

# Professional gamers and traditional sport athletes: Who performs best? Who earns the most?

## Motivation

The purpose of this project is to make it easy to answer rather complicated questions regarding (e)sports like:

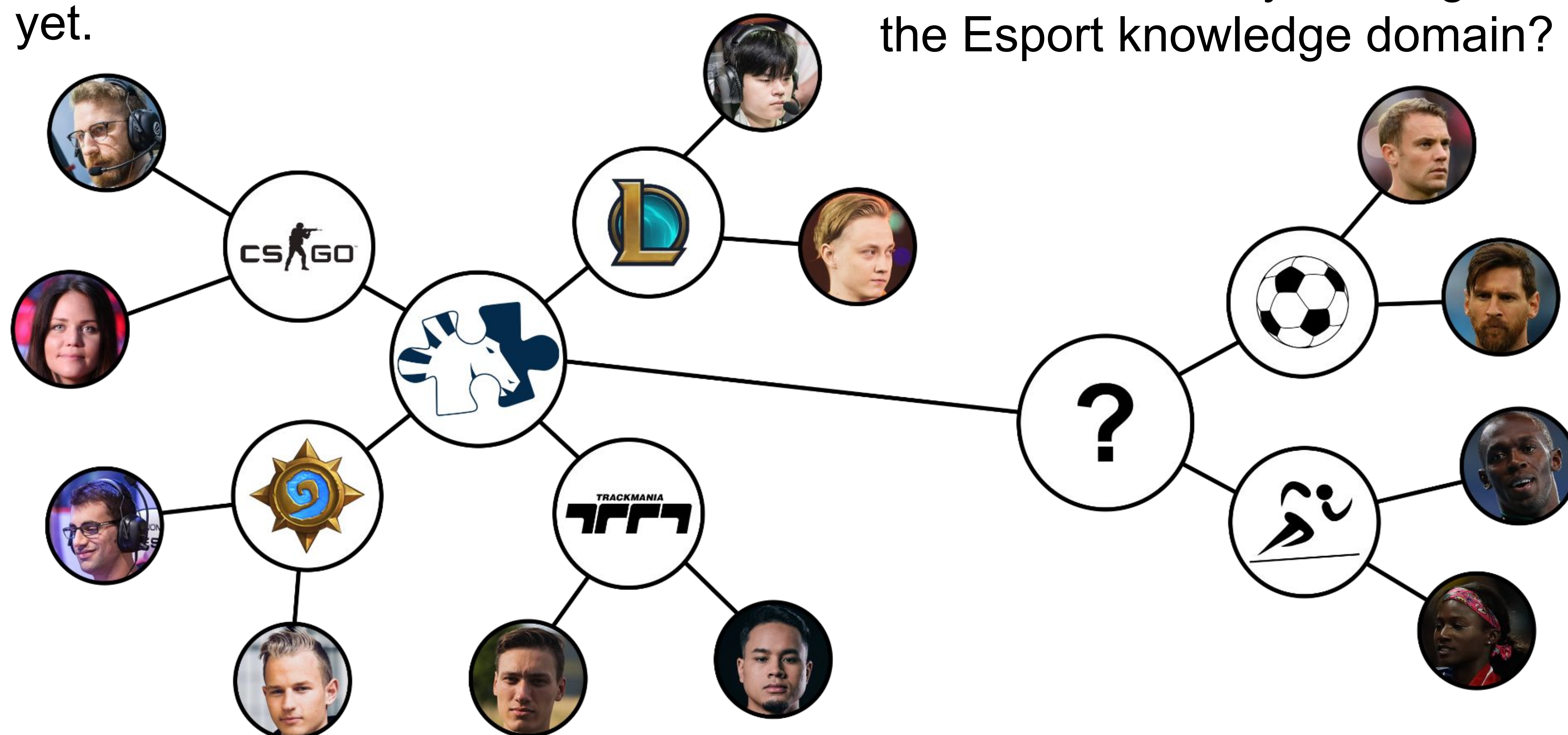
- What was the global price pool of all electronic and traditional sport competitions combined?
- Which athlete was the most successful in the time from XXXX to YYYY?

I intend to create a dataset with which it is possible to find interesting patterns/similarities/differences in between electronic and conventional athletes.

## Datasets

A main source for this project will be Liquipedia, which records information about esports for over 40 different games to varying degrees of detail.

A fitting dataset for conventional sports has not been found yet.



## Process

The plan is to extract the data of each player and tournament from each of the Liquipedia's subsections through its SMW Tools, generate new data (e.g. calculating age at specific tournament win) and combining them together to one dataset.

With said dataset, I would be creating graphs or (possibly) a small frontend application to interact with the data.

## Open Questions

While Liquipedia does provide SMW tools, I do not know how to interact/extract the data from it.

As mentioned in the 1 min pitches, I have not found a matching dataset regarding conventional sport athletes yet.

Is there an already existing vocabulary targeting the Esport knowledge domain?

This project is part of the course "Linked Data & Semantic Web" in the summer semester of 2021 at the Anhalt University of Applied Sciences.

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