Group #4/5 Project #2 Tuesday December 1st, 2020

Rice University Data Analytics & Visualization Bootcamp

Steam Gaming Analytics

Team Members:

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Data Sources: Steam

GitHub: [git@github.com:SBBoudreau/Project-2.git](mailto:git@github.com:SBBoudreau/Project-2.git)

What story are we telling with our data visualizations?

We will be utilizing Steam to analyze gaming trends and correlations, to determine if discounts increased usage, if there were effects on usage due to Covid 19 Shutdowns (March 2019 – Today), peak times with respect to players vs Twitch viewers, and price differentials surrounding Covid 19 Shutdowns.

Steam gaming trend analysis

1. Top concurrent player and Twitch viewer game data (current, 24 hour, and all-time peak)
2. Dropdown for each of the top 10 concurrent games
   1. World map of pricing (US Dollar conversion)
   2. Game Trailer w/ summary statistics
   3. Currency Data
   4. Price over Time
   5. Current Users
   6. Look for correlations between price and concurrent users

10 minute presentation:

* Lays out our theme
* Coding approach
* Data munging techniques
* Final visualization



