**Metacritic:**

* Two scores: Metacritic score (based on weighted calculation of scores from different publications) and User score (based on user reviews)
* Weighting for different publications is kept in secret
* User reviews are not used in calculation of Metacritic score
* Low score for Metacritic score, doesn’t mean that game is that bad in terms of experience (but it definitely might); it means that most of publication/critic reviews were generally negative.
* Some of 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).
* “We cover virtually every new game released in the United States and other English-speaking territories, as long as it is reviewed by multiple publications. This is more true for the console games than for PC and iPhone/Ipod/IPad games, where the large volume of PC and Apple games released in a given year means that there will always be some that escape publicity (and inclusion on our site).”
* Metacritic only accepts a first review from a publication. If score in a certain publication changed afterwards, Metacritic won’t accept a new review from them for a particular game. That functions as critic-protection measure, acting as a disincentive for outside source that try to pressure a publication to give something a higher score.
* User reviews, in contrast to publication reviews, can be modified.

**“Steam – What’s your Game?”** (<https://nycdatascience.com/blog/student-works/web-scraping/steam-whats-game/>)

* Basically, provided only summaries for the variables, usually in terms of distributions for categorical variables.
* No specific questions asked
* Wouldn’t really call it a scientific paper, it’s more of an article

**“What’s in the Name? Data analysis of 5,820 Steam Games”** (<https://gamedevelopment.tutsplus.com/articles/whats-in-a-name-data-analysis-of-5820-steam-games--cms-30101>)

* More of an exploratory study in its nature
* Didn’t use any fancy techniques – mostly statistic averages comparison (for example: length of title in top 10% of games vs length of the title in all games)
* Also, doesn’t have the depth required to be a science paper per say, so I’ll classify it as an article

**“Understanding your game through data”** (<https://galyonk.in/understanding-your-game-through-data-8b09ca93ec11>)

* More focused on “why” do the analysis and research surrounding games, no actual analysis was done. But a good article if you’re/want to be a game developer

**“Using Steam data to tell if your game will sink or swim”** (<https://venturebeat.com/2017/06/28/using-steam-data-to-tell-you-if-your-game-will-sink-or-swim/>)

* Closest to being a scientific paper
* Used regression for finding associations
* Also used some DM algorithms for different purposes
* Illustrations were almost not present, which is no good