

Citations and Contributions

Articles:

1. Open and Big Data Management and Innovation

- *How it helped:* This article provided insights into the challenges and strategies of handling large-scale datasets, influencing the ETL process and schema design in your project. It emphasized the importance of efficient data storage, preprocessing, and retrieval techniques, which were essential for handling the Steam dataset.
- *Citation:*
Koskenvoima, A., & Mäntymäki, M. (2015). Open and Big Data Management and Innovation. *Lecture Notes in Computer Science*, 9373, 326. https://doi.org/10.1007/978-3-319-25013-7_26

2. Feeling Right About How You Play

- *How it helped:* This article explored user satisfaction in gaming environments, emphasizing the importance of personalized recommendations. It shaped the project's goal to provide game suggestions tailored to user preferences, which influenced the implementation of the ALS model.
- *Citation:*
Lee, Y.-H., Heeter, C., Magerko, B., & Medler, B. (2013). Feeling Right About How You Play. *Games and Culture*, 8(4), 238. <https://doi.org/10.1177/1555412013498818>

Research Papers:

3. Item-Based Collaborative Filtering Recommendation Algorithms

- *How it helped:* This paper provided the theoretical foundation for implementing collaborative filtering techniques. It guided the design of the ALS-based model by explaining how to construct and process user-item matrices for recommendations.
- *Citation:*
Sarwar, B., Karypis, G., Konstan, J., & Riedl, J. (2001). Item-Based Collaborative Filtering Recommendation Algorithms. *University of Minnesota*.

4. Using Collaborative Filtering to Weave an Information Tapestry

- *How it helped:* This foundational work clarified collaborative filtering's methodology and its focus on user-item interactions. It inspired the mapping of user-game preferences and helped shape the implementation of the ALS-based collaborative filtering model.
- *Citation:*
Goldberg, D., Nichols, D., Oki, B. M., & Terry, D. (1992). Using Collaborative Filtering to Weave an Information Tapestry. *Communications of the ACM*, 35(12), 61–70.

5. Use of Deep Learning in Modern Recommendation Systems

- *How it helped:* This paper summarized recent advancements in recommendation systems using deep learning, offering ideas for future iterations of your project. Although not directly implemented, it suggested potential avenues for enhancing prediction accuracy with neural networks.
- *Citation:*
Singhal, A., Sinha, P., & Pant, R. (2017). Use of Deep Learning in Modern Recommendation System: A Summary of Recent Works. *International Journal of Computer Applications*, 180(7), 17–22.
<https://doi.org/10.48550/arXiv.1712.07525>

6. Item Recommendation on Monotonic Behavior Chains

- *How it helped:* This paper's focus on user behavior over time influenced the use of hours played as an essential feature for generating recommendations. It guided the integration of engagement data into the collaborative filtering model.
- *Citation:*
Wan, M., & McAuley, J. (2018). Item Recommendation on Monotonic Behavior Chains. *RecSys*. Retrieved from <https://cseweb.ucsd.edu/~jmcauley/pdfs/recsys18b.pdf>

Books:

7. Mining of Massive Datasets

- *How it helped:* This book provided techniques for handling large-scale data preprocessing and algorithm implementation, which directly influenced the scalability of the ETL and recommendation processes.
- *Citation:*
Leskovec, J., Rajaraman, A., & Ullman, J. D. (2020). *Mining of Massive Datasets*. Cambridge University Press.

8. Programming Collective Intelligence

- *How it helped:* The book provided practical examples of machine learning models, particularly content-based filtering methods like TF-IDF and cosine similarity, which were directly implemented in your project.
 - *Citation:*
Segaran, T. (2007). *Programming Collective Intelligence*. O'Reilly Media.
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Reference Resource:

9. Kaggle Steam Video Games Dataset

- *How it helped:* This dataset was the core resource for your project, offering real-world data on games, users, and their interactions. It enabled testing and evaluation of collaborative and content-based filtering methods.
 - *Citation:*
Kaggle. Steam Video Games Dataset. Retrieved from <https://www.kaggle.com/datasets/tamber/steam-video-games>
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Video Tutorials:

10. YouTube Videos

- a. *How they helped:* The videos offered step-by-step guides for implementing recommendation systems, including collaborative filtering (ALS), content-based filtering, and data preprocessing techniques. These visual aids provided practical knowledge for building and deploying the recommendation engine.
- b. *Citations:*
 - [Collaborative Filtering Tutorial](#)
 - [Content-Based Filtering Tutorial](#)
 - [Recommendation System Overview](#)