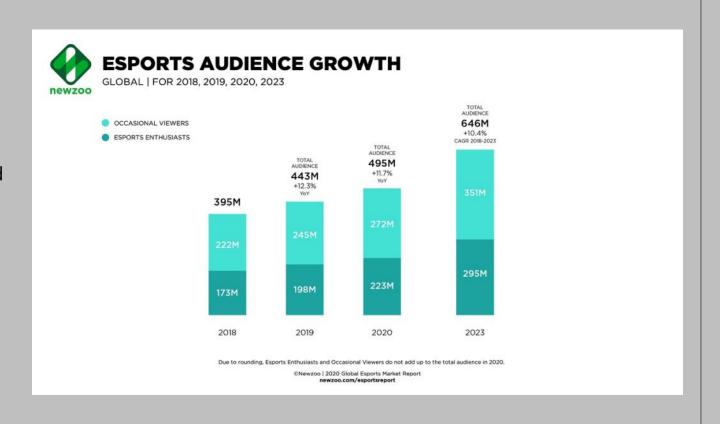


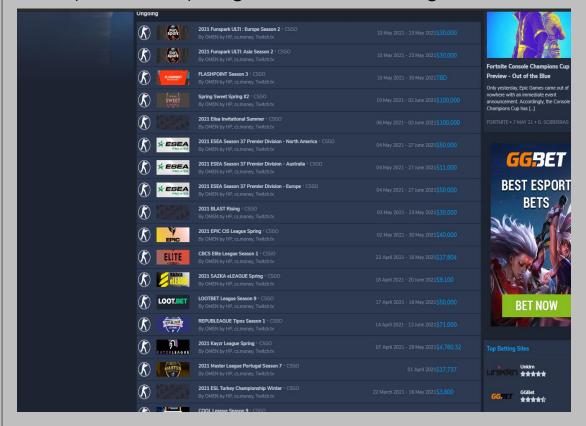
Esports is growing

- Goal initially to improve returns for twitch by investing in tournaments.
- 52% of gamers say they purchase content to play more competitively, and 70% believe their level of play would be more competitive if they could afford more content. https://blog.treasuredata.com/
- Check if player involvement improved after tournaments. Using this data game companies can increase profit through increased player participation.

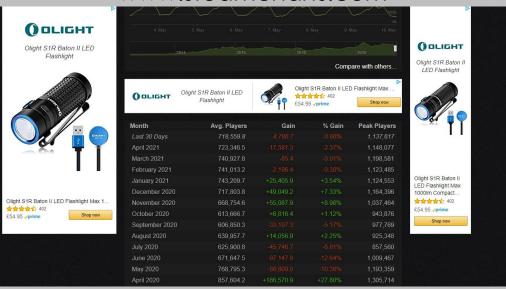


Getting the data

https://www.esportsguide.com/events/csgo



www.steamcharts.com



https://activeplayer.io

entered it on a chart for the users better understanding.

[GET] List of Brawlhalla Codes as

Roblox Just Reached 203 Million

Monthly Users in April of 2021

[GET] Roblox Alien Simulator

The Big Island 7nm GPU from China: Here's all that you need to

10 Rest Curve Gaming Monitor in

Codes (Working As of MAY 2021)



Month	Average Monthly Players	Monthly Gain / Loss	Monthly Gain / Loss %	Peak Players In a Day
Last 30 Days	115,554,722	-2,946,744	-2%	11,600,147
April 30, 2021	118,501,466	-1,800,813	-1%	11,588,601
March 30, 2021	120,302,279	2,779,912	2%	12,032,279
February 28, 2021	117,522,367	1,874,552	2%	11,955,470
January 30, 2021	115,647,815	-5,558,822	-5%	10,254,476
December 30, 2020	121,206,637	4,290,500	4%	8,080,442
November 30, 2020	116,916,136	23,430,462	25%	7,794,409
October 30, 2020	93,485,674	-4,920,299	-5%	5,920,759
September 30, 2020	98,405,973	-7,360,004	-7%	6,232,378
August 30, 2020	105,765,976	-3,271,113	-3%	6,698,512
July 30, 2020	109,037,089	-3,372,281	-3%	7,269,139
June 30, 2020	112,409,370	-3,476,578	-3%	4,871,073
May 30, 2020	115,885,949	-13,437,302	-10%	4,635,438
April 30, 2020	129,323,250	9,677,250	8%	5,604,008
March 30, 2020	119,646,000	10,396,000	10%	5,184,660
February 28, 2020	109,250,000	3,266,000	3%	5,462,500
January 30, 2020	105,984,000	6,348,000	6%	4,592,640
December 30, 2020	99,636,000	8,925,288	10%	3,985,440
November 30, 2019	90,710,712	8,154,210	10%	3,930,798
October 30, 2019	82,556,502	1,570,368	2%	3,577,448
September 30, 2019	80,986,134	4,049,307	5%	4,049,307
August 30, 2019	76,936,827	-7,321,146	-9%	3,077,473
July 30, 2019	84,257,973	9,706,188	13%	3,651,179
June 30, 2019	74,551,785	-10,327,384	-12%	3,230,577
May 30, 2019	84,879,169	-5,100,912	-6%	4,243,958
April 30, 2019	89,980,081	-23,351,973	-21%	4,499,004
March 30, 2019	113,332,054	4,681,107	4%	5,666,603
February 28, 2019	108,650,948	-1,127,900	-1%	5,432,547
January 30, 2019	109,778,848	-7,727,152	-7%	3,659,295
November 30, 2018				

