1. A brief introduction of your topic and the different categories/topics you needed to read up on as background.
2. For each category/topic, you should summarize and evaluate the usefulness of the resources you found regarding that category. If you have multiple sources, compare and contrast them. If you could not find any sources, you should describe your attempts to research this topic. You should plan to have at least one paragraph per category/topic.
3. A brief conclusion to summarize the implications of your background reading for project.
4. A detailed summary of methodology describing how you plan to collect/analyze/visualize your data (or how the data you are using was collected, if you are using a preexisting data set). Also discuss any implications this will have on your analysis and conclusions (e.g. what is the main population to which you can generalize your conclusions? Can you generalize any of your results? what assumptions are required for your analysis?)
5. A list of the sources you used in a Works Cited page. Don’t worry about which format you use (APA, MLA, etc.), just make sure to include the relevant information (title, author, data, web address or book, etc.)

**Background Reading Introduction**

In this project I will try to answer some questions based on video game data collected from Steam (digital distribution platform) in 2016. Going forward, I decided to concentrate on those two questions:

* Are there any qualitative differences that can be measured between games that received a Metacritic score and those that didn’t?
* Does length of game description or number of game screenshots have a measurable effect on the sales of the game?

Question that I still want to address, but most likely not in depth:

* Is there an association between how many copies of the game were sold and the price of the game?

And finally, one of my initial questions that I realized is basically impossible to assess:

* Does relative success of a game means that most likely it’s localized in most popular languages and are there any exceptions for this assumption?

And I won’t be trying to answer it since success of a game might be subjective thing to different people. And even if I wanted to evaluate game’s success from a financial stand point, since I don’t have data on how much was spent by each developer and how many people worked on it to develop a game and for time etc. - I can’t calculate the profit that developer made. In addition to that, the data required for this is most likely confidential and can’t be found for many games. Thus, I decided not to tackle this particular question.

Categories/topics + usefulness of resources found + if multiple compare/contrast

**Topics of research:**

1. ***Metacritic score***

Since one of my questions deals with Metacritic score, I had to research how it works and basically dig any information that might be useful in my understanding of it, since it will aid in answering the question(s) later.

Official “About” and “FAQ” pages on Metacritic website turned out to be very useful in my research and cleared out most uncertainties I had about it.

Here is a summary of my findings:

* Two scores on the website: Metacritic score (based on weighted calculation of scores from different publications) and a User score (based on user reviews)
* Weightings for the Metacritic score calculation are kept in secret (User score is not weighted)
* User scores are not used in Metacritic score calculation
* Metacritic website covers virtually all new game releases in United States and other English-speaking territories, as long as they are reviewed by multiple publications (at least four).
* Metacritic only accepts first review from a publication to avoid situation when publication’s score changes down the line by means of potential external pressure on the publication.
* In contrast to publication/critic reviews, user reviews may be changed down the line.
* Some of publication/critic reviews might not provide a discrete value for their score, so it’s up to Metacritic staff to assign a numeric value to such reviews. Usually they work in increments of 10 (0-100), but sometimes might fall somewhere in between (for instance: 75)
* Low score for Metacritic score, doesn’t mean that game is that bad in terms of experience (but it certainly might); it means that most of publication/critic reviews were generally negative

1. **Finding associations**

**Background Reading Conclusion**

Methodology Summary

Works Cited