

</> Workflow Presentation: Valorant

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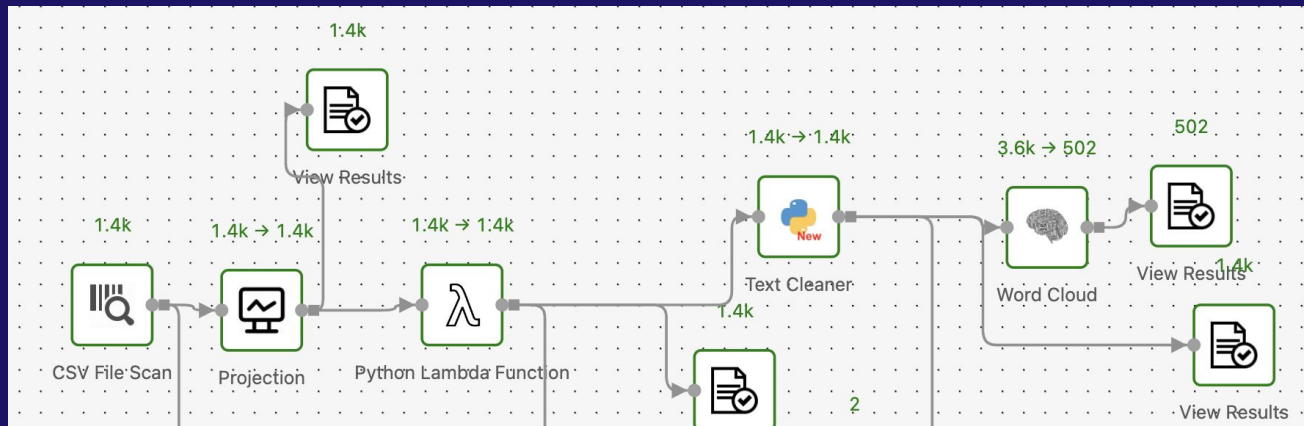
Conclusion

GOAL :

We got our Data about a game called Valorant. The game came out semi-recently, on June 2nd, 2020. The data we requested are tweets 15 days before the game released and 15 days after. We wanted this data in order to determine if the game had gained popularity (gauged through number of tweets) after its initial release. We also wanted to see people's thoughts about the game, whether they liked it or not.

Text Cleaner & Word Cloud

As we mentioned before, our data was from the 15 days before Valorant came out and the 15 days after. Through projection we remove unnecessary information. The Lambda Function added another column for our results. The Python UDF “Text Cleaner” is where we got rid of stop words to allow the data in our word cloud to be more informative. This helps us accomplish our goal of seeing the words associated with the game during this month-long stretch.



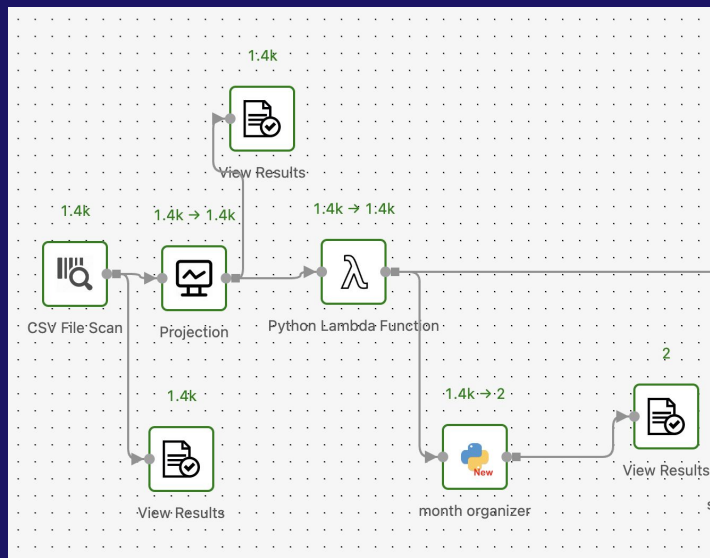


← Before
Word Cleaner

After →
Word Cleaner



Month Organization



Because our goal is to see the popularity of the game, we wanted to see how many tweets with the keyword “Valorant” were tweeted before and after the games release. We did this by organizing the tweets by months using a Python UDF.

