



So you want to release a game on Steam...

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STEAM®

Video game distribution service by Valve

Many of the same games also available on consoles but for computer playability

Some exclusives, not many

Offers community networking for user interactions on each game's home page.



GIFT CARDS
Now Available on Steam

RECOMMENDED

- By Friends
- By Curators
- Tags

DISCOVERY QUEUES

- Recommendations
- New Releases

BROWSE CATEGORIES

- Top Sellers
- New Releases
- Upcoming
- Specials
- Virtual Reality
- Controller Friendly

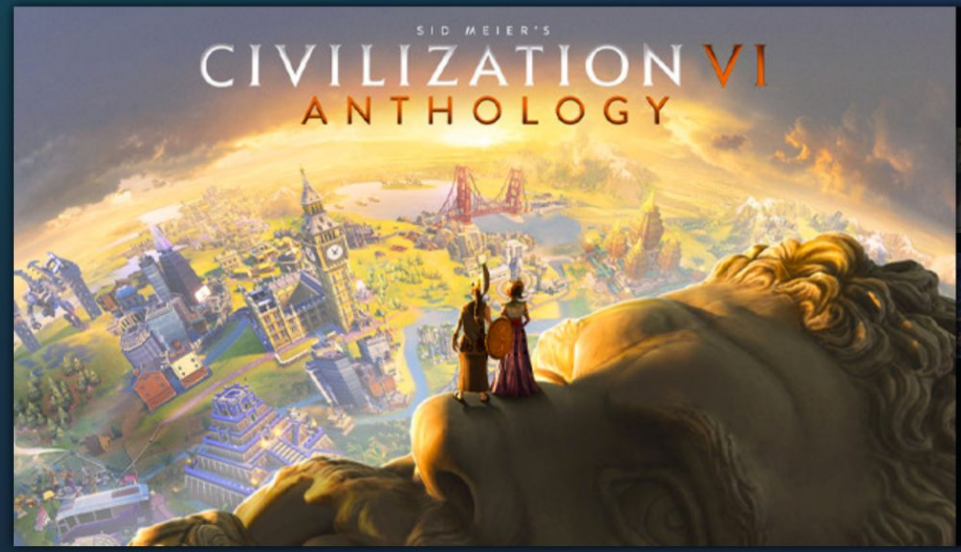
BROWSE BY GENRE

WISHLIST (39)

Your Store + New & Noteworthy + Categories Points Shop News Labs

search

FEATURED & RECOMMENDED



Sid Meier's Civilization® VI Anthology

Now Available

Top Seller

CDN\$ 124.76

[All Games](#) > [Indie Games](#) > [Celeste](#)

Celeste

[Community Hub](#)

Help Madeline survive her inner demons on her journey to the top of Celeste Mountain, in this super-tight platformer from the creators of TowerFall. Brave hundreds of hand-crafted challenges, uncover devious secrets, and piece together the mystery of the mountain.

RECENT REVIEWS: [Overwhelmingly Positive](#) (1,061)

ALL REVIEWS: [Overwhelmingly Positive](#) (37,045)

RELEASE DATE: 25 Jan, 2018

DEVELOPER: [Extremely OK Games, Ltd.](#)

PUBLISHER: [Matt Makes Games Inc.](#)

Popular user-defined tags for this product:

[Precision Platformer](#) [Difficult](#) [Pixel Graphics](#) [Indie](#) [+](#)[Add to your wishlist](#)[Follow](#)[Ignore](#)[View Your Queue](#) 

**RECOMMENDED**By [Double Fine Productions](#) 29 January, 2018

"A Day of the Devs game. Top tier razor sharp difficult platforming with a perfect difficulty curve. As well as beautiful visuals, chill tunes, and a surprisingly engaging story to pull you through it."

[Discuss this review](#)**Buy Celeste**

CDN\$ 21.99

[Add to Cart](#)**Buy Celeste + OST****Includes 2 items:** Celeste, Celeste Soundtrack[Bundle info](#)

CDN\$ 32.28

[Add to Cart](#)**CONTENT FOR THIS GAME**[Browse all \(1\)](#)

Celeste Soundtrack

CDN\$ 10.29

Is this game relevant to you?

