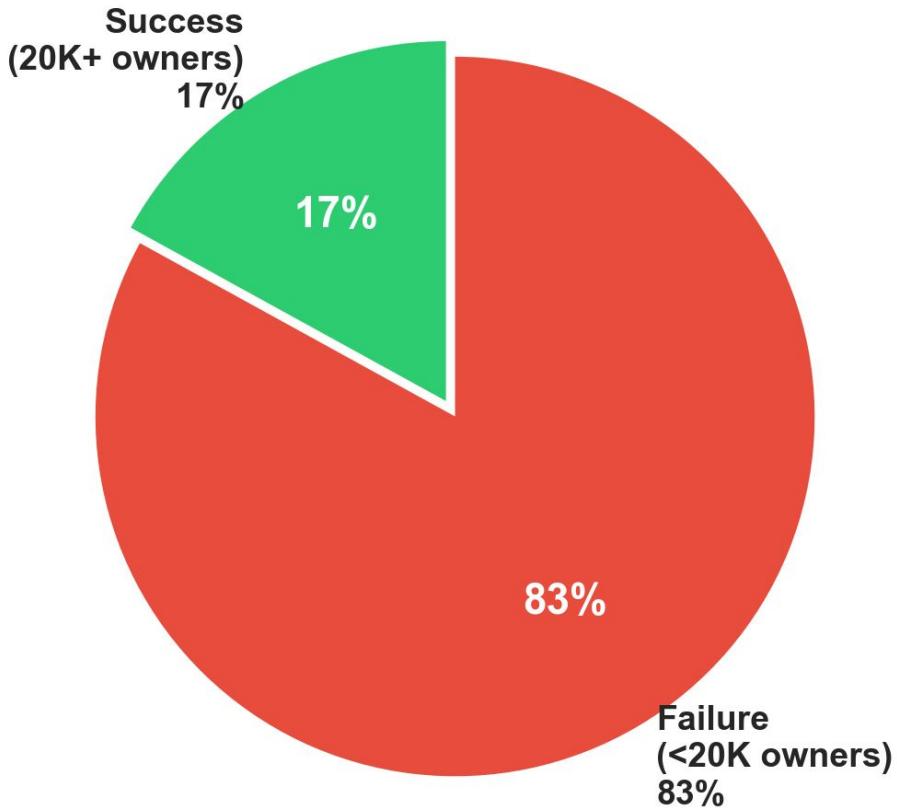


# Indie Game Success Prediction (Steam)

By Rohit Kota

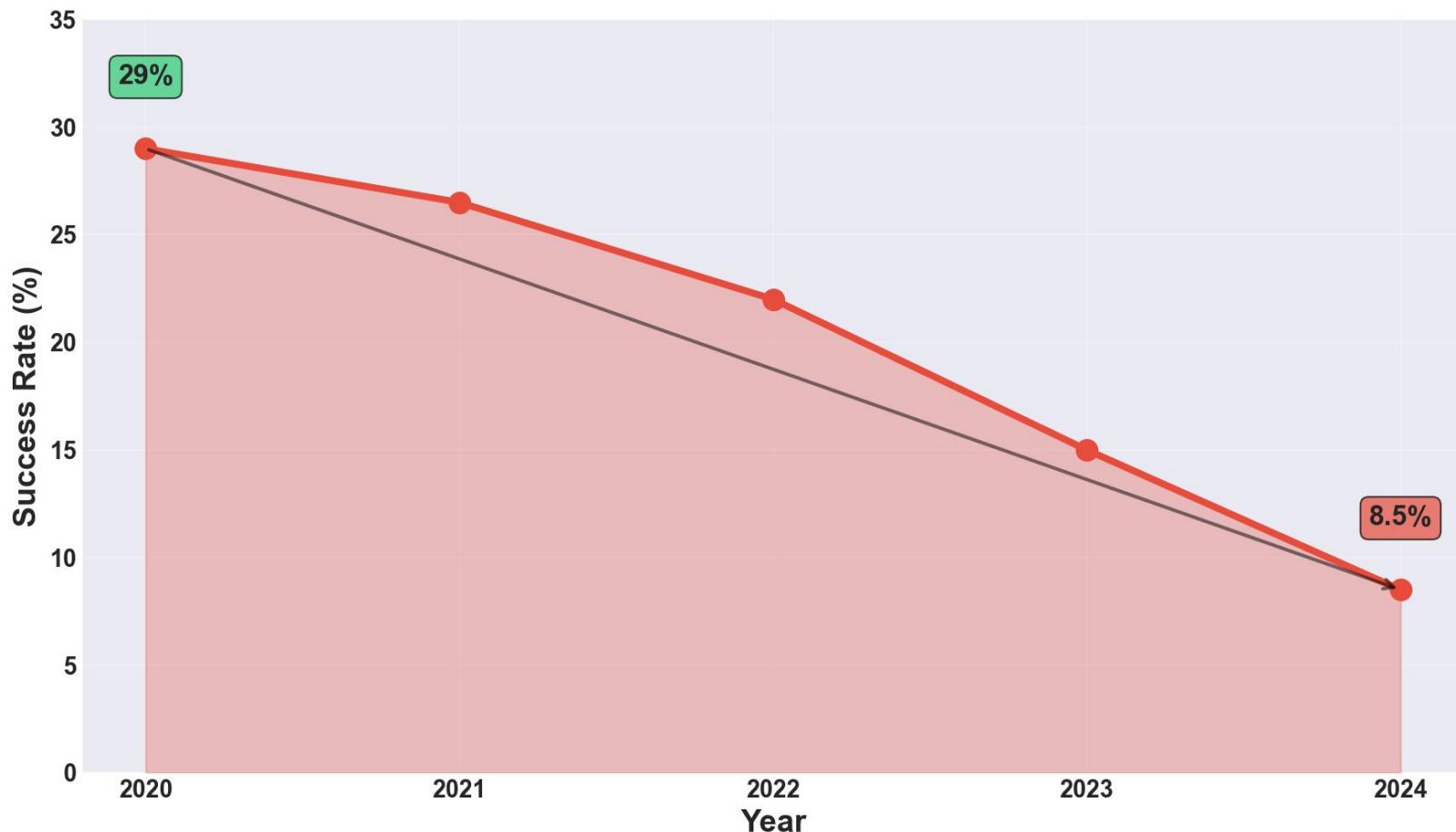
# The Indie Game Market Crisis (2020-25)

