

Steam Games Data Visualization Dashboard Dataset

Source file: data/bestSelling_games.csv , Kaggle ling

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

Goal is to extract actionable insights from best-selling Steam games—genre popularity, developer dominance, and audience targeting—using interactive visuals that relate downloads, ratings, difficulty, length, monetization, platforms, and age restriction, enabling quick comparison of clusters, detection of outliers, and understanding of what drives success.

Techniques

Visualizations: treemap, sunburst, parallel coordinates, 3D scatter, violin, icicle, bar, Sankey Diagram, 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, Sidebar Filtering, Bar Chart, Treemap Chart, Parallel Coordinates - Muhammet Göktuğ Canik

Report Writing, Bubble, Sunburst, Sankey Diagram - Burak Alper Arslan

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

[Muhammet Göktuğ Canik](#)

[Burak Alper Arslan](#)

[Muzaffer Mut](#)