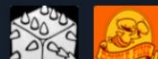
✓ Because you've played games tagged:

[Indie](#) [Adventure](#) [Atmospheric](#)[Singleplayer](#) [Puzzle Platformer](#)[Platformer](#) [Story Rich](#) [2D](#)[Great Soundtrack](#)

✓ Players like you love this game.

✓ User reviews: [Overwhelmingly Positive](#)

✓ Recommended by [Curators you follow](#)



So why release a game on Steam?



- *Established* gaming distribution platform since 2003 with many users
- *Lower barrier to entry* to publish than on console (XBox, PlayStation, Switch)
- *More exclusive* than sites like itch.io (free-for-all host and sales platform)
- Great place to *measure success* before committing to porting to other platforms
- Only requires players to have a *computer/laptop* to play (mostly PC but many mac and linux too)

So why NOT release a game on Steam?

- There are so many games to compete with
- It's difficult to find new releases unless they make it to the Store page
- The recommender tools are lacking

→ *but that's life...*

→ *does the world need another Civilization?*

→ *the link just gives 1 recommendation...*

So you want to release a game on Steam... now what?

As a new indie developer, what characteristics on Steam will increase the likelihood of your game achieving success?



Steam Customer Analysis

Who's buying what?

Predict Success Based on Tags

What are the chances that I can sell 20,000+ copies if I make a single-player, action-adventure game for pc and mac, release a video trailer, and have a few steam achievements?

Game Recommender

What other games out there are similar to the game I'm releasing?

Workflow

Datasets → EDA → Modelling → Predictions

Datasets



1) Steam Store Raw Data (uncleaned) by Nik Davis - Kaggle

- Steam API, Steamspy API
- 29,000+ games
- Genre, developer, languages, tags, etc.

Game

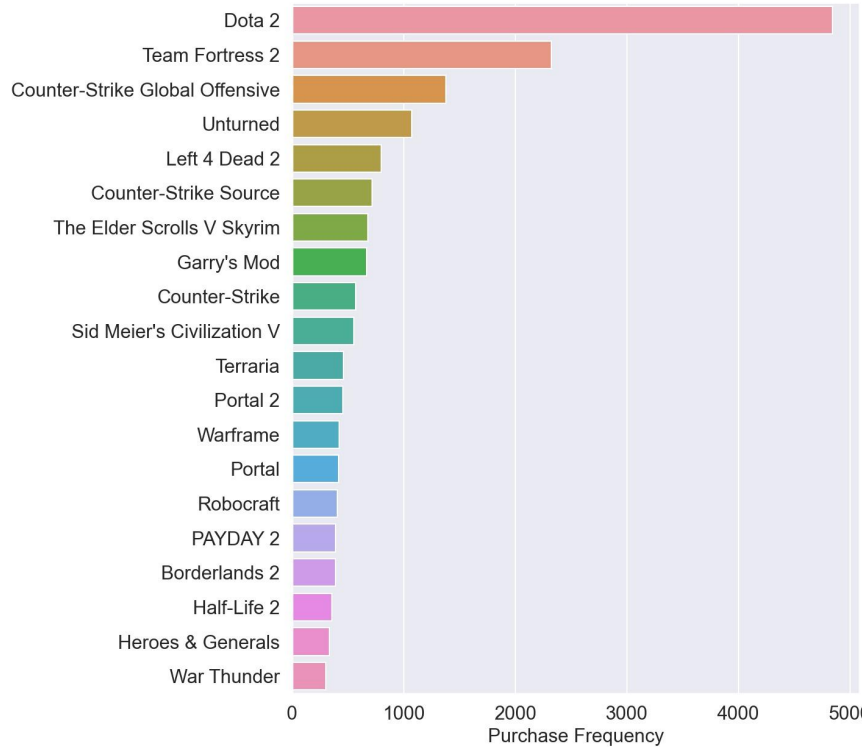
2) Steam Video Games by Tamber.com - Kaggle