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

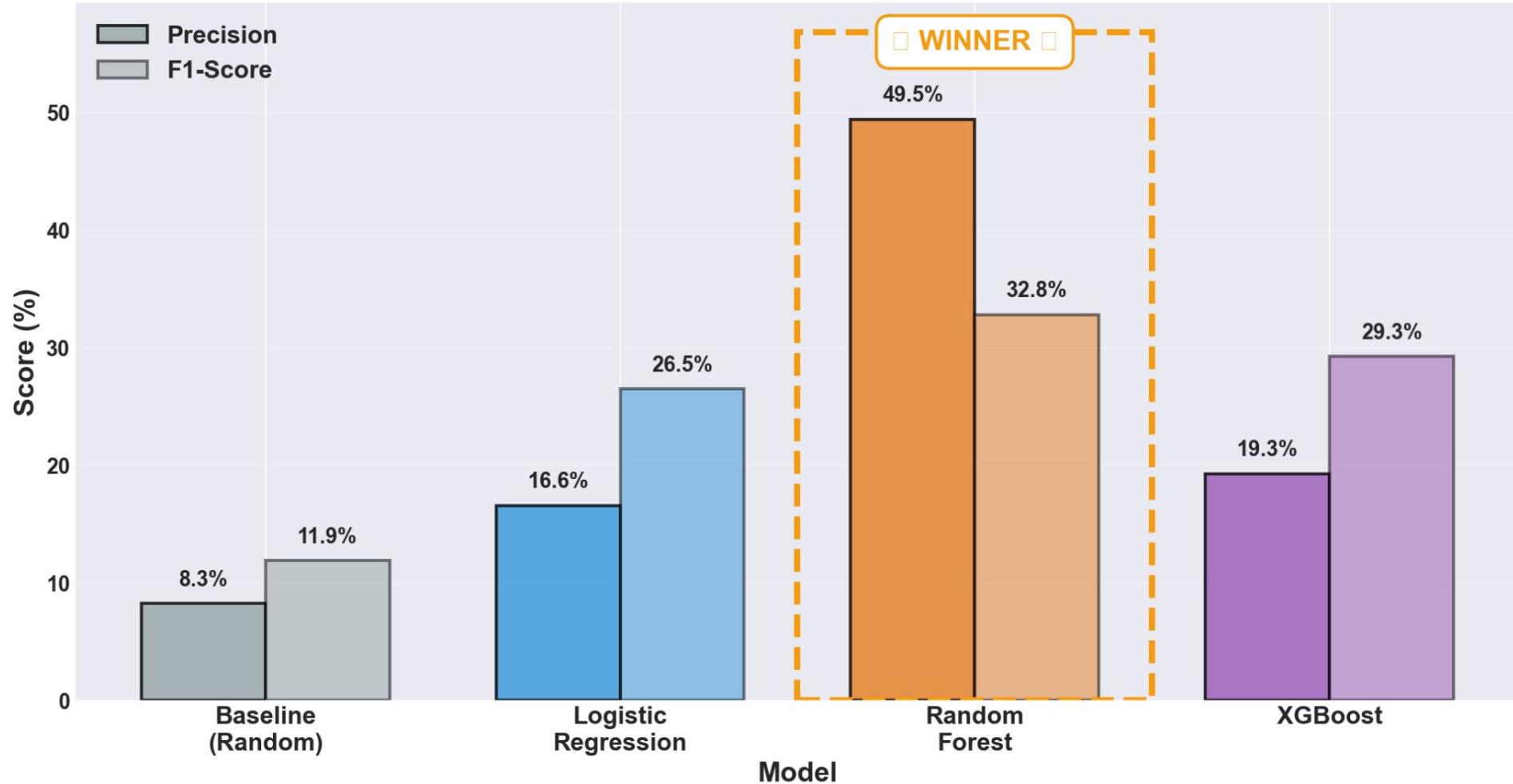
86 actionable pre-launch features

