

---

# Analysing Steam Game Library and User Behaviour

---

**Ugur Ali Kaplan**  
Matrikelnummer 6031686  
ugur.kaplan@student.uni-tuebingen.de

## Abstract

We are planning to use **Steam Video Games Dataset** to analyse player behaviour and games. We will inspect different aspects of games and user behaviour, such as games with the most and least play-to-purchase ratio, is the "game-hoarding" (i.e., buying and then never playing the game) behaviour common, which users have similar tastes, which games are closer to each other on a graph, based on users playing and/or buying them. In the end, we will present our results with visualizations.