Steam api data extraction

Online Data and Collection Management

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1. Motivation

**Steam API Data Extraction**

**Derive**

***1.1*** *For what purpose was the dataset created? Was there a specific task in mind? Was there a specific gap that needed to be filled? Please provide a description.*

In 2019, GlobalData reports indicated that the video game industry’s value would exceed $300 billion by 2025, becoming one of the world’s biggest industries worldwide (Lanier, 2019). The Covid-19 pandemic was as unpredictable as it was beneficial for the video game industry, with MarketWatch analyses reporting massive financial gains due to the accommodating pandemic conditions (TrtWorld, 2021). As a result, Accenture reports that as of mid-2021 the video game industry had already exceeded its forecasted $300 billion value expected for 2025 (Nolibois, 2021).

These are all impressive financial achievements that show the general public’s interest in video games as an entertainment media. However, despite this remarkable growth, the video game industry at large is highly secretive with its information. This is not limited only to publisher or developer studios, but even game distribution platforms such as Steam, PlayStation Store and others. This has been a noted problem since 2017, leaving third party groups as major procurers of data and estimations (Dring, 2017). This indicates a clear issue for any academic or industry participant that would like to investigate statistical phenomenons within the industry as the data they may require is hard to find or non-existent. Interestingly (and not necessarily related to this project), the industry’s secrecy is also pointed inwards towards employees and developers with negative consequences (Schreier, 2018).

As a result of the scarce availability of video game industry data, available research is consequently influenced. Research observing how video games as media affects us mentally or cognitively is far more prevalent and varied than statistical studies done within the industry. Furthermore, statistical studies performed within the industry may very well rarely use complete datasets (archival data) due to their scarcity, opting instead for the usage of surveys and other instances of field data.

To aid against the lack of available data on the video game industry, this team proposes the creation of datasets through the use of Steam API. Steam API enables the collection of various data points pertaining to users and video games available in its online retail store. This project specifically will focus on the collection of software datapoints as provided by Steam in an attempt to create a dataset that includes a comprehensive list of software available for sale.

It is important to note several limitations in using Steam and its API. To begin with, while Steam is the leading gaming PC online store, it is by no means the only available one (i.e. Epic Store, GOG.com, etc.). Furthermore, Steam is only available on PC, other gaming platforms such as PlayStation or Nintendo Switch utilize different online stores to facilitate game sales. This can be highly relevant for some games, as they may be platform or store exclusives. Lastly, as Steam is an online store exclusively, this data will not cover physical retail sales. These are all important caveats to understand before using this dataset, as assuming similarity between game stores (either offline or online for each different platforms) is quite possibly erroneous.

The reason Steam as an online store has been chosen is not only due to its leading position on PC platforms, but also due to the free availability of Steam related APIs that enables this project. We believe that such rich data from a leading business would be most helpful for entering development/publisher studios, researchers and other prospective stakeholders.

***1.2*** *Who created this dataset (e.g., which team, research group) and on behalf of which entity (e.g., company, institution, organization)?*

The dataset is created by Cas van Dijk, Rob Esenkbrink, Anoesjka Raateland, Mihai Vlad Serbanescu, Chokie Tang (Team 8) of Tilburg University. It is created for the Online Data Collection and Management course of the master Marketing Analytics. The instructor for this course is Hannes Datta.

***1.3*** *Who funded the creation of the dataset? If there is an associated grant, please provide the name of the grantor and the grant name and number.*

No company nor person funded the creation of this dataset. Therefore, this team is completely independent in creating the data extraction code and datasets, and making them publicly available.

# 2. Composition

***2.1*** *What do the instances that comprise the dataset represent (e.g., documents, photos, people, countries)? Are there multiple types of instances (e.g., movies, users, and ratings; people and interactions between them; nodes and edges)? Please provide a description.*

Each instance in the dataset represents a software product from the Steam website. The term ‘software’ is used as an umbrella as Steam has the following software products: games, demos, downloadable content (DLC), mods, music, videos and episodes. These different instances of software do not have a direct interaction nor correlation with each other. However, all of DLC, demos, episodes, mods (some, not all) and music are always related to a base game.