- Steam user data
- 3600 games, 11350 users
- Purchases, playtime

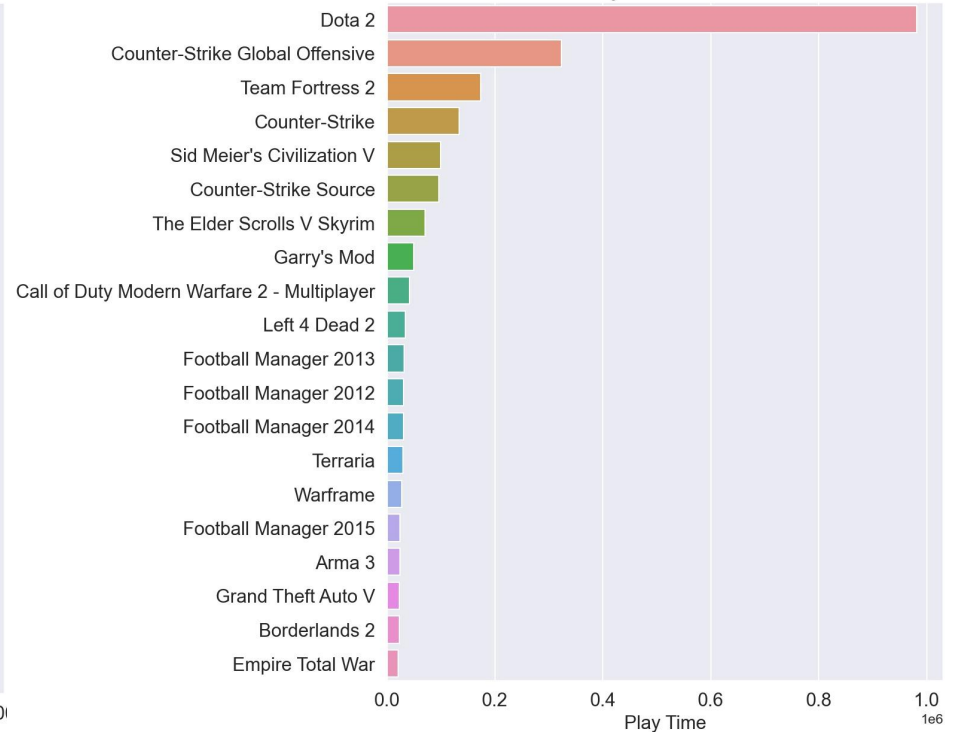
User

Most Popular Games on Steam

20 Most Purchased Games on Steam

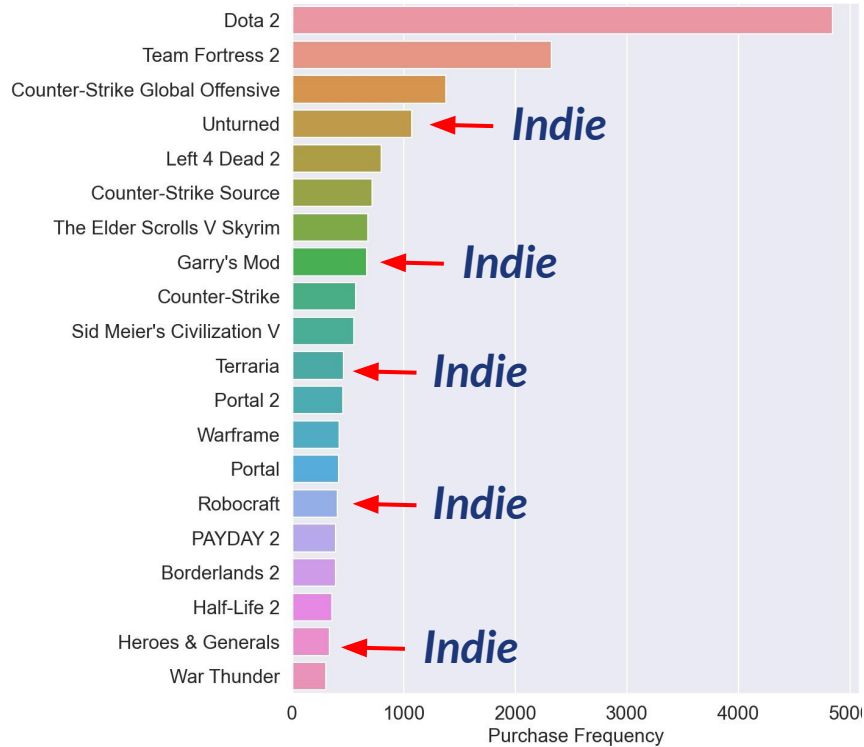


20 Most Played Games on Steam

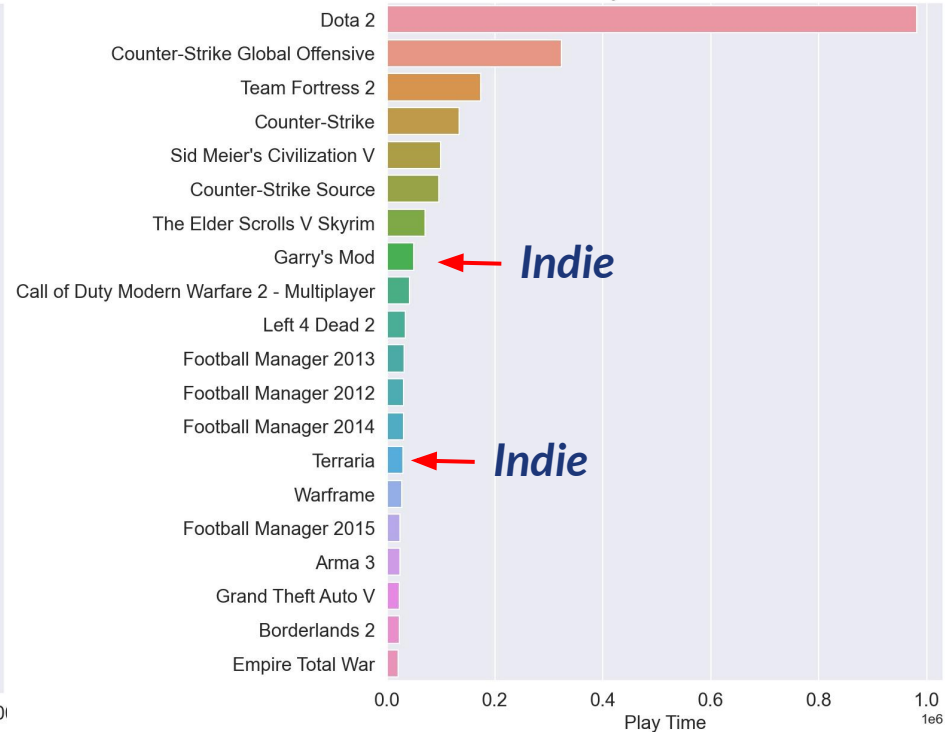


Most Popular Games on Steam

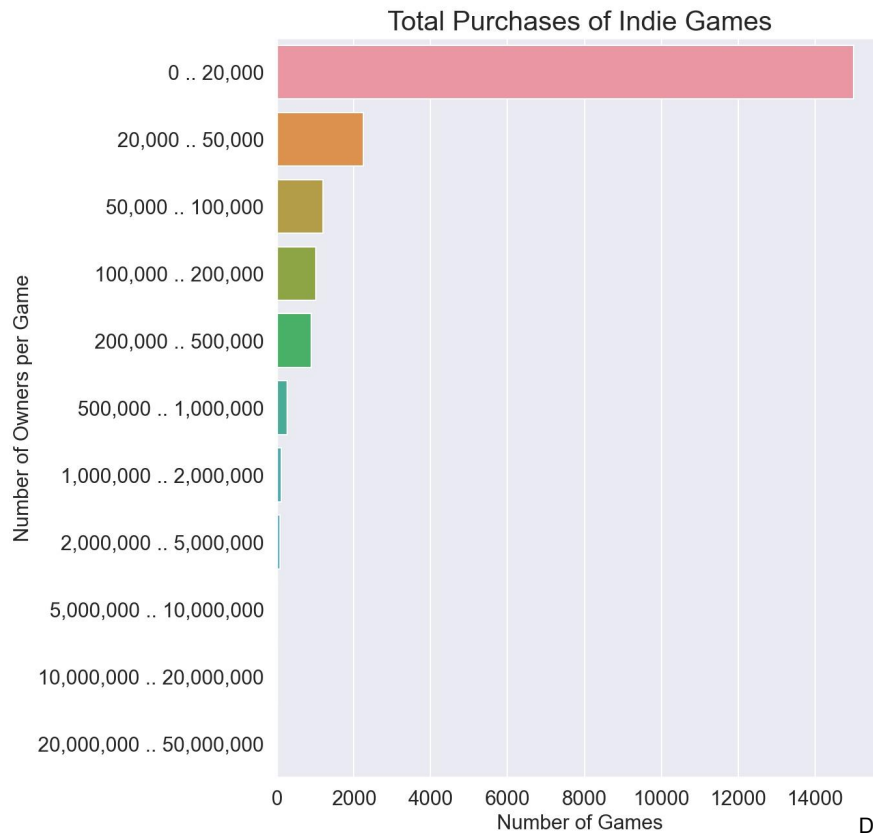
20 Most Purchased Games on Steam



20 Most Played Games on Steam



Indie Purchases



Modelling

Steam Customer Analysis

Compares customer genre preferences

Datasets: Game Genres + User Data

