

Week 4 Progress Report

DATA 450 Capstone

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Week ending: 2/16/25

Time Log

Day	Time	# Hours	Task(s)	GH Commit(s)
Mon.	[2-5pm]	[3]	[Brainstorm research topics and finalize one topic]	
Tue.	[5-9pm]	[4]	[Identify data sources; Assess API accessibility]	
Wed.	[3-6pm]	[3]	[Finalize research questions and complete proposal]	Link 1
Thu.	[4-6pm]	[2]	[Begin data collection; Test API functionality]	
Fri.				
Sat.				

Total # of hours worked this week: 12

What you accomplished (or attempted) this week:

I brainstormed research topics, narrowed my focus to gaming addiction analysis, and explored potential data sources like the Steam API and SteamCharts. I also finalized my research questions to make sure it aligns with available data.

Any setbacks/roadblocks you experienced:

Finding an appropriate data source for tracking individual gaming behavior over time was a challenge, as Steam API does not store historical playtime trends. Additionally, refining research questions to be both feasible and insightful was difficult.

What you plan to work on next:

I plan to collect preliminary data using the Steam API and start question 1. If necessary, I will explore alternative data sources.

Are you on track? If not, how will you get back on track?

Yes, I am on track. I have a clear plan for data collection and analysis. If I encounter further obstacles, I will reassess my methodology and adjust accordingly.