

# Player count prediction based on viewership.

## Problem formulation:

In the past 10 years, streaming has exploded in popularity with Twitch, a streaming platform with daily users at around 3 million, taking the lead. Hence, many publishers have started to advertise their game through live streams by sponsoring streamers to play their game. This can have a significant impact on a game, making it difficult to play on certain day due to congestion because of the sudden spike in traffic.

Considering this, I want to predict the player count of a game on a day from its viewership. The game I will be choosing to for this is called Apex Legends, a Free-to-play Battle Royale game, because of its popularity; and the platform will be Steam because of the APIs it used to track player data

Therefore, the datapoints in this project are days, each has separated player count and viewership. The feature is twitch viewership. The label is the player count.

## Summary:

- **Aim of project:** predict player count based on twitch viewership.
- **Data point:** a day
- **Feature(s):** Twitch viewership (numerical)
- **Label(s):** player count (numerical)

## Dataset

+ SteamDB: I will be using the data available on SteamDB to know the rough estimation of player count and Twitch viewership. The data gathered will be from November 2020

<https://steamdb.info/app/1172470/graphs/>

+ Steam Charts: I use this to track the current player count. The data gathered are also from November 2020

<https://steamcharts.com/app/1172470>

+ Twitch Tracker: I use this to track the viewership on Twitch. Data are gathered from November 2020

<https://twitchtracker.com/games/511224>