# Project Proposal

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**Research Question:** How do sentiments toward eSports teams and players, both from external sources and the players themselves, influence performance?

**Planned Target Venue:** SBP-BRiMS (As this semi correlates to behavioral/cultural modeling)

**Data Collection Plan:** I will scrape data primarily from Twitter and possibly Reddit to gather public discussions about eSports teams and players before their matches. Additionally, I will collect posts and statements made by the teams and players themselves to analyze their sentiments toward the upcoming matches. This data will then be used to explore potential correlations between public and player sentiments and match performance.

To be a little more specific I will be looking at 10 teams across 4 different major eSports: Counter Strike, Valorant, Rocket League, and League of Legends. I will find at least 50 messages (may be more or less depending on how many I can find) from people on twitter and reddit, some of them will be from the players/teams themselves. After that I will be utilizing sentiment analysis to determine sentiment of the messages and then comparing that to the teams performance. I may also need to determine how the teams are performing in that timeframe overall as well, grabbing teams that performed bad to good over that eSports Season.