**Data Science Capstone Project**

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| **Program Code: J620-002-4:2020** | |
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| **Program Name: Front-End Software Development** | |
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| **Name** | |
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| **IC Number** | |
| **050824070059** | |
| **Title** | |
| Steam game analysis | |
| **Date** | |
| 7/8/23 | |
| **Purpose** | |
| **This project is to create a model to predict the number of owners a game would have base on the given data** | |
| **Null Hypothesis** | |
| **Does genre have an effect on the number of owners a game would have** | |
| **Methodology:** | |
|  | Most common genre |
|  | Average number of owners a genre has |
|  | Game Age rating percentage |
|  | Games with age rating group percentage |
|  | Developers with the most games |
|  | Mean positive Rating for top 30 developers |
|  | Games Release over the years |
|  | Platform support in general |
|  | Platform support over the years |
|  | Game owner range |
| **Findings** | |
| With the given analysis I have found out that genre has an effect on the numbers of owners a game would have. | |
| **Conclusion** | |
| With the given analysis I have failed to reject the null hypothesis where genre has an effect on the numbers of owners a game would have. | |
| **Dataset URL** | |
| **https://www.kaggle.com/datasets/nikdavis/steam-store-games** | |