## 4. MULTIPLE MODELS

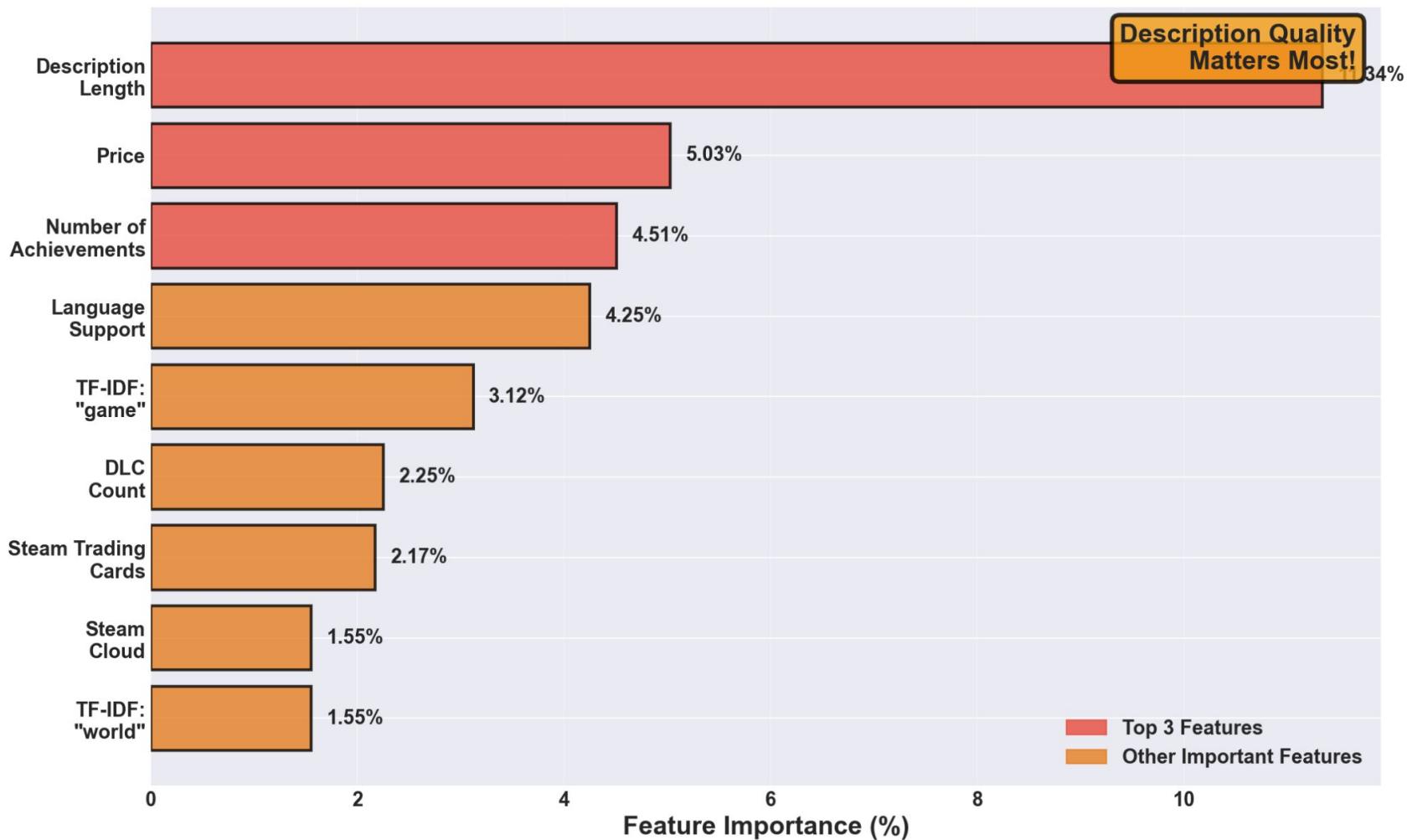
Baseline  
Logistic Regression  
Random Forest  
XGBoost

