* 12:00 What are the inputs and the outputs of our solution.
* 12:15 Rethink plot colors and legends.
* 12:20 Group developers by company size.
* 12:30 Steam rating categories and percentages. Multiple variables for rating.
* 12:45 Show companies how much should they change the price to get into another rating category.
* 13:06 Show how adding new languages can do more sales.
* 13:12 Should a game have DLC?
* 13:26 Find good methodology for our goals.
* 13:31 Looking at Plotly charts.
* 13:44 Time series for separate genres.
* 13:58 Compare concurrent players and estimate revenue for different genres for different companies. + visualization with interactive plots.
* 13:58 Show multiple ways to increase revenue for different companies.