



Popularity of five video games using twitter

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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