**Result: 6x improvement with statistical significance**

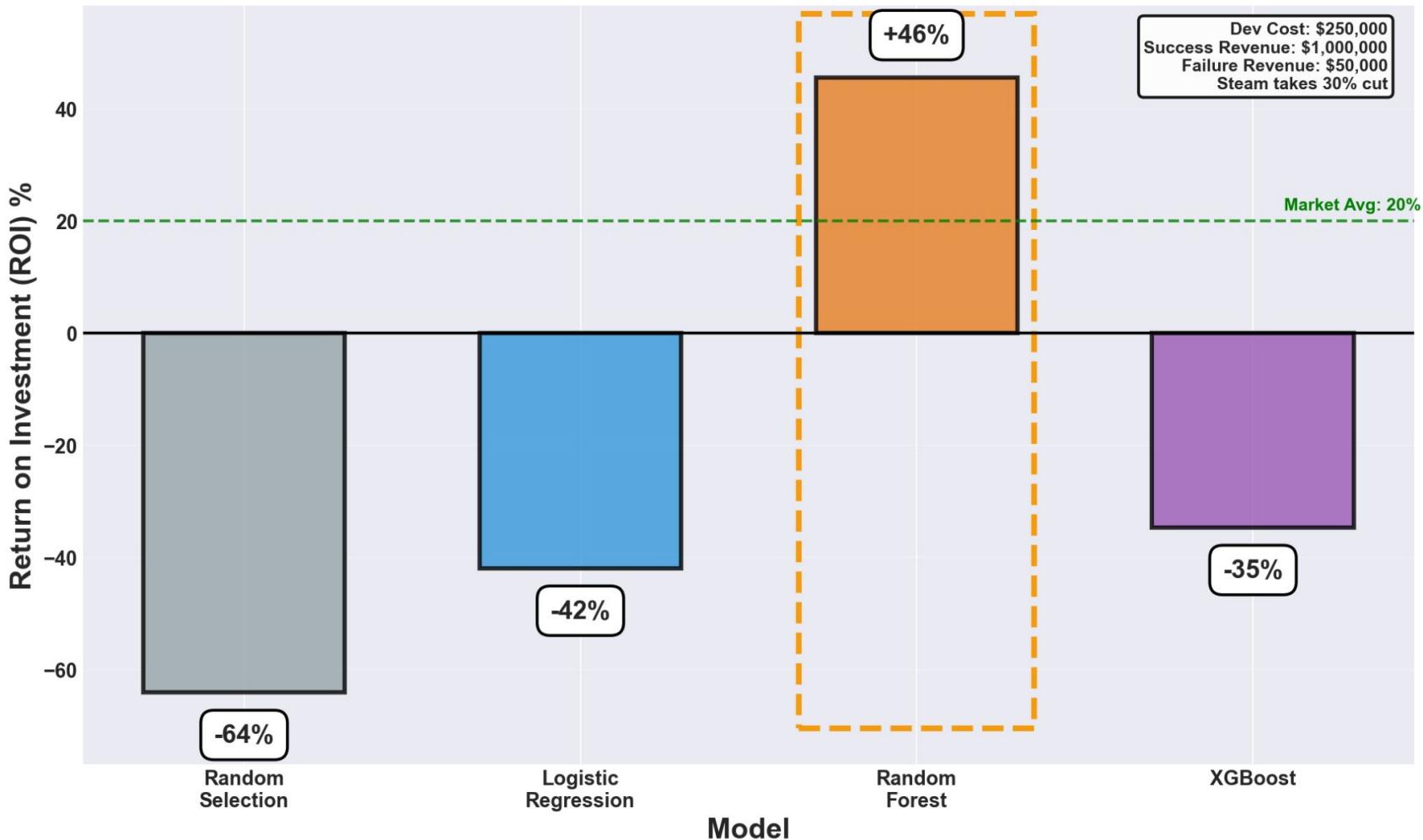
# Random Forest Achieves Best Precision: 49.4%



# 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