Project Proposal STA141B

* What's the topic of your project? What question(s) will you attempt to answer or what problems will you attempt to solve? Why and to whom are these meaningful?

The topic of our project is assessing the impact of Covid-19 on gaming (pc and mobile), as well as prediction of video game trends in a post-quarantine society. Some questions our group will attempt to answer are:

* + How has isolation affected general interest in video games? Specifically, genres, priced/free games, age ranges, etc.
  + What genres have not existed/been too niche in a pre-Covid society? Why?
  + What genres have died off with the pandemic? Why?
  + Have more pc games been adapted for mobile platforms in pre-covid, covid, or post-quarantine time periods?
  + Has the mobile gamer demographic shifted during the pandemic? Focus specifically on minoritized gaming groups (example games for girls).

These questions are meaningful for game developers, gamers of all experience levels (casual to regular), and people who have lived through the quarantine, wondering what the effects/repercussions of Covid-19 are. This topic is meaningful, because we are collectively struggling to analyze and recover from the effects of a global pandemic; any window into how our world has shifted/evolved can allow us to regain a sense of normalcy and safety.

* What data source(s) will your team use? Briefly describe each data source and explain how you think you will use it. Provide a link for each data source. This is a check to make sure that there is data available for your topic. If you ultimately decide not to use some of the data sources, or find additional data sources later, that's okay.

Our team will use public datasets (Kaggle), as well as undocumented and documented API’s in order to gather information. Below is a list of data sources we are considering using:

App store/Mobile games:

We will use Kaggle datasets in order to determine user rating and demographic in 2017,2020, and 2023. This will allow us to focus on a handful of chosen games and follow their genre trends, pc counterparts, and user interest shift. We will apply Numpy and Pandas packages in order to extract that information.

[Kaggle Dataset from Itunes Appstore in 2017](https://www.kaggle.com/datasets/ramamet4/app-store-apple-data-set-10k-apps)