***2.2*** *How many instances are there in total (of each type, if appropriate)?*

The id list consists of around 138.766 software instances as of March 25 2022. New products are often added or removed from the Steam store, which means that the number may well vary from day to day.

Due to the large amount of software instances and limits imposed by the Steam APIs, a total of 10.000 software instances have been collected. Nonetheless, the data extraction code can be changed and run manually by any user to collect more, or even all of the software data.

***2.3*** *Does the dataset contain all possible instances or is it a sample (not necessarily random) of instances from a larger set? If the dataset is a sample, then what is the larger set? Is the sample representative of the larger set (e.g., geographic coverage)? If so, please describe how this representativeness was validated/verified. If it is not representative of the larger set, please describe why not (e.g., to cover a more diverse range of instances, because instances were withheld or unavailable).*

As previously mentioned, 10.000 software instances out of a total 138.766 possible have been processed and collected within this repository. It is of relevance to note that not all Steam software requests result in success, as some software is not available, either due to them not being released/public yet or having been deleted previously. To this point, the extraction code first checks whether the data retrieval was successful, and then processed it while failure results in no data object. This is achieved due to the Steam API response including a boolean success value, and the code checking for it specifically before processing the data.

***2.4*** *What data does each instance consist of? “Raw” data (e.g., unprocessed text or images) or features? In either case, please provide a description.*

The raw data consists of the (10.000) software instances that have been collected, with the output being saved as unprocessed text to reflect the .json output provided by the Steam APIs.

The code contained within this repository (‘src/collection/parsing nested json into dataframes and excel files.py’) further makes use of this output by creating a raw dataset with the collected surface level .json attributes, and several smaller other datasets containing the nested .json attributes. Each dataset contains the column ‘steam\_appid’, so that any user can merge the datasets together as they wish for their particular purposes. This section will further explain the datasets and what they contain:

* ‘data/dataframe\_raw.csv’ is created by collecting every surface .json attribute. The nested variables are also present as unprocessed text, which will be highlighted further. The following table describes each variable contained:

Table 1: ‘dataframe\_raw.csv’ variables.

