



# Popularity of five video games using twitter

Harsha Vardhan Reddy Nallavolu | Nathan Elo

School of Computer Science and Information Systems, Northwest Missouri State University



NORTHWEST  
MISSOURI STATE UNIVERSITY

## Introduction

- The purpose of this project is to find the popularity of the five video games in twitter and plot the graph using the results

## Procedure

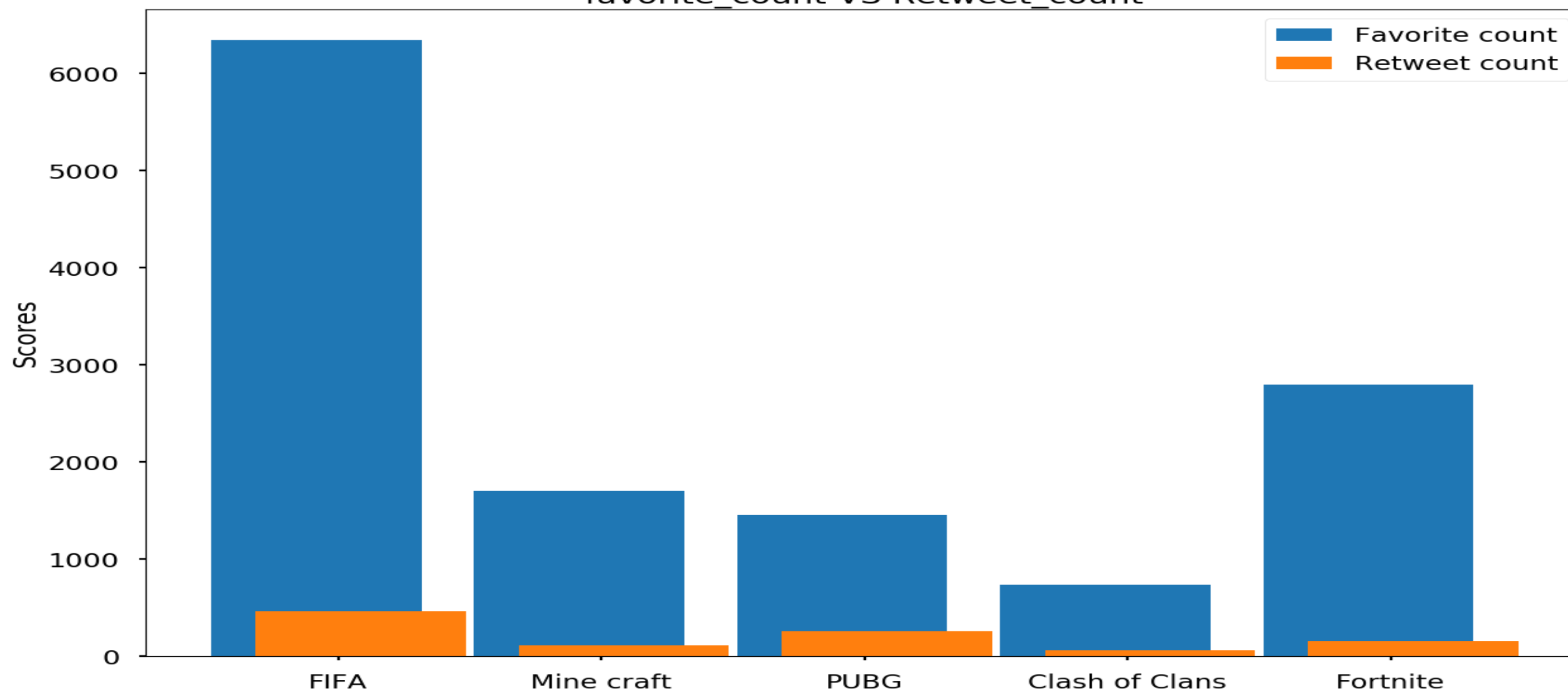
- Imported the tweets from five gaming accounts
- Pickled tweets from those accounts
- Calculated the favorite counts
- Calculated the retweet counts
- projected the results using matplotlib
- Drawn the conclusion from the result

## Conclusion

- From the graph we can say that the highest number of retweets and favourite\_counts are for FIFA and the least is for clash of clans.
- This says that FIFA game is more popular and has more reach into gamers in video game market than clash of clans.
- Mine craft' and 'clash of clans' has no big difference in retweet count but has a big difference in favorite count.

## Results

favorite\_count VS Retweet\_count



## Further Information

- <https://github.com/harsha4824/wm-final-project-harsha4824>