ESPORTS TOURNAMENT SCRAPER

Blair Martin

Esports is growing

◦ Goal initially to improve returns for twitch by investing in tournaments.

◦ Twitch API only updates in real-time not useable.

◦ Check if player involvement improved after tournaments. Using this data game companies can increase profit through increased player participation.
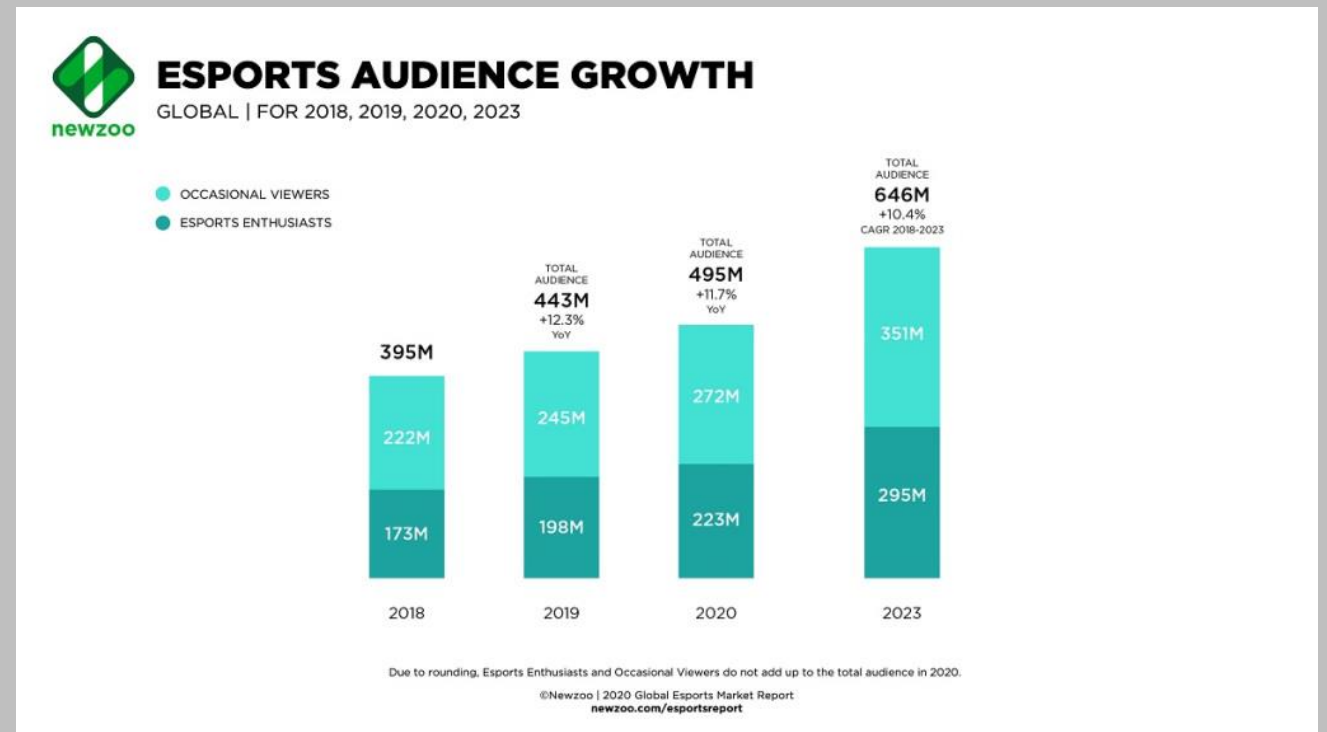
Getting the data

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

www.steamcharts.com

https://activeplayer.io

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

Dota 2 Live Monthly Player Detailed Table

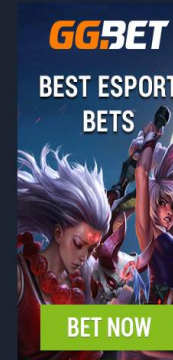| Month	Average Monthly Players	Monthly Gain / Loss	Monthly Gain / Loss %	Peak Players In a Day
Last 30 Days	441,621	-53,493	-11%	732,651
April 30, 2021	495,114	49,100	11%	746,650
March 30, 2021	446,014	10,360	2%	705,569
February 28, 2021	435,654	4,629	1%	698,874
January 30, 2020	431,025	9,052	2%	702,354
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, 2019	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

Select Date
07 FRI 08 SAT 09 SUN 10 MON 11 TUE 12 WED 13 THU

General Info | Format | Matches | Standings | Vods | Favourites

2021 Funspark ULTI : Europe Season 2

Start Date	Prize Pool
10.05.2021	$30,000
End Date	Location
23.05.2021	Unknown

General info
The 2021 Funspark ULTI Season 2 is the second season of the Funspark ULTI tournament series, an online CS: GO tournament featuring teams from Europe and Asia with a prize pool of $30,000 for each region.

Matches
UPCOMING | ONGOING | RESULTS

No Games Found - please try a different filter.

Standings

GGBET BEST ESPORTS BETS BET NOW!

Favourites

Add to Favorites
CS:GO 2021 Funspark ULTI : Europe Season 2

Share

Add to Calendar

https://www.steamcharts.com

Month	Avg. Players	Gain	% Gain	Peak Players
Last 30 Days	704,422.0	-18,924.5	-2.62%	1,119,102
April 2021	723,346.5	-17,581.3	-2.37%	1,148,077
March 2021	740,927.8	-85.4	-0.01%	1,198,581
February 2021	741,013.2	-2,196.4	-0.30%	1,123,485
January 2021	743,209.7	+25,405.9	+3.54%	1,124,553
December 2020	717,803.8	+49,049.2	+7.33%	1,164,396
November 2020	668,754.6	+55,087.9	+8.98%	1,037,464
October 2020	613,666.7	+6,816.4	+1.12%	943,876
September 2020	606,850.3	-33,107.3	-5.17%	977,769
August 2020	639,957.7	+14,056.9	+2.25%	925,348
July 2020	625,900.8	-45,746.7	-6.81%	857,560
June 2020	671,647.5	-97,147.8	-12.64%	1,009,467
May 2020	768,795.3	-88,809.0	-10.36%	1,193,359
April 2020	857,604.2	+186,570.9	+27.80%	1,305,714
March 2020	671,033.3	+127,054.1	+23.36%	1,145,972
February 2020	543,979.2	+42,783.2	+8.54%	916,996
January 2020	501,196.0	+44,494.4	+9.74%	817,229
December 2019	456,701.6	+30,620.8	+7.19%	767,060
November 2019	426,080.8	+17,085.5	+4.18%	758,412
October 2019	408,995.3	-1,930.3	-0.47%	747,937
September 2019	410,925.6	-4,171.7	-1.00%	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

Player data

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.