|  |  |  |
| --- | --- | --- |
| **Variable** | **Description** | **Data Type** |
| type | Categorical variable detailing the type of software. Can be: game, demo, dlc, mod, movie, episode or music. | String |
| name | Name of the piece of software. | String |
| steam\_appid | The unique identifier number associated with each software instance. | Numeric |
| required\_age | The required age to view the store page of the respective software. | Numeric |
| is\_free | Indicates whether the software is free to use or not. A TRUE value indicates that the software is free, while FALSE indicates that the software must be paid for. | Boolean |
| detailed\_description | Description as displayed in the Steam store page. | String |
| about\_the\_game | Additional software description. | String |
| short\_description | Short description about the software. | String |
| supported\_languages | Unprocessed text with details regarding languages supported by the software. | String |
| header\_image | Link to the header image displayed on the software’s page in .jpeg format. | String |
| website | Link to the website of the software. | String |
| mac\_requirements | Presents system requirements to run the software on a Mac system (if applicable). | String |
| linux\_requirements | Presents system requirements to run the software on a Linux system (if applicable). | String |
| developers | The developer/development studio of the software. | String |
| publishers | The business’ name under which the software is published. | String |
| package\_groups | Nested item available in ‘dataframe\_package\_groups.csv’. More details provided in a follow-up table. | String |
| categories | Nested item available in ‘dataframe\_categories.csv’. More details provided in a follow-up table. | String |
| genres | Nested item available in ‘dataframe\_genres.csv’. More details provided in a follow-up table. | String |
| screenshots | Nested item available in ‘dataframe\_screenshots.csv’. More details provided in a follow-up table. | String |
| movies | Nested item available in ‘dataframe\_movies.csv’. More details provided in a follow-up table. | String |
| background | Link to the image displayed on the background of the respective software’s store page in .jpeg format. | String |
| backround\_raw | Link to the full image displayed on the background of the respective software’s store page in .jpeg format. | String |
| pc\_requirements.minimum | Presents minimum system requirements to run the software on a PC system (if applicable). | String |
| platforms.windows | Indicates whether the software is compatible with a Windows system. A TRUE value indicates that the software is compatible, while FALSE indicates incompatibility. | Boolean |
| platforms.mac | Indicates whether the software is compatible with a Mac system. A TRUE value indicates that the software is compatible, while FALSE indicates incompatibility. | Bolean |
| platforms.linux | Indicates whether the software is compatible with a Linux system. A TRUE value indicates that the software is compatible, while FALSE indicates incompatibility. | Boolean |
| release\_date.coming\_soon | Indicates whether the release date has yet to be announced. A TRUE value indicates that the software does have an unannounced release date, while FALSE indicates an announced release date. | Boolean |
| release\_date.date | Indicates the release date of the software in a date format. | String |
| support\_info.url | Link to the support page of the related software. | String |
| support\_info.email | E-mail to contact the support team in charge of the respective software. | String |
| content\_descriptors.ids | A number related to specific content descriptors (i.e. violence, drug-use etc,). Each number represents a unique descriptor. | String |
| content\_descriptors.notes | Additional content descriptors for the software as text. | String |
| collection\_details.created\_by | Signature indicating the scrapper used to collect the data. | String |
| collection\_details.created\_at | Date and time of data scrapping. | String |
| packages | Indicates to which discount/bundle package the software is related to (if any). | String |
| pc\_requirements.recommended | Presents the recommended system requirements to run the software optimally on a PC system (if applicable). | String |
| price\_overview.currency | Presents the purchase currency used on the software’s page. Influenced by the geographical location from which the user runs the data collection code. | String |
| price\_overview.initial | The full price of the software (divide number by 100). | Numeric |
| price\_overview.final | The current price of the software (different only if on discount) (divide number by 100). | Numeric |
| price\_overview.discount\_percent | The current price discount out of a maximum 100 (if any). | Numeric |
| price\_overview.initial\_formatted | The full price of the software, formatted. Only has a value if the initial price is different than the final price. | String |
| price\_overview.final\_formatted | The final price of the software, formatted. | String |
| recommendations.total | The total amount of reviews submitted by individual Steam users. | Numeric |
| achievements.total | The total number of achievements related to the software (if any). | Numeric |
| achievements.highlighted | Nested item available in ‘dataframe\_achievements.highlighted.csv’. More details provided in a follow-up table. | string |
| fullgame.appid | The steam\_appid of the software that serves as the ‘parent’ of this software (if type is DLC, demo, episode, mod, and music). | Numeric |
| fullgame.name | The name of the ‘parent’ software (if type is DLC, demo, episode, mod, and music). | String |
| mac\_requirements.minimum | Presents minimum system requirements to run the software on a Mac system (if applicable). | String |
| mac\_requirements.recommended | Presents the recommended system requirements to run the software optimally on a Mac system (if applicable). | String |
| linux\_requirements.minimum | Presents minimum system requirements to run the software on a Linux system (if applicable). | String |
| linux\_requirements.recommended | Presents the recommended system requirements to run the software optimally on a Linux system (if applicable). | String |
| legal\_notice | Legal notice of copyright ownership of software related assets. | String |
| controller\_support | Indicates whether the software has any controller support included. | String |
| reviews | Displays reviews from external review websites. | String |
| metacritic.score | Displays the user-score of the software on Metacritic (if available). | Numeric |
| metacritic.url | Link to the Metacritic page of the software. | String |
| demos | Demo-related text displayed on the software store page. | String |
| dlc | Lists the steam\_appids of DLCs related to the software (if any). | String |
| pc\_requirements | Presents system requirements to run the software on a Windows system (if applicable). | String |
| ext\_user\_account\_notice | Additional text indicating whether the Steam user needs to have a separate account on another website to utilize the software. | String |
| drm\_notice | Additional text indicating whether the software utilizes digital rights management (DRM) software. | String |
| price\_overview.recurring\_sub | Indicates a steam\_appid if the software requires a subscription to another software. | Numeric |
| price\_overview.recurring\_sub\_desc | Text displaying the amount to be paid upon subscription renewal. | String |