Transformer: Principal Component Analysis

KMeans Clustering: 3 clusters

Indie Success Prediction

Predicts probability of 20,000+ based on only user tags

Datasets: Game Data

Categories: <20,000 (70%), >20,000 (30%)

Model: AdaBoost, 85% train, 84% test,

Game Recommender

Predict new games based on other user preferences

Datasets: User Data

Technique: Cosine Similarity

Steam Streamlit App

<https://steam-streamlit-app.herokuapp.com/>

Final Thoughts



- Segmentation happened based on total purchases, not type of purchase.
- Prediction strongly based on if a game has a trailer and sometimes demo

But why?

- Promotion of a game mostly happens off Steam, so players click on links that bring them to the main page to check out the trailer.

Improvements and Next Steps

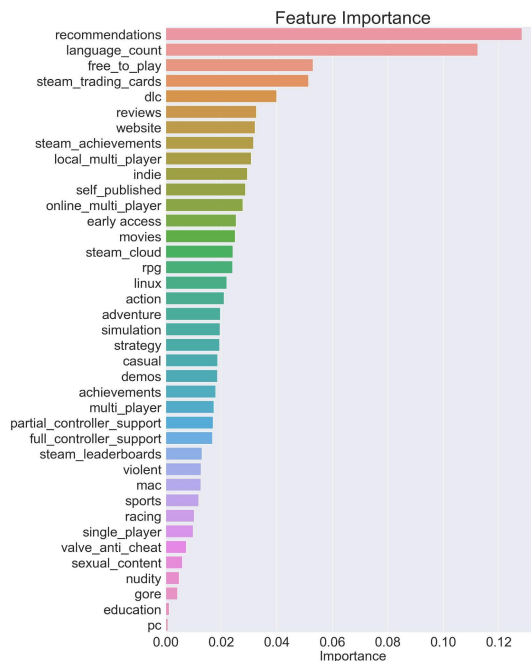


- Try to gather purchase quantity information rather than categories.
- Improve recommender system by referring based on percentage of game completed of similar games rather than just purchases.
- If user data can be obtained for the app store, repeat customer segmentation for a more diverse portfolio of games

