My project is showing the correlation in how film adaptations of movies affect the popularity of said video game. The first dataset I will be working with is called Film Adaptations of Video Games and it provides data on two things that I specifically want: titles and reviews. Other elements include: Title of the film Release date Worldwide box office (USD) Rotten Tomatoes score (%) Metacritic score (out of 100) Film Distributor Original game publisher. I found this dataset on kaggle and it is a public domain (no copyright). The next dataset I will be using is from steamdb.info, a website that has steam user data. Steam is a platform for gamers and has records of reviews and playercounts for the specific games we will be analyzing. This website has separate datasets for all the games we are interested in. Other elements this website has data on include: developer, publisher, franchise, supported systems, release date, active players, price history, and monthly breakdowns of average players. From these elements I will mostly be focusing on extracting data on active player count in correlation to time and relating it to when a certain movie was released. The only limitations on the data was the time frame I had access to on steamdb.info, luckily all I had to do was link my steam account to access all the info.