* ‘data/dataframe\_package\_groups.csv’ is created by collecting the nested attributes contained within ‘packages’ of ‘dataframe\_raw.csv’. The following table describes each variable contained:

Table 2: ‘dataframe\_package\_groups.csv’ variables.

|  |  |  |
| --- | --- | --- |
| **Variable** | **Description** | **Type of data** |
| steam\_appis | The unique identifier number associated with each software instance. | Numeric |
| name | Value that takes the form ”default”, unless given a different name by the software publisher/developer | String |
| title | Title of the package(s) to which the software is bundled to. | String |
| description | Additional description of the package. | String |
| selection\_text | Text used to display the purchase options of the package. | String |
| save\_text | Additional text that indicates the amount of money saved by the user if the package is purchased instead of buying all software separately. | String |
| display\_type | Indicates whether the package is displayed on the software’s store page. 0 indicates that the package is not displayed, while 1 indicates that it is. | Numeric |
| is\_recurring\_subscription | Indicates whether the package is a recurring subscription. A TRUE value indicates that the package is a recurring subscription, while FALSE indicates it is not. | Boolean |
| subs | Nested attributes that display more data about the package. The following attributes are included in the variable: “packageid”, “percent\_savings\_text”,  “percent\_savings”, “option\_text”, “option\_description”, “can\_get\_free\_license”, “is\_free\_license” and “price\_in\_cents\_with\_discount”. | String |

* ‘data/dataframe\_categories.csv’ is created by collecting the nested attributes contained within ‘categories’ of ‘dataframe\_raw.csv’. The following table describes each variable contained:

Table 3: ‘dataframe\_categories.csv’

|  |  |  |
| --- | --- | --- |
| **Variable** | **Description** | **Type of data** |
| steam\_appid | The unique identifier number associated with each software instance. | Numeric |
| id | A number related to specific category description (i.e. Single-player, Steam Cloud, Steam Trading Cards etc,). Each number represents a category descriptor. | Numeric |
| description | The category description related to the id number displayed as text. | String |

* ‘data/dataframe\_genres.csv’ is created by collecting the nested attributes contained within ‘genre’ of ‘dataframe\_raw.csv’. The following table describes each variable contained:

Table 4: ‘dataframe\_genres.csv’ variables

|  |  |  |
| --- | --- | --- |
| **Variable** | **Description** | **Type of data** |
| steam\_appid | The unique identifier number associated with each software instance. | Numeric |
| id | A number related to specific genre (i.e. Action, Horror etc,). Each number represents a genre. | Numeric |
| description | The genre related to the id number displayed as text. | String |

* ‘data/dataframe\_screenshots.csv’ is created by collecting the nested attributes contained within ‘screenshots’ of ‘dataframe\_raw.csv’. The following table describes each variable contained:

Table 5: ‘dataframe\_screenshots.csv’ variables.

|  |  |  |
| --- | --- | --- |
| **Variable** | **Description** | **Type of data** |
| steam\_appid | The unique identifier number associated with each software instance. | Numeric |
| id | The id refers to the order of the images displayed from the store for a certain software, with 1 marking the first image shown. | Numeric |
| path\_thumbnail | The link to an image displayed on the store page of the respective software in .jpeg format. | String |
| path\_full | The link to the full-size version of the image on the same row in .jpeg format. | String |

