Practice

WRITING A JOURNAL SUMMARY

Journal 1: Characteristics of Online Gaming Market Structures: Evidence from Steam's Online Gaming Marketplace
Author: Tyler Clark (2019)
Link: http://libjournals.unca.edu/ncur/wp-content/uploads/2021/02/2997-Clark-Tyler-FINAL.pdf

1. Research Question(s)/ Problem Statement

The paper explores how Steam's online marketplace operates as a new kind of digital economy. It focuses on how virtual items like weapon skins, crates, and keys are bought and traded. Clark questions whether traditional market laws such as supply and demand can really explain this kind of market, especially since the goods traded have no physical form or inherent value.

2. Motivation/ Relevance

The motivation for this research comes from the rapid expansion of online platforms such as Steam, which have transformed from simple game stores into complex digital economies with real monetary value. Understanding how these systems function is relevant for economists, game developers, and policymakers, as they challenge the traditional boundary between entertainment and financial markets.

3. Theoretical Frameworks

In this study, Clark combines classical economic theory with behavioral economics to examine player behavior in Steam's marketplace. Traditional economic theory assumes that individuals act rationally to maximize profit, yet behavioral economics introduces a more realistic view— showing how emotions, social status, and even the visual appeal of virtual items can shape perceived value beyond simple price logic.

4. Method

Clark's research mainly uses observation and comparison to understand Steam's market dynamics. He looks at how item prices change over time, how players trade, and how certain products gain or lose value. The findings are then compared to classical economic models to show where digital markets behave differently from traditional ones.

5. Results/ Arguments

The results show that Steam's digital economy does not fully follow traditional market principles. Instead, virtual items tend to gain value from their visual appeal, social prestige, and rarity rather than from functional use. Valve's decision to control supply, creating what Clark calls "artificial scarcity," becomes a major factor shaping prices. Furthermore, related goods such as keys and crates behave unpredictably, proving that digital economies do not always act according to standard economic logic.

6. Conclusion

Clark concludes that Steam represents a hybrid economic system, where organic player demand meets deliberate control by the developer. The study highlights that value in digital markets is largely defined by perception and community influence, not by material worth. In this sense, Steam has changed the traditional understanding of what "value" means in a marketplace.

7. Your own opinion

This paper offers a meaningful insight into how digital platforms reshape our view of economic behavior. While it lacks in-depth statistical data, it successfully bridges economics and human behavior. The writing is clear, relevant, and engaging for anyone interested in the connection between gaming and digital business.

Journal 2: Implementation of Sell and Purchase in Steam Online Game Platform Based on Steam Subscriber Agreement
Author: Dewi Septiana, Hilda Yulisar, & Wahyuni Oktavia (2021)
Link: https://www.atlantis-press.com/proceedings/ulicoss-21/125968233

1. Research Question(s)/ Problem Statement

This paper examines how the system of buying and selling on the Steam platform works under the Steam Subscriber Agreement (SSA). The researchers aim to find out whether Steam's digital transactions meet the legal standards for a valid contract according to Indonesian law—especially Article 1320 of the Civil Code—and to identify any potential legal issues that may occur in the process.

2. Motivation/ Relevance

The authors were motivated by the growing number of Indonesian users who make digital purchases on Steam without realizing the legal consequences. This topic is relevant because it connects everyday online transactions with national contract law and highlights the importance of consumer protection in the digital era.

3. Theoretical Frameworks

The study is based on Indonesian contract law theory and uses a juridical-normative approach. It also refers to the Steam Subscriber Agreement as a form of electronic contract that defines the legal relationship between Steam as a provider and its users, showing how digital agreements function in practice.

4. Method

The authors use a qualitative descriptive approach supported by statutory and case-based analysis. They study the content of the Steam Subscriber Agreement and compare it with the requirements stated in Indonesia's Civil Code. In addition, the researchers review user experiences and possible disputes that arise due to the unilateral nature of Steam's contract terms.

5. Results/ Arguments

The results show that the Steam Subscriber Agreement meets the basic elements of a legal contract—agreement, capacity, lawful purpose, and defined subject matter. However, the study highlights that the contract is mostly one-sided, giving Steam (or Valve) stronger control than

users. This imbalance can cause problems when users suffer losses from technical issues or unclear refund policies, especially since many users are minors or unaware of legal procedures.

6. Conclusion
The authors conclude that Steam's contract model is legally valid but still lacks fairness for users. It represents a form of "click-wrap agreement," where users must agree to terms they often do not fully understand. Therefore, the study suggests that governments and legal institutions should strengthen digital consumer protection and promote public awareness regarding online contracts.