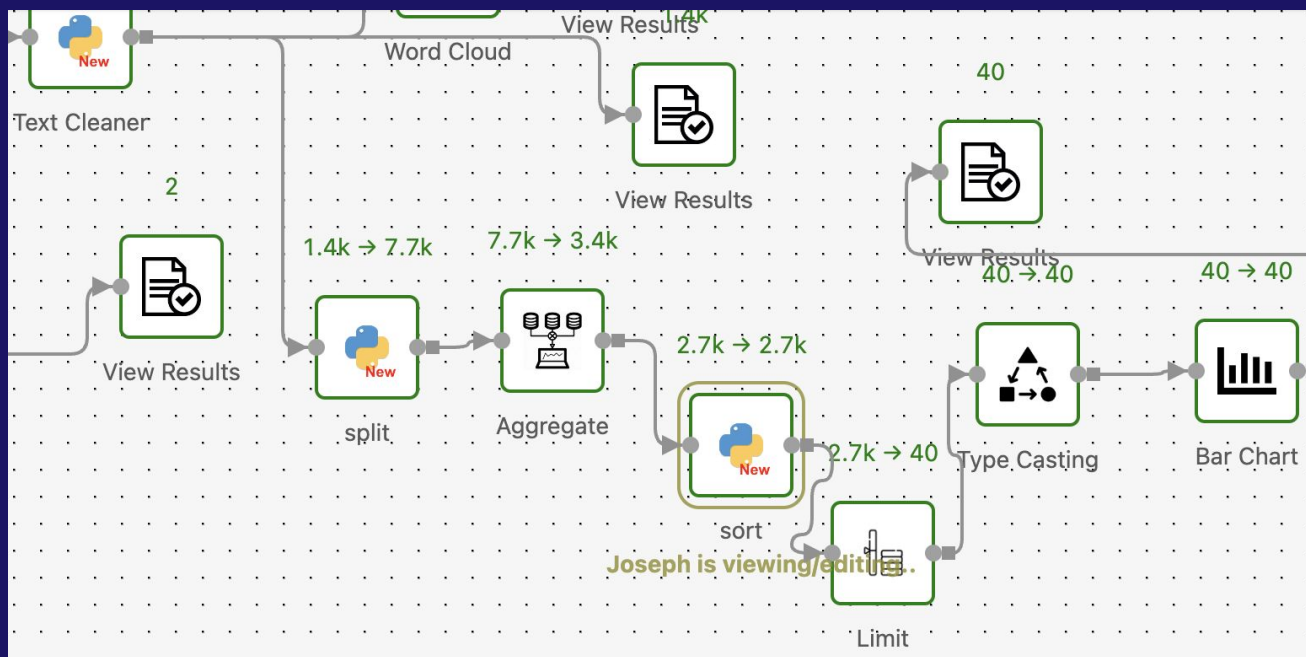


Result

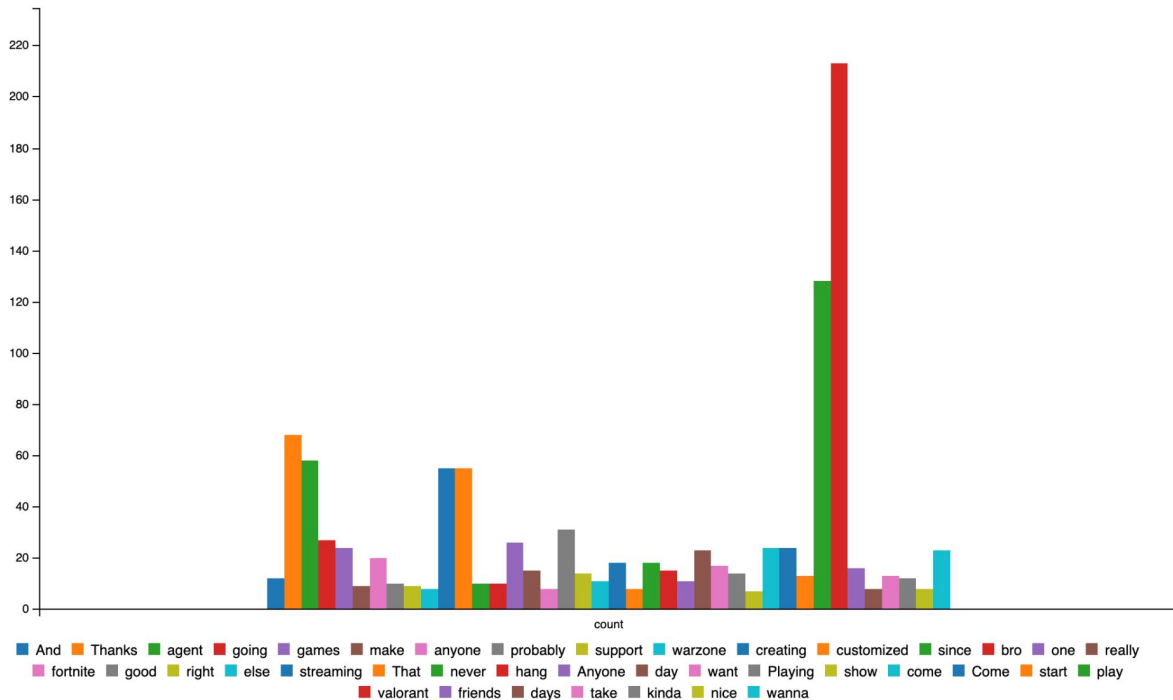
month	month_freq
5	402
6	1024

< 1 >

Bar Chart



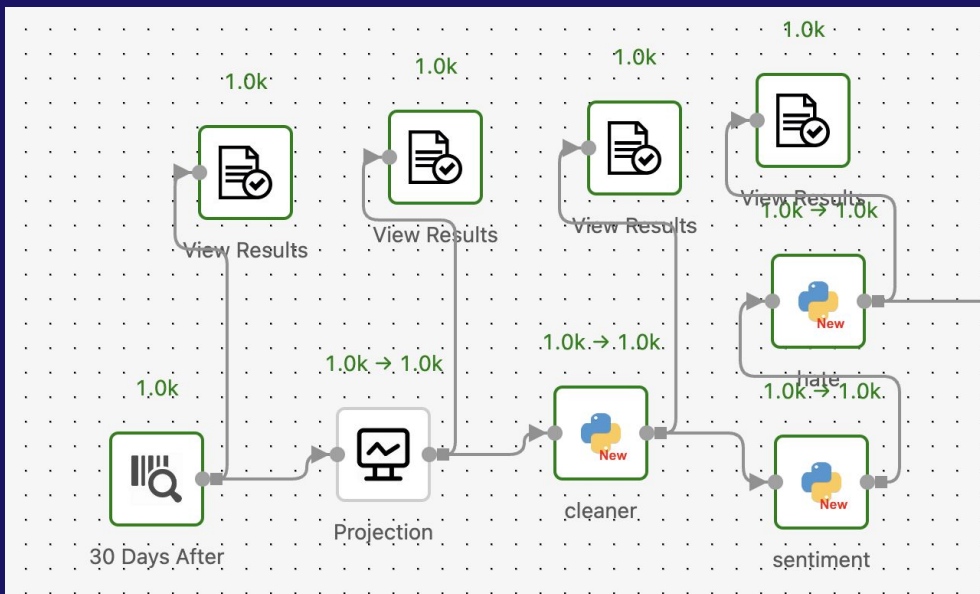
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Words such as “anyone, friends, hang,” show people want to play the game with others. Good and streaming are also frequent words, implying that people enjoy playing the game and watching people play as well. Other frequent words are agent, customizing, and support showing people conversing about the game. And words such as warzone and fortnite show that the game is already being compared to some of the biggest games on the market.