* ‘data/dataframe\_movies. csv’ is created by collecting the nested attributes contained within ‘movies’ of ‘dataframe\_raw.csv’. The following table describes each variable contained:

Table 6 dataframe\_movies

|  |  |  |
| --- | --- | --- |
| **Variable** | **Description** | **Type of data** |
| steam\_appid | The unique identifier number associated with each software instance. | Numeric |
| id | The id refers to the order of the movie/trailers video displayed from the store for a certain software, with 1 marking the first video shown. | Numeric |
| name | The name of the video. | String |
| thumbnail | The link to the thumbnail image of the respective video as displayed on the store before plying it in .jpeg format. | String |
| highlight | Indicates whether the video is shown in the software store page. A TRUE value indicates that the video is shown, while FALSE indicates that it isn’t. | Boolean |
| webm.480 | Link to the respective video in webm.480 format. | String |
| webm.max | Link to the respective video in webm.max format. | String |
| mp4.480 | Link to the respective video in mp4.480 format. | String |
| mp4.max | Link to the respective video in mp4.max format. | String |

* ‘data/dataframe\_achievements.highlighted.csv’ is created by collecting the nested attributes contained within ‘achievements.highlighted’ of ‘dataframe\_raw.csv’. The following table describes each variable contained:

Table 7: ‘dataframe\_achievements.highlighted.csv’ variables.

|  |  |  |
| --- | --- | --- |
| **Variable** | **Description** | **Type of data** |
| steam\_appid | The unique identifier number associated with each software instance. | Numeric |
| total | The total number of achievements featured by a software. | Numeric |
| highlighted | Nested attributes that display more data about the achievements featured by a software. The following attributes are included in the variable: “name” and “path”. | String |

***2.5*** *Is there a label or target associated with each instance? If so, please provide a description.*

The ‘steam\_appid’ is the unique identifier that is associated with each instance of software. This identifier is also featured on every single dataset within this repository/created by this code – giving users the opportunity to merge datasets with different data together as needed.

***2.6*** *Is any information missing from individual instances? If so, please provide a description, explaining why this information is missing (e.g., because it was unavailable). This does not include intentionally removed information, but might include, e.g., redacted text.*

The code collects data on a multitude of attributes of many software instances that differ from one another. As such, data that may appear to be missing is simply data that does not exist for a specific entry’s store page. A software ‘type’ game and another ‘type’ movie will have inherent differences in the attributes they feature. Not only that, but some games may not even feature, for example, achievements, hence its respective data in the dataset does not exist.

***2.7*** *Are relationships between individual instances made explicit (e.g., users’ movie ratings, social network links)? If so, please describe how these relationships are made explicit.*

Software instances that do have a relationship are easily identified via “fullgame.appid”. This is due some software, such as DLC, requiring a base software to be accessible. For example, you may want to play ‘Outer Wilds – Echoes of the Eye’ because it is a fantastic DLC. Even though you may be able to buy it, you will not be able to access the content because you do not own the equally fantastic ‘Outer Wilds’ base game. Hence, ‘Outer Wilds – Echoes of the Eye’ would have a ‘fullgame.appid’ in ‘dataframe\_raw.csv” due to the dependence.

***2.8*** *Are there recommended data splits (e.g., training, development/validation, testing)? If so, please provide a description of these splits, explaining the rationale behind them.*

The repository offers a .json file that contains all of the collected data, to that any user can customize what data they would like to collect. The ‘dataframe\_raw’ file contains that specific .json information as a dataset. Given the multitude of software and attributes collected, there are many splitting possibilities, some of which can be ideal for certain research. A highly recommended split would be based on the ‘type’ variable, in case a user desires to monitor only a specific type of software (i.e. games, music or DLC). Naturally, many other splits are possible, such as splitting based on the TRUE and FALSE values of ‘is\_free’ or separating software on whether they have a value in ‘fullgame.appid’ to keep only software that has dependencies.

