

Twitter Sentiment Analysis Surrounding Sports Events

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Motivation

The goal of our project is to analyze textual content of tweets that use hashtags related to sports events to map out average sentiment over the course of the event.



Data and Processing Dimensions

- Sports API to get event information
 - Match start/end, half start/end
 - Match key event (substitution, foul, goal, etc)
 - Home and Away team hashtags
 - Neutral hashtag (event hashtag)
- Twitter API (real-time streaming)
 - Gather (english) tweets in time intervals relative to sporting event
 - Variable length intervals
 - Three batches (one for each hashtag)

Architecture

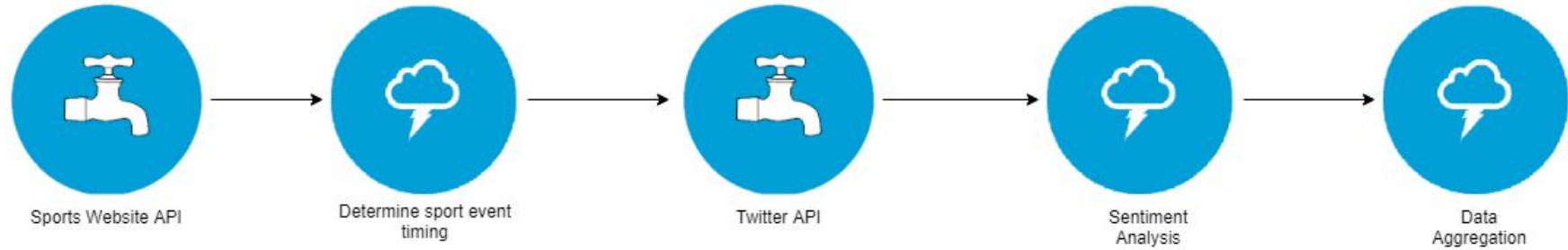


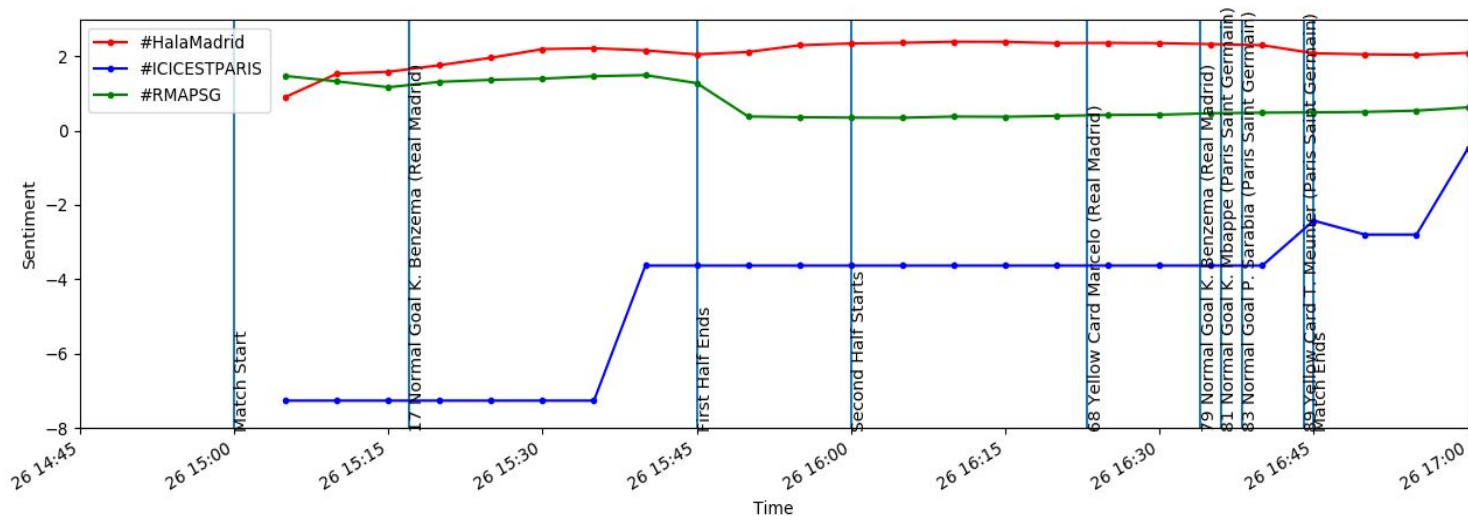
Fig. 1

Overall architecture and data flow

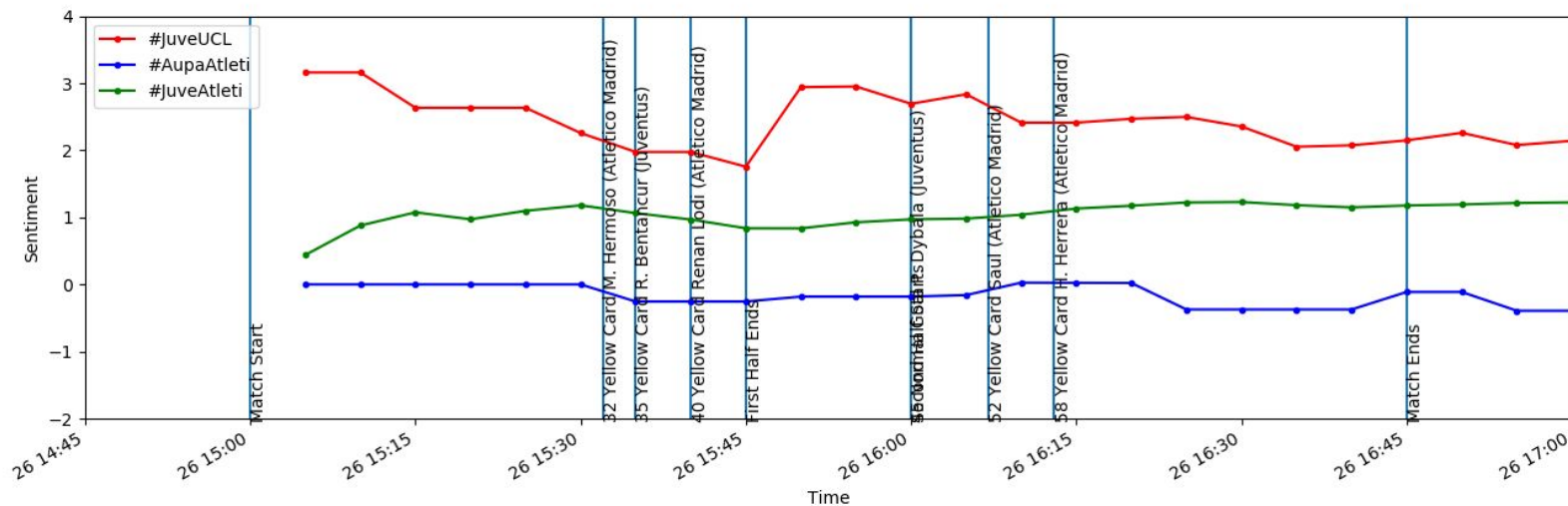
Analysis

- Questions:
 - After a key event, is there a spike in average public sentiment? Is it positive, negative or neutral?
 - Is there a trend of a particular event?
 - e.g. red card, average sentiment swap between teams?
- Objective
 - Understand how events change public sentiment over the course of a sporting event

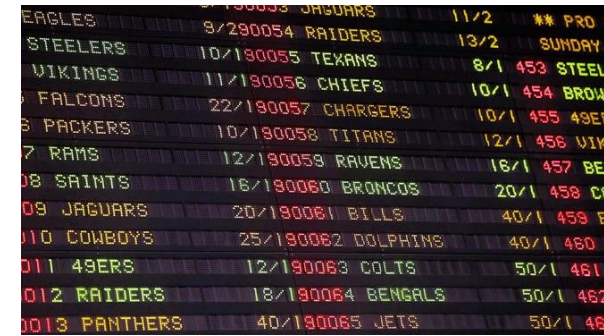
Results: Real Madrid vs PSG (UCL)



Results: Juventus vs. Atletico Madrid (UCL)



Variations



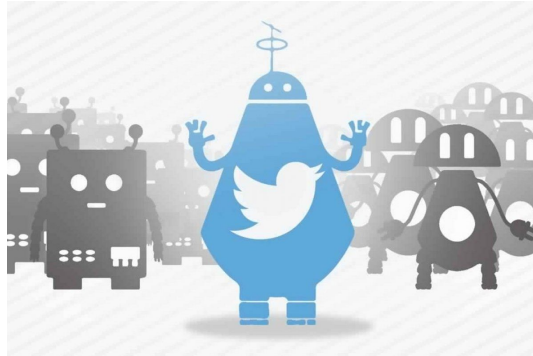
