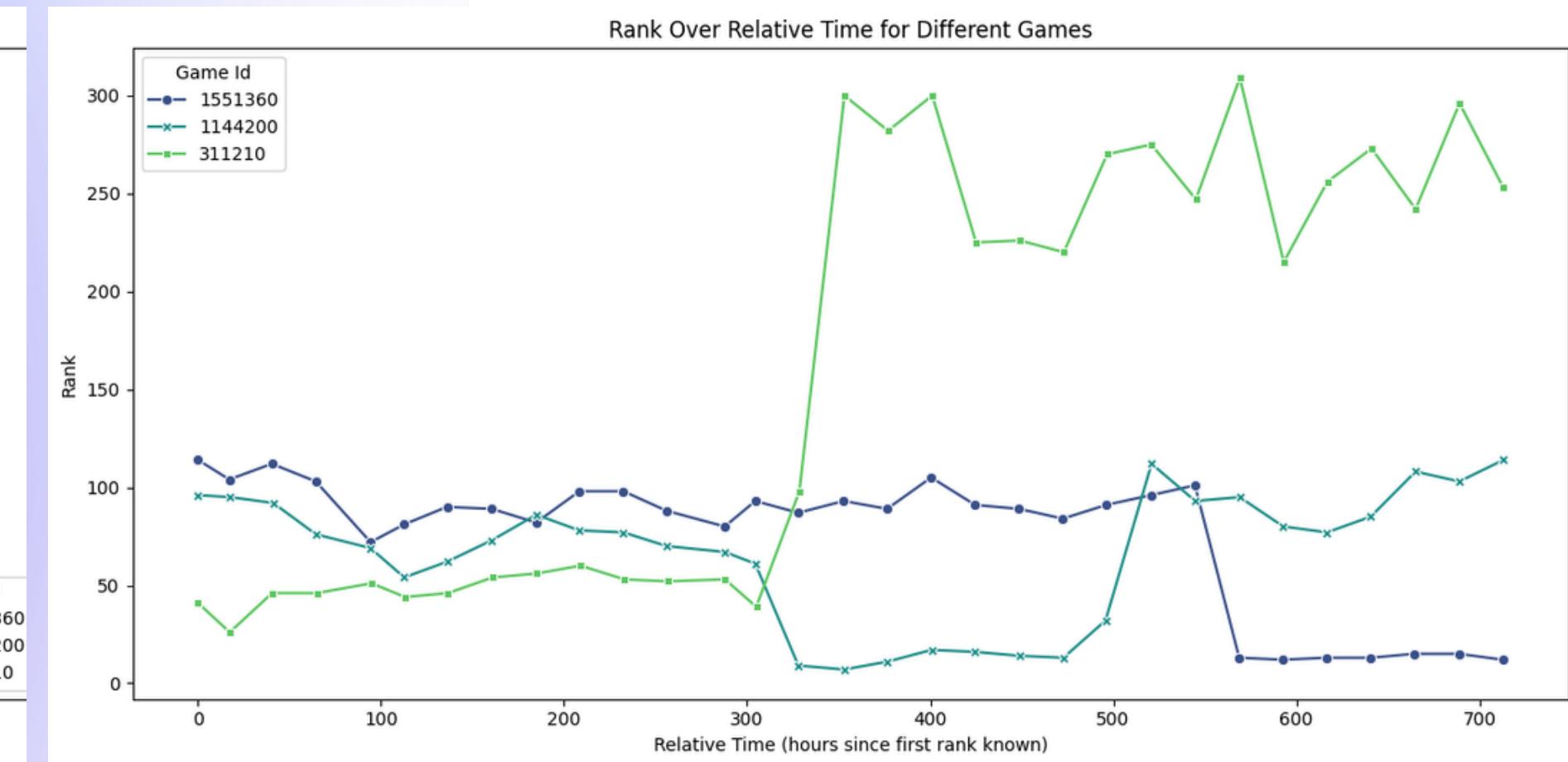
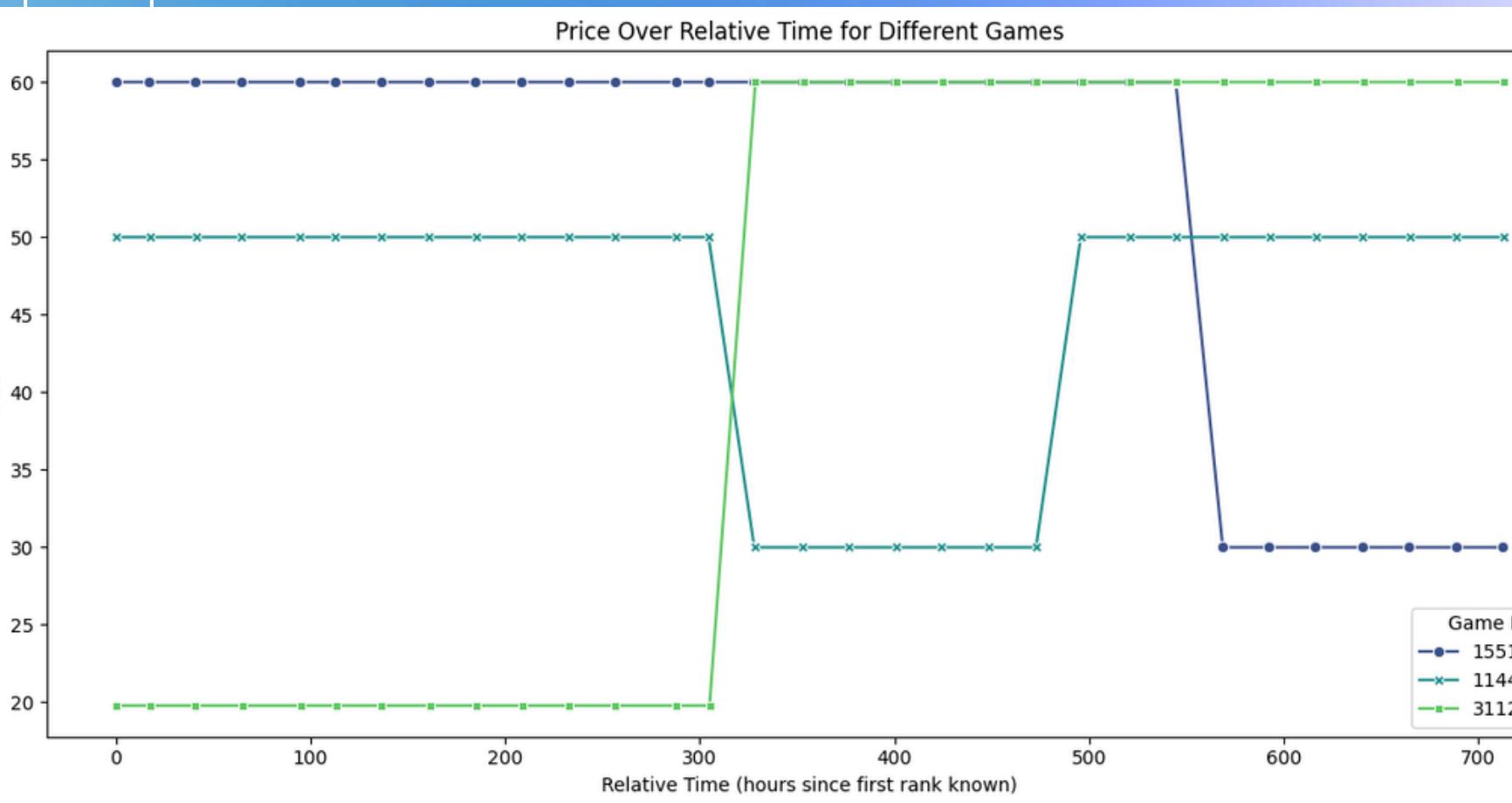
- SteamID
- Name
- Price
- Reviews
- Followers
- Average Playtime