Here's a detailed table of League of Legends estimated monthly users. On the table it is presented the max users of the game, gain / loss users, percentage of its gain and loss, and the max peak players on a





ASUS Zen**Book** 1 The elegant way to d

Blog News



https://activeplayer.io/dota-2/

Dota 2 Live Monthly Player Detailed Table

Month	Average Monthly Players	Monthly Gain / Loss	Monthly Gain / Loss %	Peak Players In a Day
Last 30 Days	441,621	-53,493	-11%	732,651
April 30, 2021	495,114	49,100	11%	746,650
March 30, 2021	446,014	10,360	2%	705,569
February 28, 2021	435,654	4,629	1%	698,874
January 30, 2020	431,025	9,052	2%	702,354
December 30, 2020	421,973	-3,681	-1%	725,240
November 30, 2020	425,654	17,096	4%	825,477
October 30, 2020	408,558	-2,501	-1%	725,477
September 30, 2020	411,059	-20,448	-5%	672,996
August 30, 2020	431,507	-21,005	-5%	667,928
July 30, 2020	452,512	-6,274	-1%	714,908
June 30, 2020	458,786	-27,705	-6%	734,896
May 30, 2020	486,491	-8,723	-2%	795,437
April 30, 2020	495,214	55,890	11%	803,035
March 30, 2020	439,324	30,803	7%	746,110
February 28, 2020	408,522	26,961	7%	666,355
January 30, 2020	381,560	-4,309	-1%	619,050
December 30, 2020	385,870	-18,142	-5%	686,855
November 30, 2019	404,012	13,018	3%	710,597
October 30, 2019	390,994	-33,112	-8%	742,562
September 30, 2019	424,106	-44,792	-11%	756,131
August 30, 2019	468,898	2,489	1%	828,440
July 30, 2019	466,410	-42,903	-9%	780,782
June 30, 2019	509,312	-41,257	-8%	867,158
May 30, 2019	550.569	27.990	5%	999.387

https://mmo-population.com/r/wow/stats

DATE	SUBSCRIBERS	ACTIVE PLAYERS
2021-05	114,628,062	4,355,866
2021-04	114,299,585	4,343,384
2021-03	113,925,426	4,329,166
2021-02	113,380,271	4,308,450
2021-01	112,249,468	4,265,480
2020-12	108,269,198	4,114,230
2020-11	104,000,564	3,952,021
2020-10	99,869,354	3,795,035
2020-09	96,051,429	3,649,954
2020-08	91,959,576	3,494,464
2020-07	88,088,402	3,347,359
2020-06	84,771,843	3,221,330
2020-05	81,120,103	3,082,564
2020-04	77,391,651	2,940,883

https://www.esportsguide.com/events/csgo



https://www.steamcharts.com

Month	Avg. Players	Gain	% Gain	Peak Players
Last 30 Days	704,422.0			1,119,102
April 2021	723,346.5			1,148,077
March 2021	740,927.8			1,198,581
February 2021	741,013.2			1,123,485
January 2021	743,209.7			1,124,553
December 2020	717,803.8	+49,049.2		1,164,396
November 2020	668,754.6			1,037,464
October 2020	613,666.7	+6,816.4	+1.12%	943,876
September 2020	606,850.3			977,769
August 2020	639,957.7	+14,056.9		925,348
July 2020	625,900.8			857,560
June 2020	671,647.5			1,009,467
May 2020	768,795.3			1,193,359
April 2020	857,604.2	+186,570.9		1,305,714
March 2020	671,033.3			1,145,972
February 2020	543,979.2			916,996
January 2020	501,196.0	+44,494.4		817,229
December 2019	456,701.6			767,060
November 2019	426,080.8			758,412
October 2019	408,995.3			747,937
September 2019	410,925.6			720,052

Cleaning the data

- Data was initially outputted to .json.
- Data then cleaned with pandas. Tables merge and pivoted.
- Pandas frames outputted to Amazon RDS Postgres.
- .json files added to amazon S3 bucket esports-scraper-data.

Further Steps:

- Create a GUI to enable a user friendly scraping experience.
- Use AI/Machine learning techniques to build an automated scraper.
- Create automated twitch scraper using twitch API to collect real-time data.
- Run scrapers in the cloud to automate scraping and sell data to the games companies.

Data to Analyse

Data added to two SQL tables Player_Data 428 entries and Tournament_Data 1947 entries.

Sum prize pools based on month and compare with the change in players numbers during this time.

