Admittedly, the question I asked was fairly straight forward in theory. But in practice on Twitch it’s actually more complicated than it seems sometimes. My hypothesis that viewer count results in more time watched on a stream on average seems obvious, but there are external factors at play that can be seen in my data that aren’t accounted for in “More A equals more B” and there are certainly anomalies in the data here and there. I would actually like to spend more time examining those secondary and tertiary impacts of realities that aren’t explicitly stated in the data I used. My assumption that the two things were correlated was correct, but again I’m not sure it’s as simple as it looks on paper. There are certainly more things going on here.

Something that would have been interesting to have in my data set is information on promotional events occurring on Twitch or major gaming events that have an impact on Twitch’s user base. Specifically, the thing that drew me to use this data was that there was a really strange drop off in the World of Warcraft data in March that I couldn’t account for of the top of my head so I decided to dig in and play around with it. Unfortunately, what I have doesn’t answer the question that inspired me to use this data, but it did give me a fun data set to play with.

Honestly the hardest thing about this was actually finding data that I wanted to use. Not due to a lack of available data as much as finding data that would both work for the project and be interesting enough to feel worth doing.