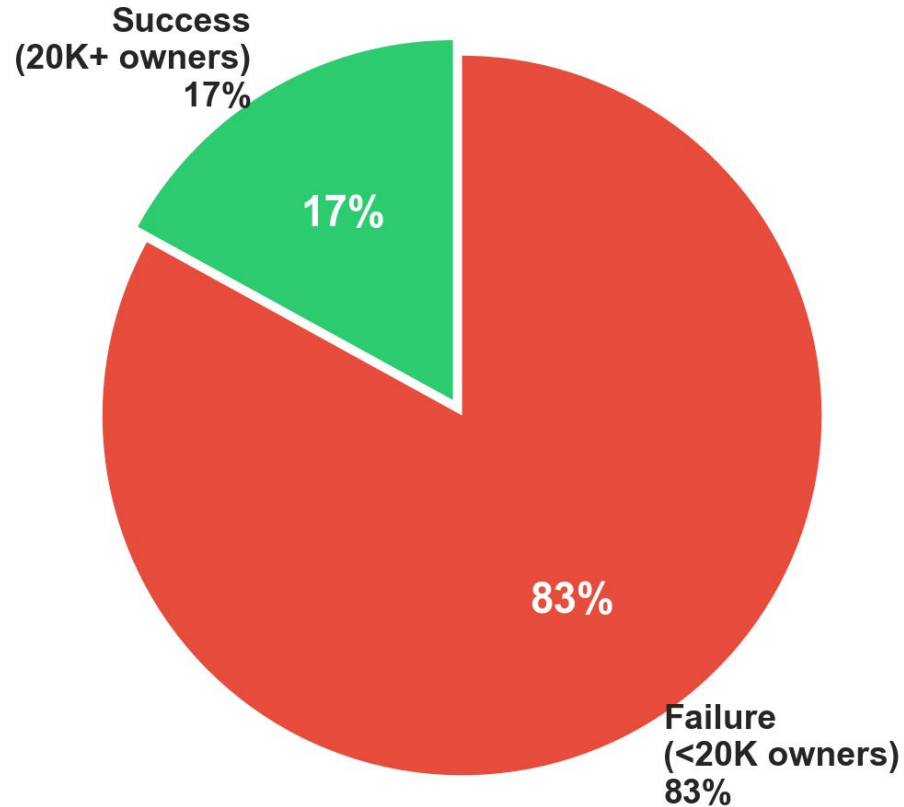


Indie Game Success Prediction (Steam)

By Rohit Kota

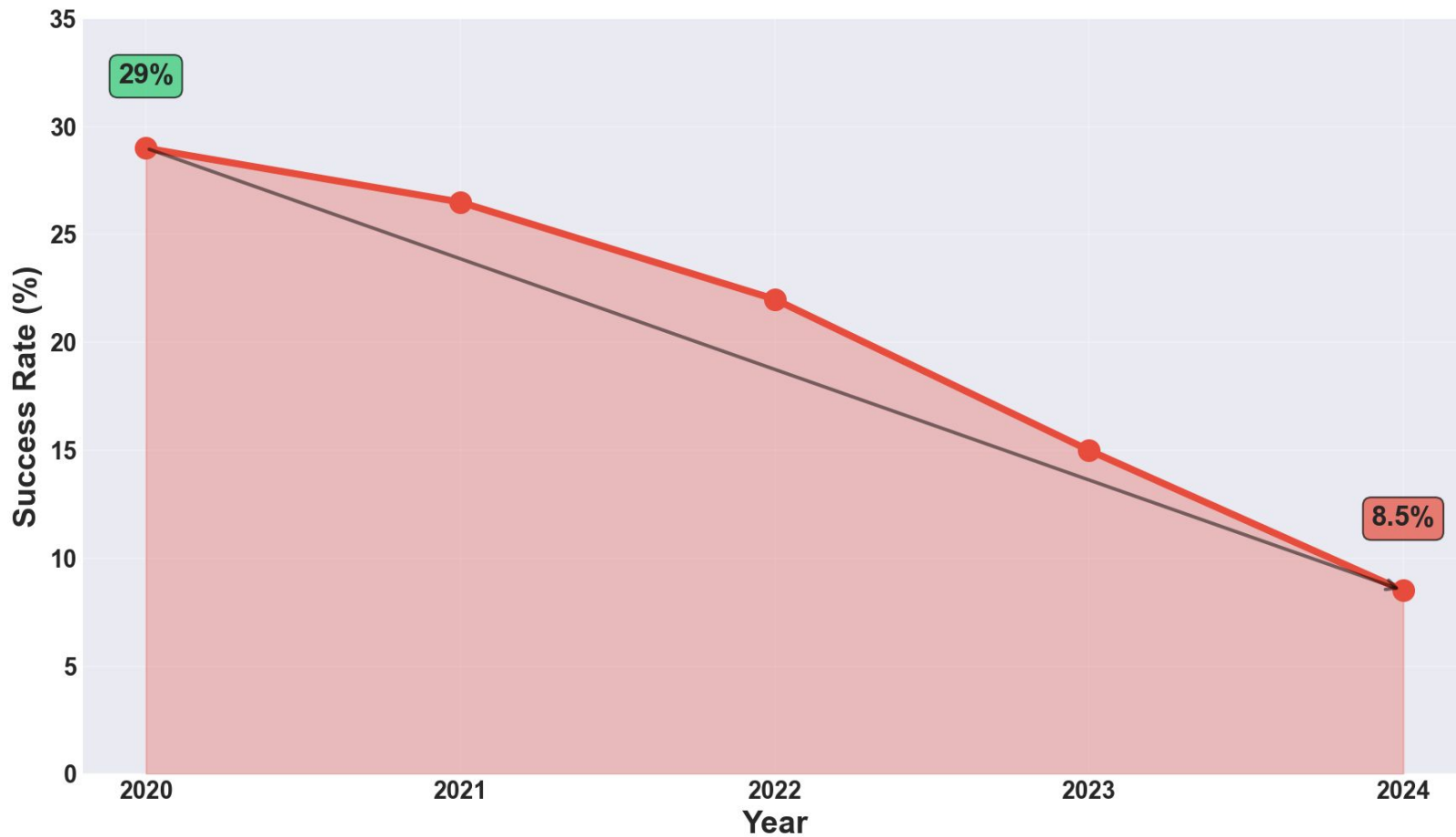
The Indie Game Market Crisis (2020-25)

