



# STEAM®

Analysis of the database in R

Name of the database: Steam Releases - All Steam listing, peak players, and scores from (2006-2023)

The database selected to be represented in this work contains data on the Steam gaming platform.

The employees of the dataset I analyzed pulled the data from the source: Steamdb, Steam, and scraped using API Keys.

The database I used retains a total of 66,427 unique values and among them are ranked by game name, steam platform link for each game, release date of each, player peak, positive reviews, negative reviews, total reviews and percentage rating of each game.

Talking a little about the history of the creation of the Steam platform.

Valve is a game development company founded by Gabe Newell and Mike Harrington in August 1996. The first major success of the company was the game Half-Life, which opened the doors to the success that Valve subsequently achieved. During the production of Half-Life, Valve needed a graphic engine and obtained a license from an id Software friend to use the Quake graphics engine.



Half-Life was so successful that many players started creating modifications for the game, the most famous of which was Counter-Strike, developed by Minh Le and Jess Cliffe. Valve eventually hired the duo and acquired the rights to Counter-Strike, which further strengthened the company in the online gaming market.



To solve updates and fight game scams, Valve has developed Steam, a digital distribution platform for games and related services. Steam was announced in 2002 and went through a period of beta testing before it was officially released. The platform has been a huge success, enabling quick and automated updates, as well as offering security against scammers.

With the success of Steam, Valve has become one of the largest digital game distribution companies. It went on to attract other companies to sell their games on the platform, offering features such as version control, anti-piracy system and flexible billing options. In addition, Valve released its own graphics engine, Source, which was used in games such as Counter-Strike: Source and Half-Life 2.

Valve has also invested in resources to create a community of players within Steam. The Steam Community has been launched, where players can chat, exchange experiences and share files. Steam Workshop allows players to create and share mods for their favorite games. In addition, Valve has expanded Steam to other platforms such as OS X, PlayStation 3 and smartphones.

In 2012, Valve launched Greenlight, a service that allowed independent developers to submit their games for community approval and be released on Steam. This opened opportunities for independent studios and brought a variety of new games to the platform.



Over the years, Valve has continued to expand and innovate, launching products such as Steam Link, SteamVR and the Source 2 graphics engine. The company is also engaged in the development of new games, such as the long-awaited sequel to Half-Life, half-life: Alyx, which was released in 2020 and was a critical success.

Valve and Steam have become key parts of the gaming industry, offering a popular digital distribution platform and creating committed gaming communities around the world.

