

## **Steam Games Data Visualization Dashboard Dataset**

Source file: data/bestSelling\_games.csv , Kaggle link

Key fields: game\_name, developer, release\_date/year, estimated\_downloads, all\_reviews\_number, reviews\_like\_rate, rating, price, difficulty, length, age\_restriction, user\_defined\_tags, supported\_os, supported\_languages

### **Goals**

Build an interactive dashboard to explore trends and relationships across the game catalog.

Provide clear insights with advanced visualizations and practical interactivity.

### **Techniques**

Visualizations: treemap, sunburst, parallel coordinates, 3D scatter, violin, icicle, bar, line, bubble.

### **Key Findings**

Free-to-play, evergreen multiplayer titles drive the bulk of downloads, with older releases sustaining large player bases; ratings align closely with review like rates while price shows a weak relationship to ratings.

### **Contribution**

Data preprocessing, Bar Chart, Treemap Chart, Parallel Coordinates - Muhammet Göktuğ Canik

Report Writing, Bubble, Sunburst, Violin - Burak Alper Arslan

Interactivity implementation, Line Chart, Icicle Chart, 3D Scatter - Muzaffer Mut

### **Repository Link**