For my proposal:

* <https://www.polygon.com/2018/1/10/16873446/steam-release-dates-2017> (got the estimates for how many games steam had during the end of 2016, beginning 2017

Metacritic research:

* About metascore - <https://www.metacritic.com/about-metascores>
* FAQ - <https://www.metacritic.com/faq#item18>

Potential articles for Background section:

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

* <https://gamedevelopment.tutsplus.com/articles/whats-in-a-name-data-analysis-of-5820-steam-games--cms-30101>

* <https://galyonk.in/understanding-your-game-through-data-8b09ca93ec11>

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