**Statistical Analysis of Steam Games**

A logo of a company

AI-generated content may be incorrect.

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## 1. Problem Statement

The problem this project addresses is understanding how different factors, such as a game’s launch price and the number of user reviews, influence its estimated revenue on the Steam platform. By examining these variables, we aim to uncover patterns or relationships that can help predict revenue outcomes. This insight can be valuable for developers, publishers, and marketers looking to make informed decisions about pricing and promotion strategies.

## 2. Objective

The objective of this project is to analyse how launch price and the number of reviews influence the estimated revenue of video games on Steam. This will be achieved through graphical and tabular data representation, descriptive statistics, confidence interval estimation, probability analysis, and regression modelling, with the aim of identifying patterns and predicting a game's financial performance.

## 3. Data Description

[www.reddit.com/r/gamedev/comments/165cii0](http://www.reddit.com/r/gamedev/comments/165cii0)

This dataset contains information on 58,789 video games released on the Steam platform up until July 28, 2023. It includes five key variables: game title, release date, total reviews, launch price, and estimated revenue (calculated using the Boxleiter method). The data has been filtered to remove games with zero revenue, ensuring more accurate insights. Additionally, the reviews are cleaned to exclude review bombs and reviews from players who received the game for free. This dataset provides valuable insights into the performance and trends of Steam games, sourced directly from the Steam API.

## 4. Results

## 5. Codes

## 6. Conclusion

Conclude your results in one paragraph XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

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