7. Your own opinion
This paper provides a valuable discussion about how international digital contracts interact with Indonesian law. The arguments are logically structured and supported by strong legal references. However, the research would be more persuasive if it included empirical data from user complaints or case studies about real disputes involving Steam users.

Journal 3: Valve Corporation's Evolution from a Game Developer to the Gaming Titan
Author: Tinghui Zhao, Syracuse University (2024)
Link: https://pdfs.semanticscholar.org/e8bf/29ba3a1336c8e86c2330245f517d43146536.pdf

1. Research Question(s)/ Problem Statement
Valve used to be just a small game company, not that famous at first. But after some years, it became really huge in the gaming world. The paper talks about how Valve made Steam and turned it into a big platform where people can buy games, play, and talk to each other. It asks how Steam became so strong that it changed the way the gaming industry works and helped Valve stay popular for a long time.

2. Motivation/ Relevance
What makes this study interesting is how Valve can still be successful even when gaming keeps changing so fast. Steam started just to update games, but later it became the main place for PC gamers. Learning about this is good because it shows that mixing creativity, tech, and players can make a company last longer and stay important.

3. Theoretical Frameworks
Zhao uses ideas from business and innovation to tell why Valve grew so much. The theory says a company is strong not only because of its products but also because of how it connects with people. Steam is more than a store now it's like a community where players and game makers help each other.

4. Method
The paper uses a simple descriptive way to tell Valve's story. It talks about Valve's games like Half-Life, how Steam started, and later about e-sports and new stuff like the Steam Deck. Most of the information comes from online reports and company stories that explain how Valve became one of the top gaming companies.

5. Results/ Arguments
The paper finds that everything Valve made works together like a team. Steam helps people get games easier, e-sports brings players from around the world, and the Steam Deck lets people play anywhere. All of these together make Valve stronger and help it lead the gaming industry.

6. Conclusion

Zhao says Valve is successful because it always changes and tries new things. The company doesn't only sell games; it builds a place where players, developers, and technology grow together. That's why Valve is still a big name even after so many years.

7. Your own opinion

For me, this paper is simple but nice to read. It shows that Valve is not just about money but also about making players happy. I think it's cool how Valve mixes new ideas with what players really want. Maybe if the author used some real data, it would be even better, but overall it's a good example of how to run a digital company well.

Journal 4: Cheaters in the Steam Community Gaming Social Network
Author: Jeremy Blackburn et al., University of South Florida (2011)
Link: https://arxiv.org/pdf/1112.4915

1. Research Question(s)/ Problem Statement

This paper talk about people who cheat in Steam games and what happen to them after that. The writers want to know why players cheat and how this cheating can spread to others. They also try to see if cheating can change the way players trust each other online. It's like they want to understand if one cheater can make other players also become cheaters.

2. Motivation/ Relevance

The reason for this research is because cheating in games is a big problem. When some players cheat, the game not fun anymore for other people. Steam has a lot of users, so it's a good place to study this. The writers want to help developers to stop this problem and make games more fair for everyone. It also shows that cheating is not only breaking rules but also about how people act with others when they play together.

3. Theoretical Frameworks

The study use social network theory. This theory is about how people make friends and connect online. The writers want to see what happen when a player get banned for cheating. Do they lose their friends? Or maybe they still play with other cheaters? The goal is to see if cheating spread between friends or just happen by chance.

4. Method

The writers use data from many Steam players. They look at how people connect, who get banned, and what happen to their friends after that. They also check one real game, Team Fortress 2, to see how players act inside the game. They compare normal players and cheaters to find patterns about how cheating grow inside the community.

5. Results/ Arguments

The paper find that cheaters are not alone. They have many friends just like normal players. After one cheater get banned, they often lose some friends and sometimes hide their profiles. But some still play with other cheaters. The writers say that cheating can move from one friend to another, so if someone have many cheater friends, they maybe cheat later too. It means cheating is not random, it is like a virus between players.

6. Conclusion

The authors say that cheating is not just one person problem but a social problem. Because people who cheat can make others cheat too. So banning players is not enough to stop it. The game developer need to understand how people in the community act and try to stop the influence of cheating.

7. Your own opinion

I think this paper is interesting and easy to understand. It is funny but also serious because cheaters make their own small group. I agree that just banning them is not enough. The game must also teach players to play fair and respect others. This paper make me think that games are like small society where trust is important if we want to enjoy it.