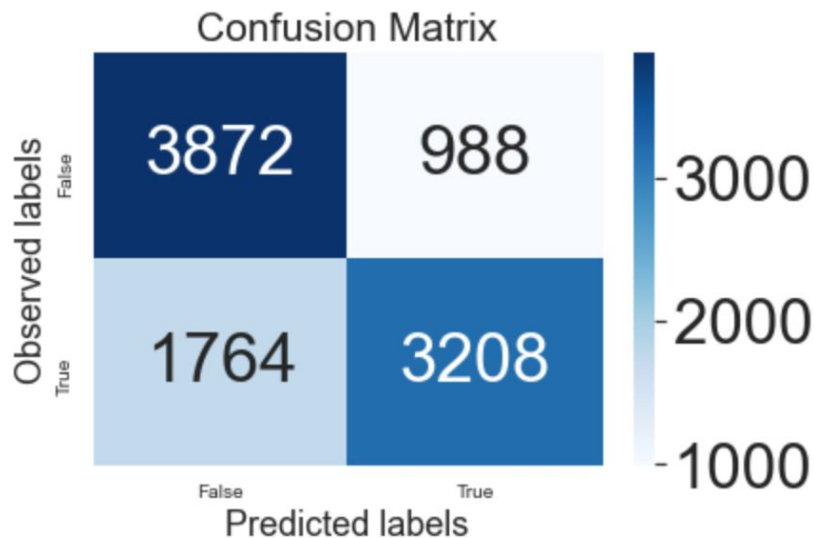


**Now go on and release
the next big hit!**

Appendix: Overall Feature Importance



Appendix: Success Prediction Metrics



Specificity: 0.7967 (Correct Negatives)

Sensitivity: 0.6452 (Correct Positives)

Precision: 0.7645 (Correct Predicted Positives)

Misclassification: 0.2799

Accuracy: 0.7201

ROC AUC Score: 0.7641 (Sensitivity vs Specificity)

Appendix: Game Recommender DataFrames

user	5250	76767	86540	144736	181212	229911	298950	381543	547685	554278	...	309228590	309255941	309262440	309265377	309404240
game																
007 Legends	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	...	NaN	NaN	NaN	NaN	NaN
ORBITALIS	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	...	NaN	NaN	NaN	NaN	NaN
1... 2... 3... KICK IT! (Drop That Beat Like an Ugly Baby)	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	...	NaN	NaN	NaN	NaN	NaN
10 Second Ninja	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	...	NaN	NaN	NaN	NaN	NaN
10,000,000	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	...	NaN	NaN	NaN	NaN	NaN
...
rymdkapsel	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	...	NaN	NaN	NaN	NaN	NaN
sZone-Online	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	...	NaN	NaN	NaN	NaN	NaN
the static speaks my name	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	...	NaN	NaN	NaN	NaN	NaN
theHunter	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	1.0	NaN	...	NaN	NaN	NaN	NaN	NaN
theHunter Primal	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	NaN	...	NaN	NaN	NaN	NaN	NaN

Appendix: Game Recommender DataFrames

game	007 Legends	ORBITALIS	1... 2... 3... KICK IT! (Drop That Beat Like an Ugly Baby)	10 Second Ninja	10,000,000	100% Orange Juice	1000 Amps	12 Labours of Hercules	12 Labours of Hercules II The Cretan Bull	12 Labours of Hercules III Girl Power
game										
007 Legends	1.0	0.000000	0.0	0.000000	0.0	0.0	0.0	0.0	0.0	0.0
ORBITALIS	0.0	1.000000	0.0	0.408248	0.0	0.0	0.0	0.0	0.0	0.0
1... 2... 3... KICK IT! (Drop That Beat Like an Ugly Baby)	0.0	0.000000	1.0	0.000000	0.0	0.0	0.0	0.0	0.0	0.0
10 Second Ninja	0.0	0.408248	0.0	1.000000	0.0	0.0	0.0	0.0	0.0	0.0
10,000,000	0.0	0.000000	0.0	0.000000	1.0	0.0	0.0	0.0	0.0	0.0