Topic Proposal

Beyond the Play Button : Insights and Trends from Steam's Game Library

Steam is a vast digital gaming ecosystem, hosting games from indie gems to blockbuster titles. With millions of players and rich data on playtime, reviews, ratings, and demographics, Steam offers a unique opportunity to analyze what captivates players and drives game popularity. This project goes beyond basic EDA to uncover deep patterns in player engagement, aiming to create a roadmap of insights for players, developers, and analysts alike.

SMART Questions:

1. What is the average price of games within each genre on Steam, and which specific genres have the highest and lowest average prices?
2. How has the release year impacted the estimated number of owners for games on Steam, and are games released within the last five years more popular on average?
3. Which games and game categories (e.g., single-player, multiplayer) consistently reach the highest peak concurrent users, and does this trend differ significantly across genres and game prices?
4. Which genres have the highest median playtime, and are there clear trends in the types of games that engage users the longest?

Source of the dataset : Kaggle

GitHub repo : Team7

Modeling methods we plan to use : Linear and Logistic Regression, Time Series Analysis