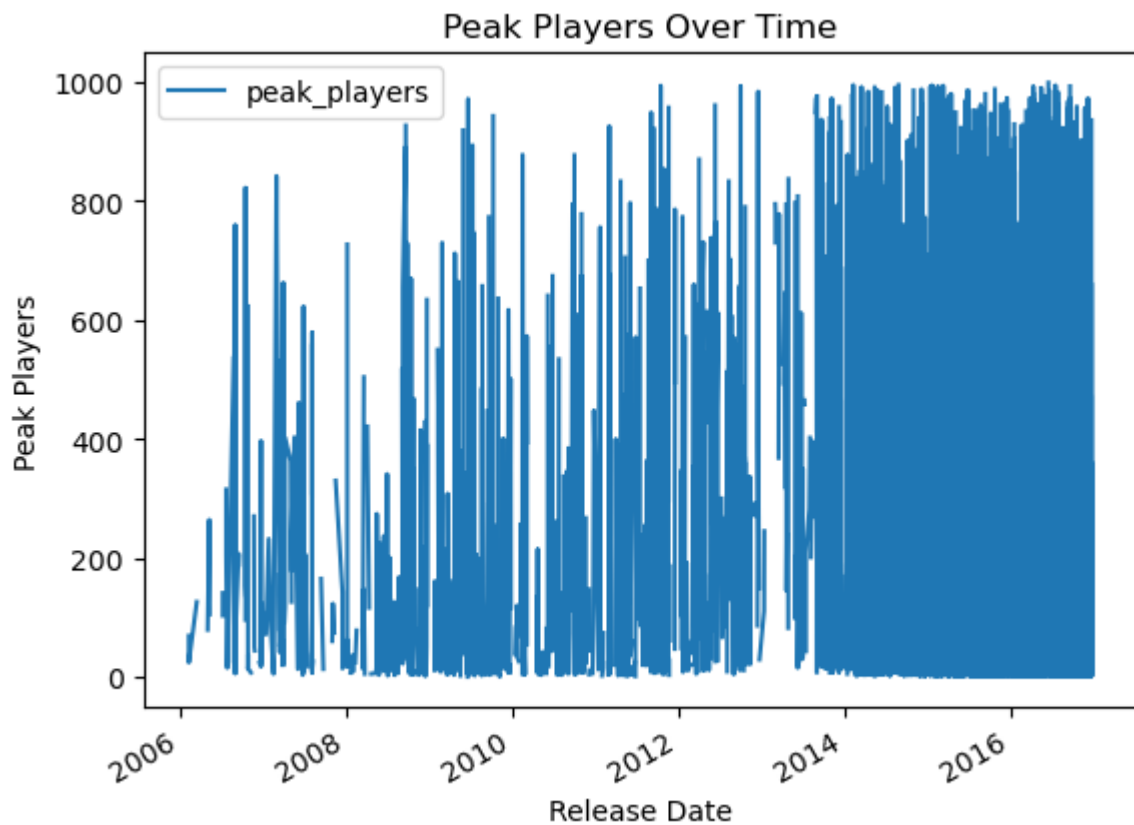
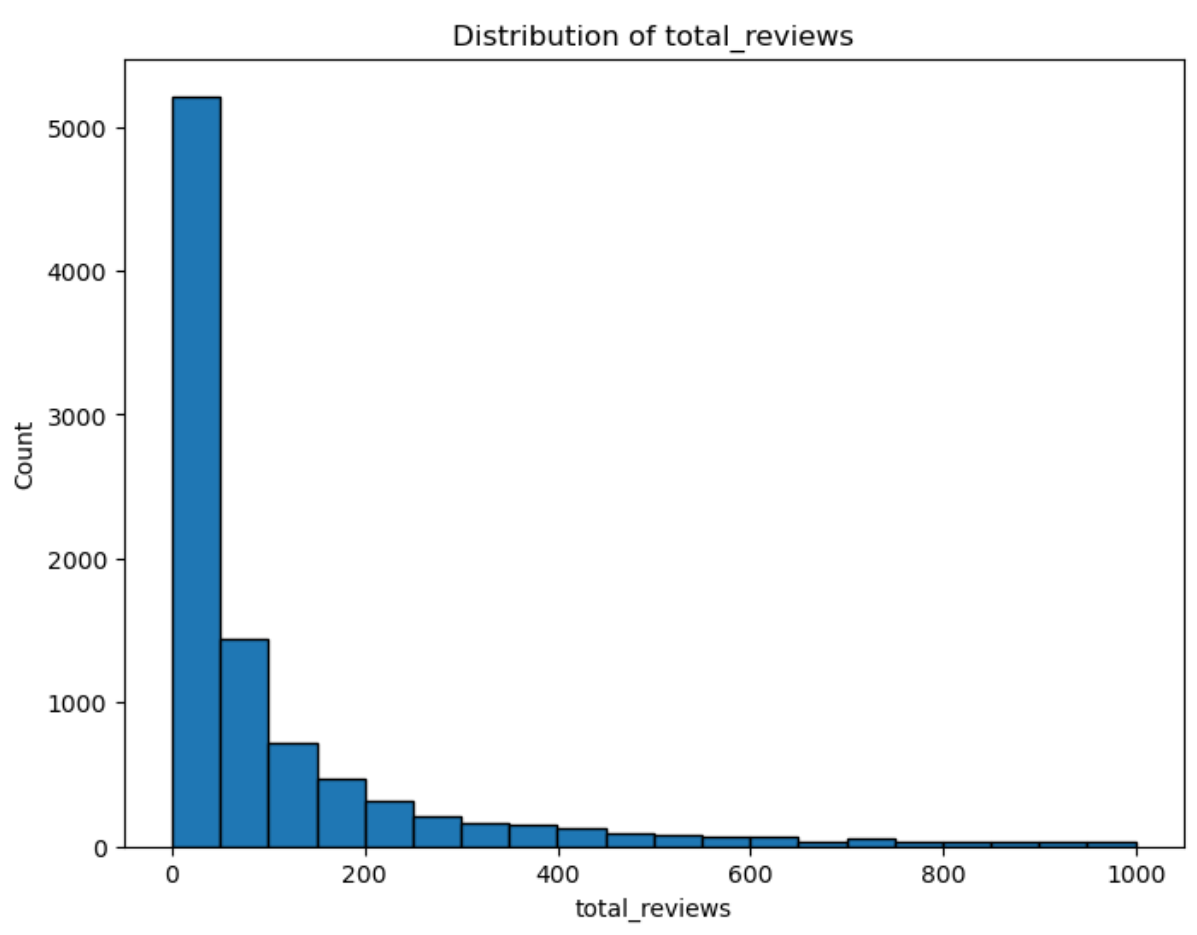


Chart showing the variation of player peaks over time on the platform.



A graph showing the distribution of the total reviews.