83% of Indie Games Fail



The Indie Game Market Crisis

Success Rates Declining Rapidly



Methodology

1. COMPREHENSIVE DATA

46,957 indie games
2020-2025
Entire Steam catalog

2. RIGOROUS VALIDATION

Temporal split
Trained: 2020-2023
Tested: 2024-25

3. PRACTICAL FEATURES

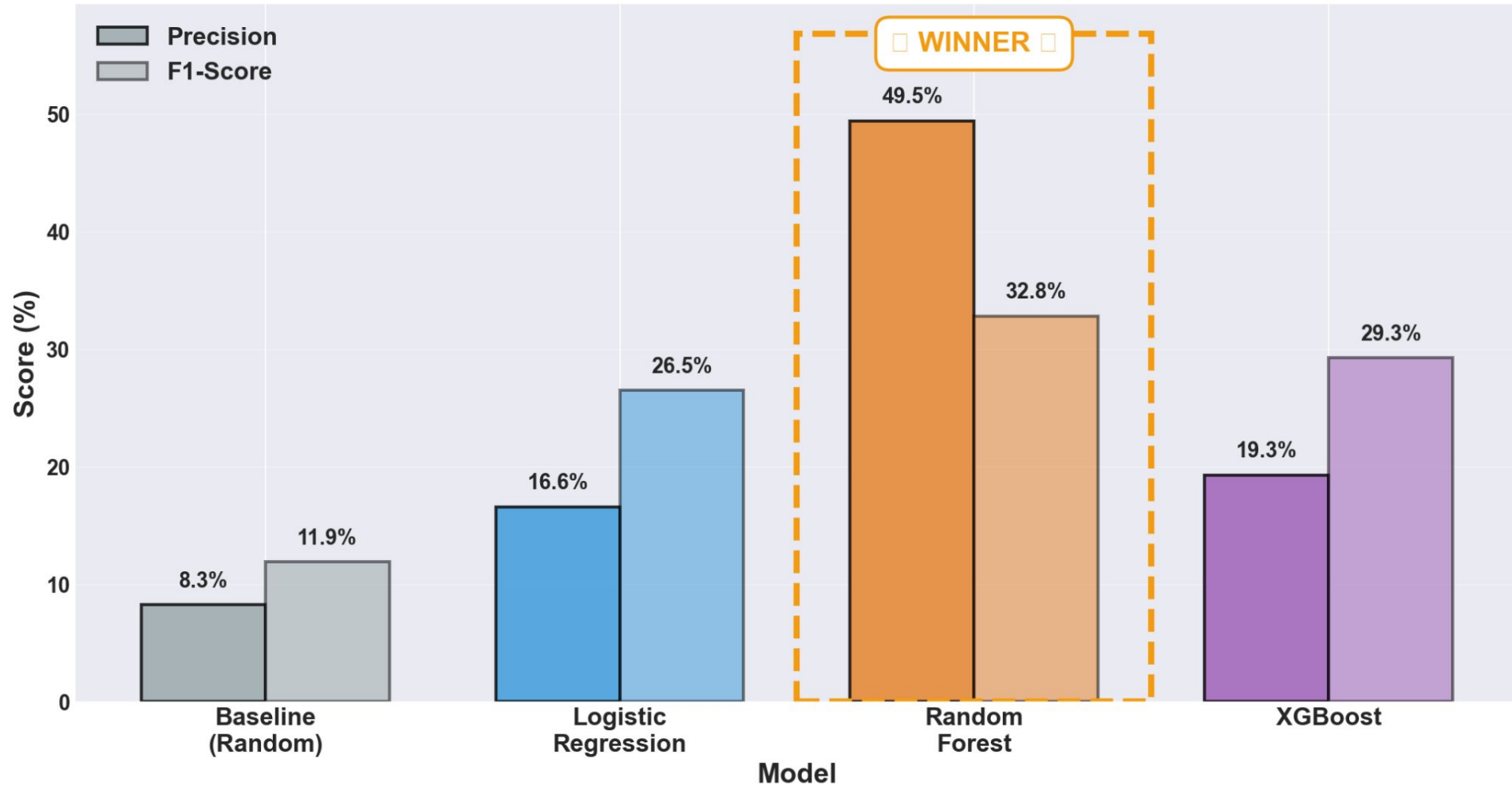
86 actionable pre-launch features

4. MULTIPLE MODELS

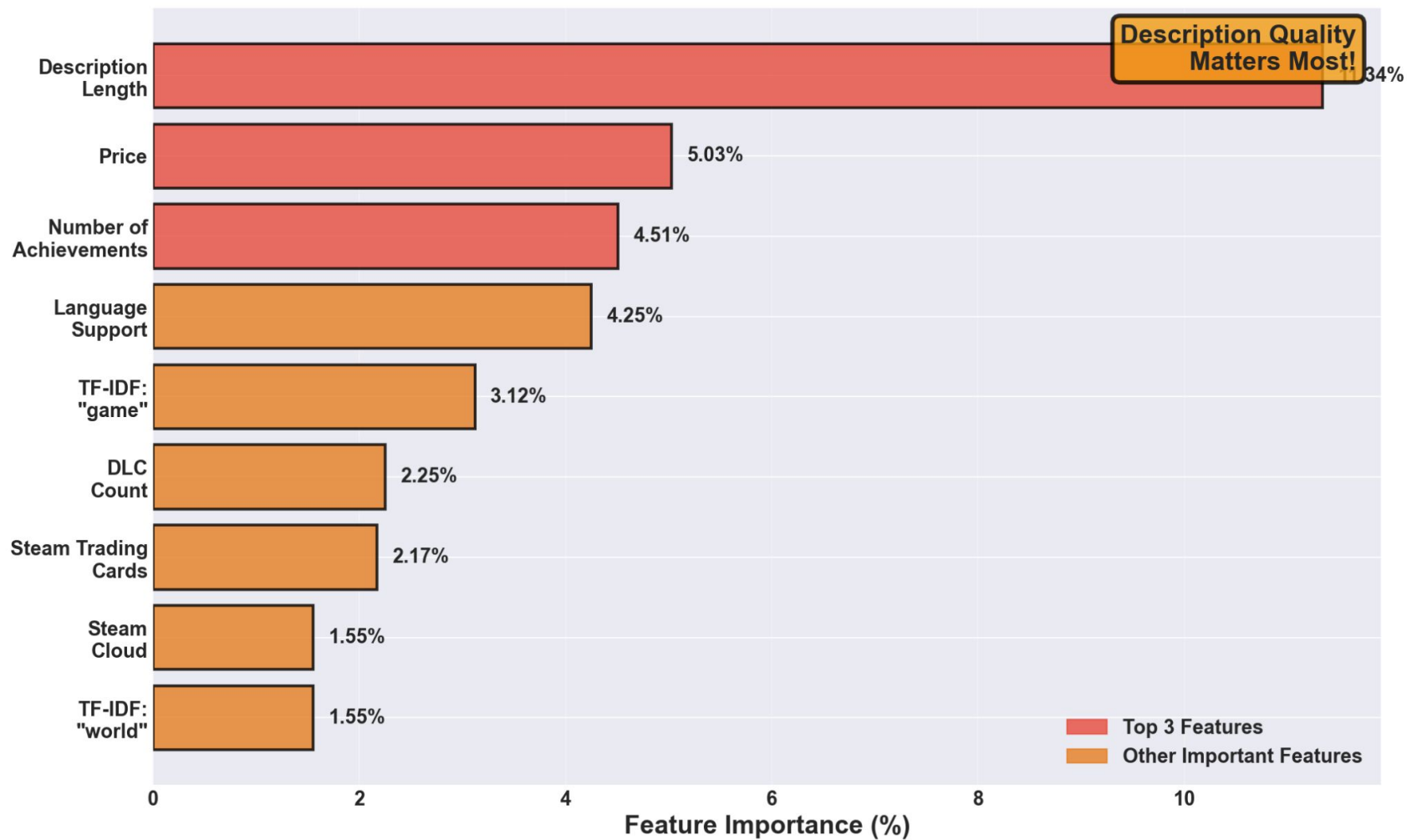
Baseline
Logistic Regression
Random Forest
XGBoost