Tournament data

1	0	CS:GO	2021 Elisa Invitational S	Unknown	06.05.2021	03.06.2021	\$100,000
2	1	CS:GO	2021 ESEA Season 37 Pr	Unknown	04.05.2021	27.06.2021	\$50,000
3	2	CS:GO	2021 ESEA Season 37 Pr	Australia	04.05.2021	27.06.2021	\$11,000
4	3	CS:GO	2021 ESEA Season 37 Pr	Unknown	04.05.2021	27.06.2021	\$50,000
5	4	CS:GO	2021 BLAST Rising	Unknown	03.05.2021	23.05.2021	\$30,000
6	5	CS:GO	2021 BIOGAMING Spring	Unknown	03.05.2021	09.05.2021	\$1,200
7	6	CS:GO	2021 EPIC CIS League S	Unknown	02.05.2021	30.05.2021	\$40,000
8	7	CS:GO	2021 Dreamhack Master	Unknown	29.04.2021	09.05.2021	\$250,000
9	8	CS:GO	CBCS Elite League Seas	Brazil	22.04.2021	16.05.2021	\$17,804
10	9	CS:GO	2021 SAZKA eLEAGUE S	Czech Repub	18.04.2021	20.06.2021	\$9.100
11	10	CS:GO	LOOTBET League Seaso	Unknown	17.04.2021	16.05.2021	\$50,000
12	11	CS:GO	REPUBLEAGUE Tipos Se	Unknown	14.04.2021	13.06.2021	\$71,000
13	12	CS:GO	2021 Kayzr League Spring	Unknown	07.04.2021	29.05.2021	\$4,760.32
14	13	CS:GO	2021 Master League Por	Portugal	01.04.2021	Not ended	\$17,737
15	14	CS:GO	2021 ESL Turkey Champi	Turkey	22.03.2021	16.05.2021	\$3,800
16	15	CS:GO	COOL League Season 9	Czech Repub	20.03.2021	29.05.2021	\$11,229
17	16	CS:GO	Snow Sweet Snow #3	Unknown	15.03.2021	Not ended	\$100,000
18	17	CS:GO	2021 ESL Mistrzostwa P	Poland	09.03.2021	16.05.2021	\$12,976
19	18	CS:GO	99Liga Season 17 Divisi	Germany	08.03.2021	12.06.2021	\$31,316
20	19	CS:GO	2021 LPL Pro League Se	Unknown	02.03.2021	11.05.2021	\$10,000
21	20	CS:GO	2021 ESL Meisterschaft	Germany	01.03.2021	Not ended	\$ Succes
22	21	CS:GO	2021 Svenska Elitserien	Sweden	23.02.2021	23.05.2021	Tbo

Player data

	index bigint	Game text	Month text	Avg. Players text	Gain text	% Gain text	Peak Players text
1	0	Fornite	April 30, 2	275,011,465	6,996,9	3%	33,014,465
2	1	Fornite	March 30,	268,014,467	4,793,0	2%	30,144,709
3	2	Fornite	February 2	263,221,429	3,462,5	1%	28,544,163
4	3	Fornite	January 3	259,758,840	-4,556,	-2%	25,115,476
5	4	Fornite	December	264,315,826	-6,739,	-2%	22,715,791
6	5	Fornite	November	271,055,541	6,171,3	2%	25,491,419
7	6	Fornite	October 3	264,884,164	-2,647,	-1%	23,244,208
8	7	Fornite	Septembe	267,531,902	-25,334	-9%	10,701,276
9	8	Fornite	August 30,	292,866,255	11,290,	4%	15,619,534
10	9	Fornite	July 30, 2	281,575,625	16,346,	6%	11,263,025
11	10	Fornite	June 30, 2	265,228,866	-16,459	-6%	11,493,251
12	11	Fornite	May 30, 2	281,688,300	24,475,	10%	11,267,532
13	12	Fornite	May 30, 2	257,212,500	-13,537	-5%	11,145,875
14	13	Fornite	April 30, 2	270,750,000	-14,250	-5%	11,732,500
15	14	Fornite	March 30,	285,000,000	8,520,0	3%	14,250,000
16	15	Fornite	February 2	276,480,000	16,560,	6%	11,980,800
17	16	Fornite	January 3	259,920,000	38,304,	17%	10,396,800
18	17	Fornite	December	221,616,000	13,198,	6%	9,603,360
19	18	Fornite	November	208,417,536	44,741,	27%	9,031,427
20	19	Fornite	October 3	163,675,728	-10,109	-6%	8,183,786
21	20	Fornite	Septembe	173,785,111	8,689,2	5%	6,951,404
22	21	Fornite	August 30,	165,095,856	18,004,	12%	7,154,154

Profitability

- Increase in players means more participation meaning more microtransactions and subscriptions from players.
- Competitive players are very dedicated to the game so will spend many hours playing.
- If we can show twitch participation improvement from tournaments then ad revenue will be increased.
- Companies may be opening to allowing microtransaction/subscription data analysis.