***2.9*** *Is the dataset self-contained, or does it link to or otherwise rely on external resources (e.g., websites, tweets, other datasets)? If it links to or relies on external resources, a) are there guarantees that they will exist, and remain constant, over time; b) are there official archival versions of the complete dataset (i.e., including the external resources as they existed at the time the dataset was created); c) are there any restrictions (e.g., licenses, fees) associated with any of the external resources that might apply to a future user? Please provide descriptions of all external resources and any restrictions associated with them, as well as links or other access points, as appropriate.*

The output (both .json and datasets) created by this repository’s code is completely reliant on Steam API and no other sources. However, the output is not entirely self-contained, as it commonly links to external websites, external media-hosting sites and features information from external sources. Below are some examples out of many:

* The ‘website’ variable for example displays a URL link related to the relevant piece of software (though not always, depends on developer/publisher choice).
* Many variables, such as ‘background’, display a URL link to the media-hosting website ‘Akamai’ from which the Steam store is able to obtain the relevant images to be displayed.
* The ‘metacritic.score’ is a numeric variable that is obtained from the respective software’s ‘Metacritic’ page (if the software has one).

As such, it can be seen that the availability of variables is dependent on a mix between developer/publisher choices and external website information. There is no guarantee that such data will always exist in this form for any and all software instances. Thumbnails, images and videos can be changed, developers/publishers can decide what information to make available or remove, even Metacritic scores can frequently change. Fortunately, this repository includes 10.000 software instances worth of data, providing some degree of archival – though no full external archival is used or referred to in this project. As of March 25 2022 there are no hard legal/technical restrictions that are applicable to this specific instance of data collection.

***2.10*** *Does the dataset contain data that might be considered confidential (e.g., data that is protected by legal privilege or by doctorpatient confidentiality, data that includes the content of individuals non-public communications)? If so, please provide a description.*

The dataset does not contain data that might be considered confidential. The data in the dataset is also publicly available from their website. It is possible to use the Steam APIs to collect data about the users, though this project does not utilize it.

***2.11*** *Does the dataset contain data that, if viewed directly, might be offensive, insulting, threatening, or might otherwise cause anxiety? If so, please describe why.*

To our knowledge no content is offensive, insulting, threatening, or otherwise cause anxiety, if viewed directly. However, however steam does include age restriction (‘required\_age’) for some of its software – as such, some link images may contain inappropriate content.

***2.12*** *Does the dataset relate to people? If not, you may skip the remaining questions in this section.*

The dataset does not relate to people. Therefore, questions 2.12 till 2.15 are not answered as they are not relevant.

***2.13*** *Does the dataset identify any subpopulations (e.g., by age, gender)? If so, please describe how these subpopulations are identified and provide a description of their respective distributions within the dataset.*

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***2.14*** *Is it possible to identify individuals (i.e., one or more natural persons), either directly or indirectly (i.e., in combination with other data) from the dataset? If so, please describe how.*

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***2.15*** *Does the dataset contain data that might be considered sensitive in any way (e.g., data that reveals racial or ethnic origins, sexual orientations, religious beliefs, political opinions or union memberships, or locations; financial or health data; biometric or genetic data; forms of government identification, such as social security numbers; criminal history)? If so, please provide a description.*

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# 3. Collection Process

***3.1*** *How was the data associated with each instance acquired? Was the data directly observable (e.g., raw text, movie ratings), reported by subjects (e.g., survey responses), or indirectly inferred/derived from other data (e.g., part-of-speech tags, model-based guesses for age or language)? If data was reported by subjects or indirectly inferred/derived from other data, was the data validated/verified? If so, please describe how.*

The data associated with each instance was acquired through ‘src/collection/collect appdetails.py’. The data was immediately observable as a .json file raw text, as the attributes used were to some extent self-explanatory and understandable.

