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](https://www.metacritic.com/faq" \l "item18)

Potential articles for Background section:

* “Steam – What’s your Game?” (https://nycdatascience.com/blog/student-works/web-scraping/steam-whats-game/)
* “What’s in the name? Data analysis of 5820 Steam Games” (<https://gamedevelopment.tutsplus.com/articles/whats-in-a-name-data-analysis-of-5820-steam-games--cms-30101>)
* “Understanding your game through data” <https://galyonk.in/understanding-your-game-through-data-8b09ca93ec11>
* “Using steam data to tell you 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/>

Read on Regression:

* <http://r-statistics.co/Linear-Regression.html>
* http://r-statistics.co/Assumptions-of-Linear-Regression.html