Result: 6× improvement with statistical significance

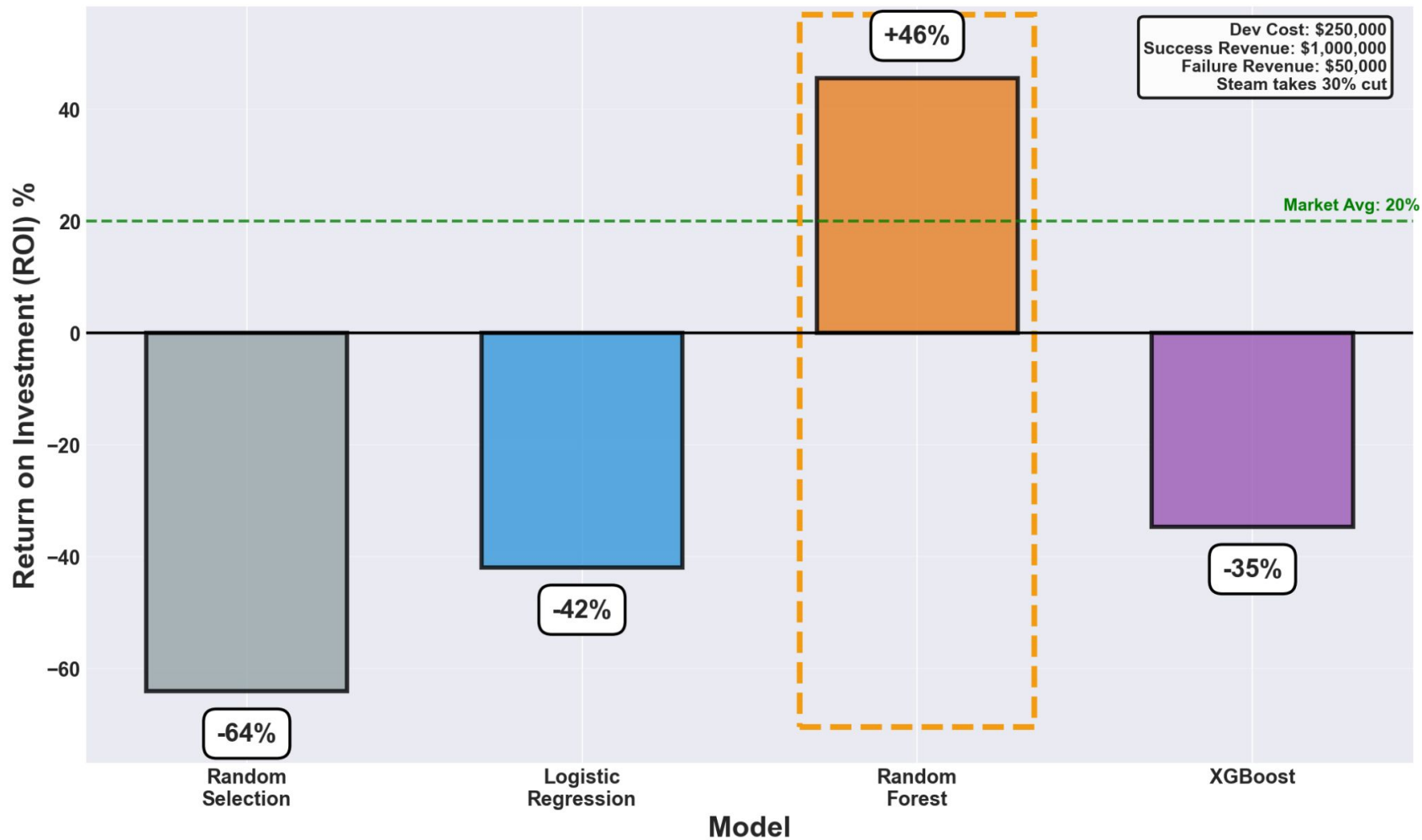
Random Forest Achieves Best Precision: 49.4%



What Drives Indie Game Success?



Model ROI Comparison



Conclusion

Why should you care?

\$250K

per game - EXPENSIVE!!



\$250K per game -
EXPENSIVE!!

Why should you believe this?



47,000
Games



Rigorous
Methodology