***3.2*** *What mechanisms or procedures were used to collect the data (e.g., hardware apparatus or sensor, manual human curation, software program, software API)? How were these mechanisms or procedures validated?*

Throughout the process of collecting data only the Steam APIs were used. To validate the resulting data (whether as a raw .json file or in .csv format), the team observed several software store pages on Steam and compared them with the code output. The APIs had proven to be reliable in collecting the correct data – though it must be noted as previously that this data most certainly can change at any time.

***3.3*** *If the dataset is a sample from a larger set, what was the sampling strategy (e.g., deterministic, probabilistic with specific sampling probabilities)?*

The datasets contained within this repository are a sample of the most recently released 10.000 pieces of software made available on Steam. It is important to note though that users can re-run the code or change the collection limit token (in ‘src/collection/collect appdetails.py’) to get more, or even all, of the software data made available by Steam.

***3.4*** *Who was involved in the data collection process (e.g., students, crowdworkers, contractors) and how were they compensated (e.g., how much were crowdworkers paid)?*

Other than the creators of this project, no other person or entity was involved in facilitating this data collection. As no crowdfunding or employments were necessary for this project, monetary compensation is not a subject that is applicable here.

***3.5*** *Over what timeframe was the data collected? Does this timeframe match the creation timeframe of the data associated with the instances (e.g., recent crawl of old news articles)? If not, please describe the timeframe in which the data associated with the instances was created.*

The code collects the data in real time, which is reflected by the scrapping timestamp within ‘dataframe\_raw’. This specific set of 10.000 software data has been collected from March 23 to March 25 2020.

***3.6*** *Were any ethical review processes conducted (e.g., by an institutional review board)? If so, please provide a description of these review processes, including the outcomes, as well as a link or other access point to any supporting documentation.*

This question is not applicable, as there were no ethical review processes conducted or necessary to begin with.

***3.7*** *Does the dataset relate to people? If not, you may skip the remaining questions in this section.*

The dataset does not relate to people. Therefore, questions 3.8 till 3.12 will not be answered as they are not relevant.

***3.8*** *Did you collect the data from the individuals in question directly, or obtain it via third parties or other sources (e.g., websites)?*

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***3.9*** *Were the individuals in question notified about the data collection? If so, please describe (or show with screenshots or other information) how notice was provided, and provide a link or other access point to, or other- wise reproduce, the exact language of the notification itself.*

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***3.10*** *Did the individuals in question consent to the collection and use of their data? If so, please describe (or show with screenshots or other information) how consent was requested and provided, and provide a link or other access point to, or otherwise reproduce, the exact language to which the individuals consented.*

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***3.11*** *If consent was obtained, were the consenting individuals provided with a mechanism to revoke their consent in the future or for certain uses? If so, please provide a description, as well as a link or other access point to the mechanism (if appropriate).*

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***3.12*** *Has an analysis of the potential impact of the dataset and its use on data subjects (e.g., a data protection impact analysis) been conducted? If so, please provide a description of this analysis, including the outcomes, as well as a link or other access point to any supporting documentation.*

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# 4. Preprocessing, cleaning, labeling

***4.1*** *Was any preprocessing/cleaning/labeling of the data done (e.g., discretization or bucketing, tokenization, part-of-speech tagging, SIFT feature extraction, removal of instances, processing of missing values)? If so, please provide a description. If not, you may skip the remainder of the questions in this section.*

As noticeable in the repository, the code used is split into several different files. The most relevant to take note of in terms of preprocessing is ‘src/collection/collect all app id's.py’. It is essential to collect all ‘steam\_appid’ available on the Steam store first and foremost. This is done to facilitate the creation of a code that loops through these ids and collects the data.

