



# SteamConnect

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# SteamConnect

The SteamConnect project is focused on observing trends found within the early access section of Steam and analyzing the success of these games.

This will be done through the use of the Steam API and other methods, such as websites like SteamDB and SteamSpy.



# What has changed?

- Goals have been narrowed down, now focusing solely on early access
  - User data and VAC bans have been scrapped
  - Game data from early access and ex-early access games
- Added a few new methods to gather data
  - SteamSpy: Similar to SteamDB, but allows users to download datasets
  - Focuses more on the data rather than visualization
  - Can also see data from Twitch and YouTube
- What makes a successful game?
  - Working on grading system

# Grading System

- Will use a system to determine a grade of success
- Grade will be based on different attributes
  - Scores
  - Ownership and Players
  - Owners and Price
- Grading scores will determine whether a game is successful or unsuccessful overall

5,840 of 7,313 people (80%) found this review helpful  
947 people found this review funny



**gottkoenig dokapp**  
105 products in account  
3 reviews



### Not Recommended

162.9 hrs on record

EARLY ACCESS REVIEW

POSTED: OCTOBER 2

Developments since release

>Kill streamer

Get banned

>honk at a streamer

Get banned

>you like free cosmetics ?

Now pay for them

>performance

Still sh^t

>server

mega sh^t

Was this review helpful?

Yes No Funny

144



**PLAYERUNKNOWN** @PLAYERUNKNOWN

18 Jul

Replying to @DrDisRespect @PUBATTLEGROUNDS  
In my house, you follow the rules, or you GTFO! <3



**Dr DisRespect**

@DrDisRespect

Follow

If I could do the splits I'd roundhouse kick you in the neck.

But since I can't, I'll just front kick you in the chest instead.

Lightning.

4:36 AM - Jul 18, 2017

207 522 4,082



I have seen the data the community team looked at before issuing the ban, and the ban was indeed justified. The tracking data shows that the player in question tried to join the same lobby as their target multiple times. While we understand we cannot prove that this player was watching the target's broadcast, we see no other reason why they would consistently attempt to be in the same lobby as someone who is broadcasting live other than to have an advantage in the game.

We have tracking in place that allows us to verify unfair play like this, despite what some players may think. For example, we can track when a player joins and quickly disconnects from multiple lobbies, only staying in a game when they are in the same lobby as their target. We are constantly developing new tracking systems, and ways to ensure fair-play from all players. We don't generally mention this publicly as it would give valuable information those that try to cheat the system.

No-one gets special treatment, and if the data doesn't back up a claim, no ban is handed out. The community team is committed to ensuring everyone, no matter who they are, has a level playing field when in a game.



**PLAYERUNKNOWN**

@PLAYERUNKNOWN

Follow

Regarding accusations that the @PUBATTLEGROUNDS community team falsely banned a player for stream-sniping...

11:13 AM - Jul 29, 2017

766 846 5,628

RECENT REVIEWS

Mostly Negative (103,979)

ALL REVIEWS

Mixed (270,907)

# Game Scoring

Steam has its own review system where users can leave a rating for a game. This can simply be used as a portion of the grading.

This being only a portion of the grade would also hopefully avoid players review bombing the game, altering the score heavily.



*Screenshot taken Sept. 20*

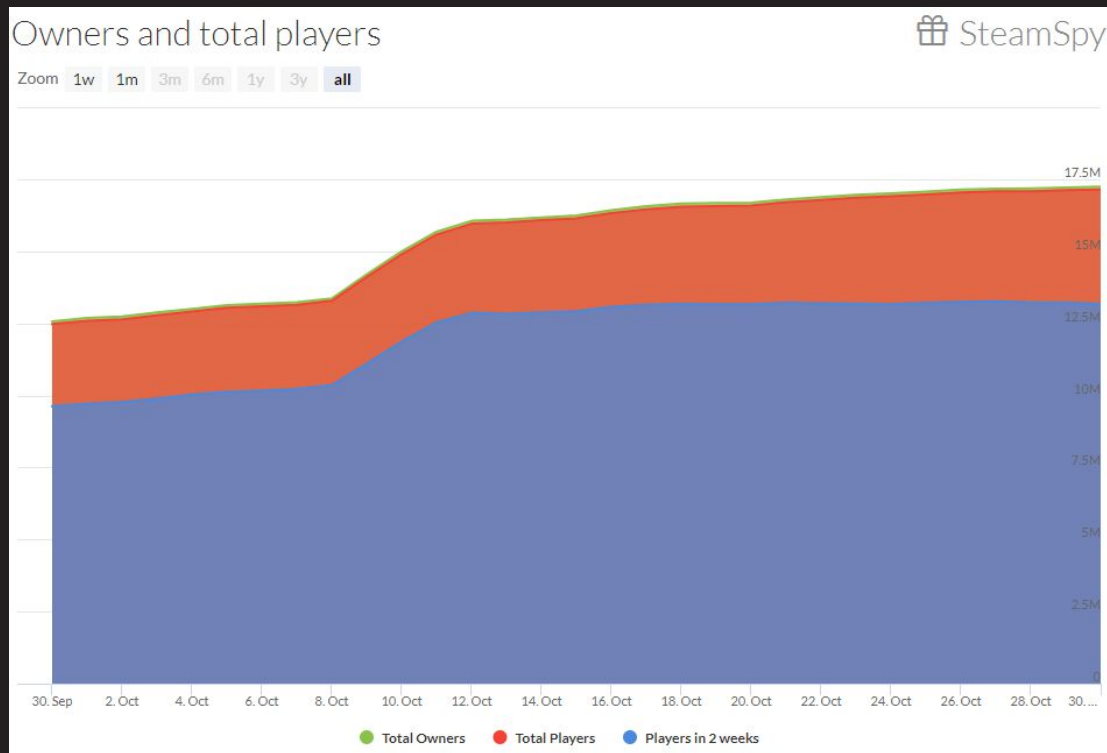


*Screenshot taken Oct. 30*

# Ownership and Players

Ownership and players can be used to determine the game's current popularity since release.

More recurring players would result in a game being fairly successful, therefore receiving a higher grade.



# Ownership and Players

Another aspect of success could be determined through ownership and pricing. Using these two attributes, the total amount of estimated profit can be estimated along with the release date to help determine success.

Although price and profit has not much to do with players, it could indicate loss of players through cheap bundles and increases in ownership.

Examples: ICEY & Steam Link bundle, LawBreakers concurrent players



# Grading System

- All of the different given attributes will be useful for determining success
- What defines successful?
  - Highly rated
  - High percentage of players still playing
  - Profitable
- More ideas to come for grading, this is the basis

# Current Status & Future Plans

- Data has now been condensed to only early access
  - Merged datasets collected of both current and former early access games
  - Added associated appid for each game
- Visualization of data
  - Will likely focus on most successful/unsuccessful games for comparison
  - Owners/current players
  - Concurrent player changes over time
- Working on grading system
  - Determining final system for grading
  - Manipulating data to calculate scores