Final Questions Document - Salaries

Final Dataset Links:

https://www.esportsearnings.com/players

Dataset 1: Top 100 highest-earning professional esports players

- Source: https://www.esportsearnings.com/players (scraped via R)
- Collection Method: Web scraping by css selector
- Timeliness: ≤ 2-year recency
- Contains: Rank| player_id | player_name | highest_playing_game| total_overal_usd | total_in_game_usd | percent_of_total
- Size: 99 obs. Of 7 variables

https://www.onetonline.org/link/localwages/15-1252.00?st=AL

Dataset 2: Software Engineering Salaries

- Source: O*NET Online (scraped via R)
- Collection Method: Web scraping from https://www.onetonline.org/
- Timeliness: Current data (2024)
- Contains: Latitude/Longitude (via FIPS codes for choropleth maps)
- Location | Location_Type | State | State_Name | P10 | P25 | Median | P75 | P90
- Size: 652 records across 50 states

Final Questions:

1. How does the distribution of yearly earnings for professional esports players compare with the average yearly salaries of software engineers in the United States, and what does this reveal about income stability in each field? (Daniel Jimenez)

2. How much of the total money in each career is concentrated in the top percentages. For example the top esports earners versus typical software engineers. What does that say about how realistic it is to “make it” in esports compared to software? (Bat-Orgil Erdenebat)

3. How long can someone realistically maintain high earnings as a professional esports player compared to a software engineer’s typical multi-year career path, and what does that imply about long-term financial security? (Duy Nguyen)