In terms of cleaning, the team has decided to leave the data output as is to avoid deleting potentially valuable information that users may seek out.

In terms of labelling, all of the variables are as they appear as attributes in Steam API’s .json output, as they are relatively self-explanatory when compared with the Steam store displays.

***4.2*** *Was the “raw” data saved in addition to the preprocessed/cleaned/labeled data (e.g., to support unanticipated future uses)? If so, please provide a link or other access point to the “raw” data.*

The raw datafile containing the full raw data is saved as ‘data/raw\_data.json’. In addition, a simple .json list containing only ‘steam\_appid’ is saved as ‘data/app\_ids.json’.

***4.3*** *Is the software used to preprocess/clean/label the instances available? If so, please provide a link or other access point.*

No other software is used within this project to further facilitate preprocessing, cleaning and labeling.

# 5. Uses

***5.1*** *Has the dataset been used for any tasks already? If so, please provide a description.*

The dataset has not been used for any tasks at this time.

***5.2*** *Is there a repository that links to any or all papers or systems that use the dataset? If so, please provide a link or other access point.*

As the data output of this repository is very recent, this question is not applicable – there is no repository available yet for papers and systems that use the data scraped in this project.

***5.3*** *What (other) tasks could the dataset be used for?*

The dataset could be used for several tasks. From a managerial perspective, the dataset can help provide a detailed general landscape of Steam as a store (i.e. general pricing outlooks, genre statistics, DLC availability, etc.). It can help prospective entrants facilitate planning – for instance, how would a game released without a publisher succeed with reviews as reference, what is the general pricing and/or discounting trends in that case? Apart from managerial use, there are academic benefits as well. Researchers can modify and couple this dataset with others that have parameters they would like to analyze. Studies about how the number of articles on a video game interact with the number or content of reviews, or how the genre of a game may showcase differences in reviewing behaviors may now become a possibility as the daunting task of acquiring data is reduced significantly through the availability of this dataset.

Another interesting benefit is the potential improvement of already existing estimation formulas and tools or the creation of new ones. For example, the Boxleiter method allows the estimation of video game units sold (and in turn video game revenue) by using the number of reviews a game has on Steam and multiplying it by a number that differs based on release year, genre and others (Carless, 2020). This alone is invaluable in an industry where sales figures are hard to acquire for analyses. Nonetheless, making more data available publicly can only serve to improve and correct such methods and our understanding of the phenomena around them.

Suppose that more data availability could even lead to accurate estimates of marketing spending on individual games, downloadable content and remastered games – this is the ideal towards which we hope to contribute.

***5.4*** *Is there anything about the composition of the dataset or the way it was collected and preprocessed/cleaned/labeled that might impact future uses? For example, is there anything that a future user might need to know to avoid uses that could result in unfair treatment of individuals or groups (e.g., stereotyping, quality of service issues) or other undesirable harms (e.g., financial harms, legal risks) If so, please provide a description. Is there anything a future user could do to mitigate these undesirable harms?*

To our knowledge, there is nothing about the composition of the dataset or the way it was collected and preprocessed/cleaned/labeled that might impact future uses negatively (be it research or otherwise).

***5.5*** *Are there tasks for which the dataset should not be used? If so, please provide a description.*

As noticeable within the dataset, several output variables are not only in string format, but contain text from the creators of software meant to describe and entice users into purchasing their product. Just as well, review text from professional review aggregators is provided. This enables potential users of this repository to utilize text-mining techniques to obtain new data and knowledge for subsequent use.

Aside from text, many variable outputs are in link format – linking either to .jpeg images and others to videos that are used to showcase and market the software on its store page. Users can potentially download these files and run image or video analysis software or techniques – resulting in new data and knowledge for subsequent use.

Lastly, it is important to note a potential caveat: Steam does not allow the usage of the API collected data for commercial purposes. This must be kept in mind to avoid potential legal ramifications with Steam as a company.

# 6. Sources

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