EAGLES	9/290054	RAIDERS	11/2	** PRO
STEELERS	10/190055	TEXANS	13/2	SUNDAY
VIKINGS	11/190056	CHIEFS	8/1	453 STEEL
FALCONS	22/190057	CHARGERS	10/1	454 BROW
PACKERS	10/190058	TITANS	12/1	455 49ER
RAMS	12/190059	RAVENS	16/1	456 VIK
SAINTS	18/190060	BRONCOS	20/1	457 BE
JAGUARS	20/190061	BILLS	40/1	458 CO
COWBOYS	25/190062	DOLPHINS	40/1	459 B
49ERS	12/190063	COLTS	50/1	460
RAIDERS	18/190064	BENGALS	50/1	461
PANTHERS	40/190065	JETS	50/1	462

- Real-time betting odds analysis
 - How do bets sway depending on tweets
- Tracking users of a political campaigns hashtag over the course of an election
 - Allows campaigns to better understand how significant events change sentiment
 - Compare sentiment to other campaigns



Limitations

- People use popular hashtags to gain more traction on tweets that might be unrelated to the event
- Data need to be cleaned further
- Not every user will tweet using the hashtag



Limitations pt.2

- We can't analyze media (pictures, .gifs)
- Match events don't include controversial moments
- Text analysis does not account for sarcasm or inside jokes



Conclusion

- Overall, the goal is to understand how events influence public sentiment
- Can be applied to other sports as well (assuming appropriate API)
- Can be scaled horizontally
 - Cluster computing
 - Each cluster processes a league
 - Each node runs a game

Thank you