- Reviews Score
- Tags
- Genres
- Languages
- Publishers
- Release Date

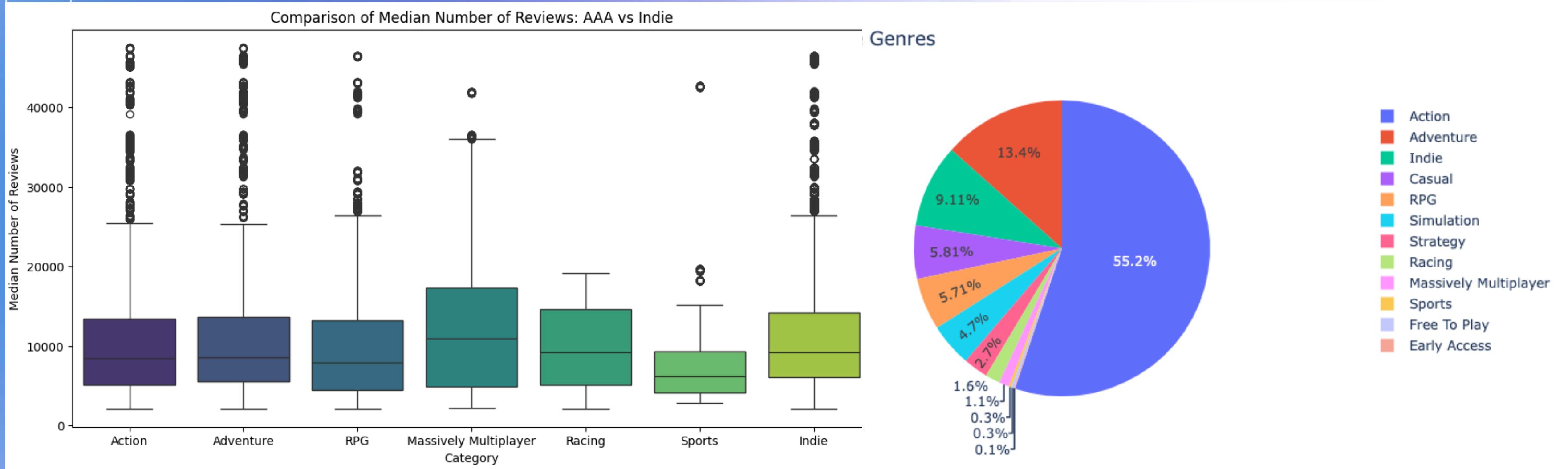
- History
 - Timestamp
 - Reviews
 - Price
 - Players
 - Revenue
- DLC count

- Audience overlap
 - SteamId
 - Name
 - Price
 - Genres
 - Revenue

EDA



EDA



Data delivery



FastAPI

Backend

FastAPI



Frontend

D3.js

Links

Project link

- <https://steam-games-visualisation-vncp.onrender.com>

Plots resources

- <https://www.jsdelivr.com>
- <https://observablehq.com/@d3/gallery>

Thank you for attention