



Information Systems in Action: Steam's Use of CDNs and DBMSs for Scalable Distribution

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What is Steam?

Steam is ____

Steam is owned and operated by Valve ____

TODO::::Some statistics about Steam usage/blah blah



What are CDNs and DBMSs?

A Content Delivery Network (CDN) is ____

A Database Management System (DBMS) is ____

These are important Information Systems topics because ____



Steam's Usage of Database Management Systems

Why do they use?

What benefits do they get from using them?



Model of Possible Steam ER Diagram



Steam's Usage of Content Delivery Networks

Why do they use?

What benefits do they get from using them?



Download Walkthrough via Steam Marketplace

Show screenshots or something similar with arrows to each step of the download process



View of Application and Various IS Components

Screen Record -> Go to Application -> Show Product Pages, Marketplace, Other CDN Related Topics -> Show DBMS Related Stuff (i.e., account, games, mock query, etc.)



Possible Issues Regarding Steam's IS Usage

Why are these issues important?

Why would Steam still care about these IS topics even though they have potential for issues?



Conclusion

Describe why these IS principles matter for Steam

TODO::: Probably need other stuff too for conclusion



References + Bibliography

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