Supplementary Material: Data Collection

Data utilized for analysis was collected through Steam Database (https://steamdb.info/) and Steam Spy (https://steamspy.com/), third party websites which collect statistical information directly from Steam (the medium of interest) on a daily basis. Both websites are publicly available, though Steam Spy possesses a paid monthly membership option to access additional data options, which was employed for this article's analysis.

Based on the terms and conditions of Steam Spy's monthly membership, the publishing of data would very likely constitute as a violation of Copyright laws and regulations. However, to ensure the transparency, integrity, and reproducibility of this research study, specific dates of collection around each type of data are depicted below. Analysis performed on data collected has been thoroughly outlined within the article.

Steam Database was utilized to collect the daily player base for each game. Data pertaining to this was accessed on December 20, 2018, to which each game's data from launch (or as early as possible) up to this date was collected.

Steam Spy was employed to collect ownership and playtime distribution data. Sample selection, which utilized a threshold of ownership data on the specific date of collection, was performed on November 24th. Data collection around daily ownership data and playtime distribution data initiated on November 12th and proceeded for the following three and a half weeks. The extended duration was primarily caused by frequent issues and bugs from the Beta stage of SteamSpy's website. Any possible differences from the time discrepancy, particularly with playtime distribution data, are reasonably assumed to be minimal and negligible. This is in consideration of the high age of the large majority of the games selected, the large ownership and player base of all games, and the lack of indication that the slight extension of time may create consistent skewness of playtime distribution towards any one side.