VisGame

Exploring Video Game Ratings and Player Count Through Visualizations

Basic Information

Title: VisGame
Description: Exploring Video Game Ratings and Player Count Through Visualizations
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Background and Motivation

I have noticed that as I have gotten older, the less video games I play and the less interested I am in trying new games. When I was about 10 years old I have always loved playing video games for long periods of time, but as I experienced college more, I have grown apart from video games. I want to be able to provide examples and visualizations to show how much people play video games these days.

Project Objectives

- To show the player count according to age range
- Identify the growth in popularity of certain video games
- To show different regions of people playing certain video games
- To show the player count of some video games by year

Data

The data will be collected from Steamcharts, https://steamcharts.com/, which is a website that tracks the gaming app called Steam. Specifically, it tracks the player counts in each game on Steam by month. I may also find other websites along the way to track games that are not on the steam app.

Data Processing

When I look at the data in Steamcharts it gives us the player count by month. In order to simplify my data, I will take the largest number of players within the year and plot the player count according to the year by game.

Must-Have Features

- Page 1: Cover
- Page 2: Bar Chart to show the age range and player count for each video game (Objective 1). **Changed to multi set bar chart by year Completed**
- Page 3: Line chart to show the growth in popularity of certain video games (Objective 2). **Completed**
- Page 4: Scatter Plot with multiple colors to show the different regions (Objective 3).
- Page 5: Bubble Chart to show the player count for many different video games in each year (Objective 4). **Completed**

Project Schedule:

3/11 Initial Proposal

3/23 Revised Proposal

4/6: Alpha Release
- Data processing, data gathering and csv conversion
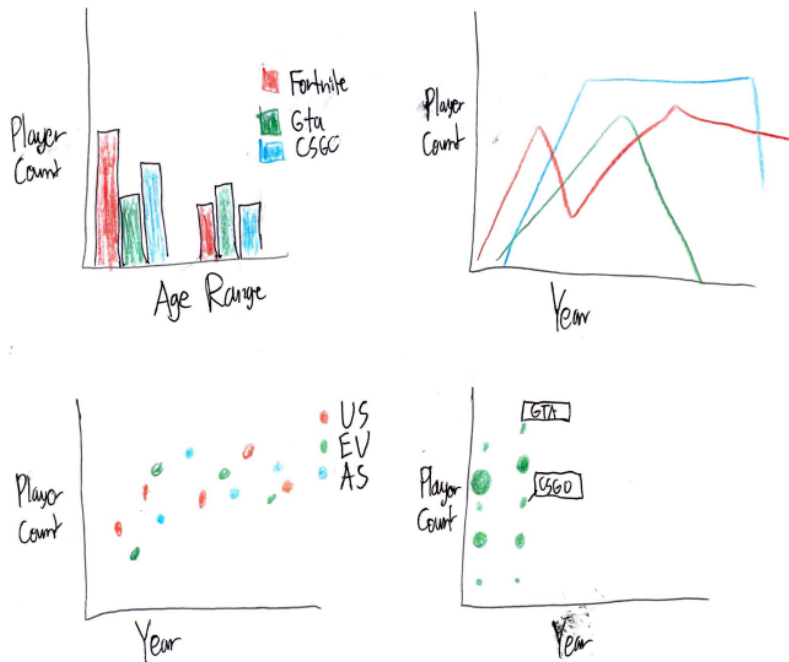- Create the bar and line chart

4/20: Beta Release
- Scatterplot and Bubble Chart
- Implement interaction per game

5/9: Final Project Presentation

5/16: Project Report Draft

5/19: Project Report, Slides, Demo Video, Code & Data, User Manual

Related Work

Wilke, Claus Fundamentals of Fundamentals of Data Visualization: a primer on making informative and compelling figures. O'Reilly Media, 2019.
Murray, Scott Interactive Data Visualization for the Web. O'Reilly Media, 2017.
Munzner, Tamara Visualization Analysis and Design. A K Peters/CRC Press, 2014.
https://financesonline.com/number-of-gamers-worldwide/ by FinancesOnline
https://www.clutejournals.com/index.php/IBER/article/view/8136 by Jeffry Babb

Alpha Report

4/5/2022

Completed Features:

