From the SteamChartz dataset, I extracted the rows about Counter-Strike: Global Offensive, the most popular game on Steam, to process the data and wrangle the average players, gained average players from the previous month, and the four-month rolling gain average and the seven-month rolling gain average for every month recorded in the dataset. This data allows us to have a timeline of the average and the gain. All we need to do with the timeline is see if there are any dips in the average players that are not a part of a longer pre-existing trend and compare them to the release dates of triple-A titles like Call of Duty, Battlefield, Halo, Overwatch, and Valorant.

From exploring the Dashboard, I can extract that only Overwatch and Valorant had significant losses in players, both of which fit into a similar niche that Counter-Strike: Global Offensive occupies. Valorant more closely competes with Counter-Strike: Global Offensive, as their gameplay is heavily inspired by it; this is further indicated by the roughly 186,000 players that drop Counter-Strike: Global Offensive in the two months leading up to the release of Valorant. While the release of Call of Duty and Battlefield can reduce the player numbers of Counter-Stike: Global Offensive, they do not frequently occur early on and, in general, are not substantial decreases in player numbers compared to the average players. Lastly, Halo didn’t seem to affect the player numbers of Counter-Strike: Global Offensive as the trend didn’t fluctuate when it was released. From these observations, I can conclude that while you can see decreases in players with the release of other games, most of them are insignificant compared to the total players. Furthermore, the Counter-Strike: Global Offensive community is a dedicated and isolated gaming community with few transient players, only losing many players due to competition in their niche(i.e. Valorant).