ECE 143 Project Proposal

Problem:
What key factor(s) make a gaming app popular?

Proposal Statement:
We have played all kinds of games from Snake, Tetris, PUBG, to Dota. Those apps just became or are becoming fashionable at a time. And the truth is that we don't know why or what makes them good apps more specifically.

According to the Global Games Market Report from Newzoo, 2.3 billion gamers across the globe will spend $137.9 billion on games in 2018, while mobile gaming market takes up more than half of the revenue with a double-digit growth rate for 10 years since 2007. It is a considerable market that all the stakeholders want to share a piece of, or at least understand the outline.

Our proposed project is to extract a relatively large amount of data, process the data and build up some deep interpretations on what features actually make a gaming app popular. Then the real world application is to build a recommender system to recommend gaming apps to certain customers.

Dataset:
We are going to extract data from Steam Game Store using a python-based scraper.

And we can reference the Scrapy repository from Github to fetch the dataset.

Systematic Plan:

Step	Estimated Completion Time	Teammates assigned
1. Extract and preprocess data from databases	One week	Fangzhoun Ai
2. Data Analysis and visualization	Two weeks	Zi He Jiahao Zhu
3. Visualize and interpret data	One week	Joshua Williams

Github Repository
https://github.com/JayZhuUCSD/ECE_G15