- Multi-Set Bar Chart in RawGraphs to show the player count by year (Objective 1)
- Line Chart in D3 to show multiple video game popularity (Objective 2)
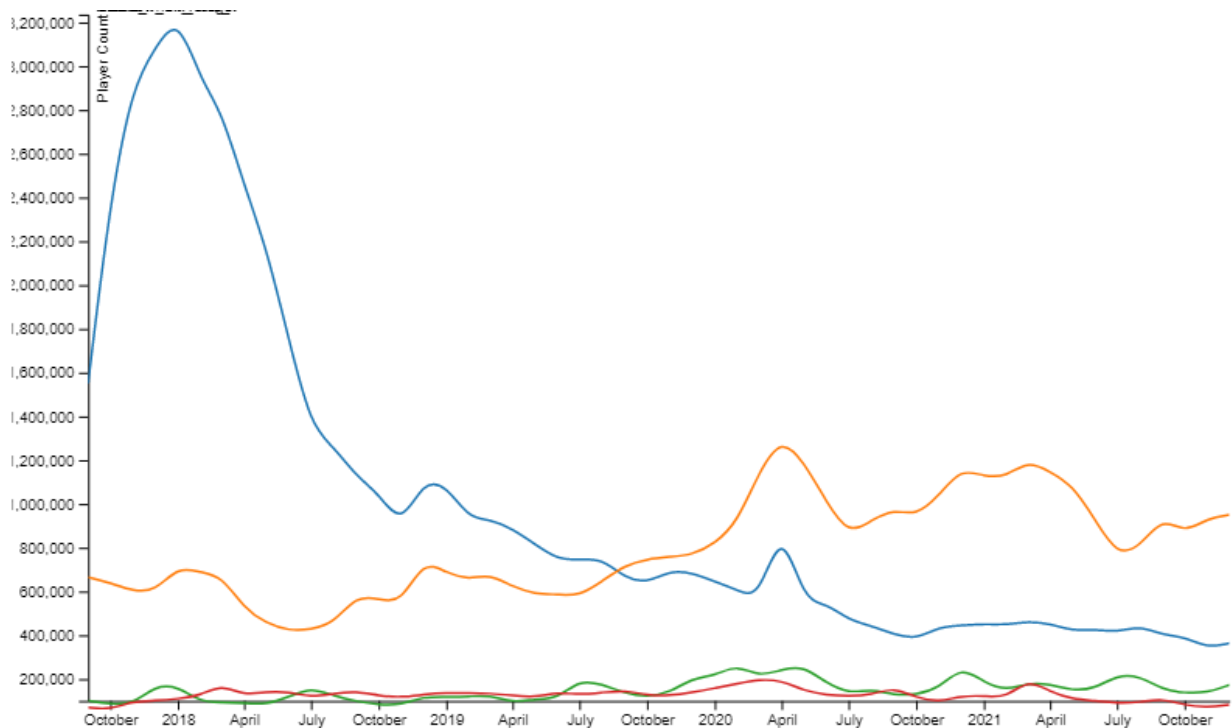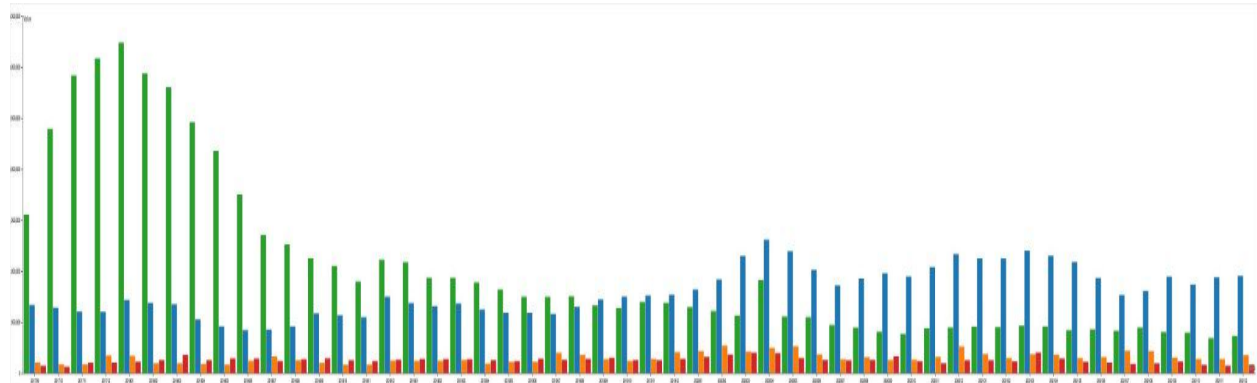- Bubble Chart in D3 to show the player count in each game (Objective 4)

Upcoming Milestones:

- I am going to create a fourth visualization which will be a scatterplot and I will include regions to show how often each of them play any video game.

- I will also clean up my visualizations to make it stand out more, to make it neater, and add interactions to all of the charts.

Roadblocks:

The only roadblocks that I ran into were scaling the bubbles in the bubble chart and texts from a certain axis. These issues will be resolved in the beta release on April 20.

Player Count