

Folder Name
datasets

Description
This folder contains all video game data referenced during the creation of the Good Game! Repository protocol, including six raw datasets, four cleaned datasets, and relevant README files.

Folder Contents

digitalHumanitiesProject

A dataset from Zenodo used as reference and later cleaned

This folder contains the following files:

README.docx
digitalHumanitiesNorm.csv
digitalHumanitiesNorm.xlsx
digitalHumanitiesRaw.csv
digitalHumanitiesRaw.xlsx

referenceDataRaw

Raw datasets from Kaggle used as reference but not cleaned

This folder contains the following files:

data.xlsx
games_data.xlsx

steamClean

A dataset from Kaggle used as reference and later cleaned

This folder contains the following files:

README.docx
steamNorm.csv
steamNorm.xlsx
steamRaw.csv
steamRaw.xlsx

vgSales

A dataset from Zenodo used as reference and later cleaned

This folder contains the following files:

README.docx
vgSalesNorm.csv
vgSalesNorm.xlsx
vgSalesRaw.csv
vgSalesRaw.xlsx

videoGamesEsrBRating

A dataset from Kaggle used as reference and later cleaned

This folder contains the following files:

videoGamesEsrBRating_Norm.csv
videoGamesEsrBRating_Norm.xlsx
videoGamesEsrBRating_Raw.csv
videoGamesEsrBRating_Raw.xlsx