Hate/Sentiment

To further gain insight on whether people liked or disliked the game after its initial release, we first cleaned the text of each tweet then found the hate and sentiment



text

So happy, Valorant FTW. @ Foster City, California <https://t.co/za90mkzoER>

sentiment_pred

sentiment_confidence

hate_pred

hate_confidence

positive

0.990066409111023

non-hate

0.9890790581703186

I get my PC tomorrow and Valorant is out tomorrow! I m so excited

positive

0.9897652864456177

non-hate

0.978413462638855

Valorant is trash as f and this solidified me never touching that dumb as game ever again

negative

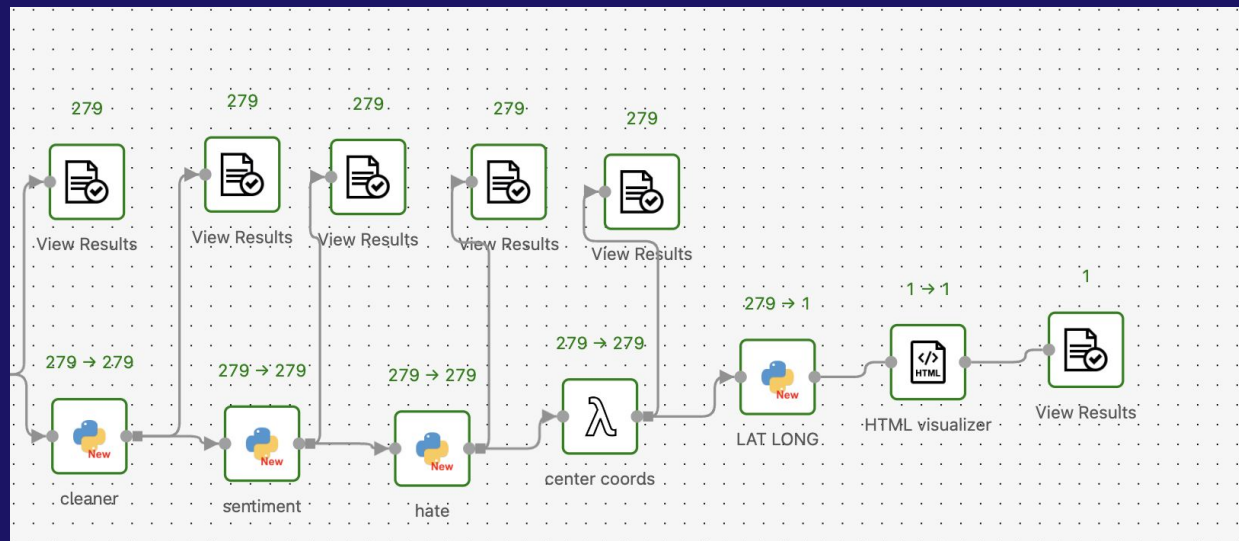
0.9566972851753235

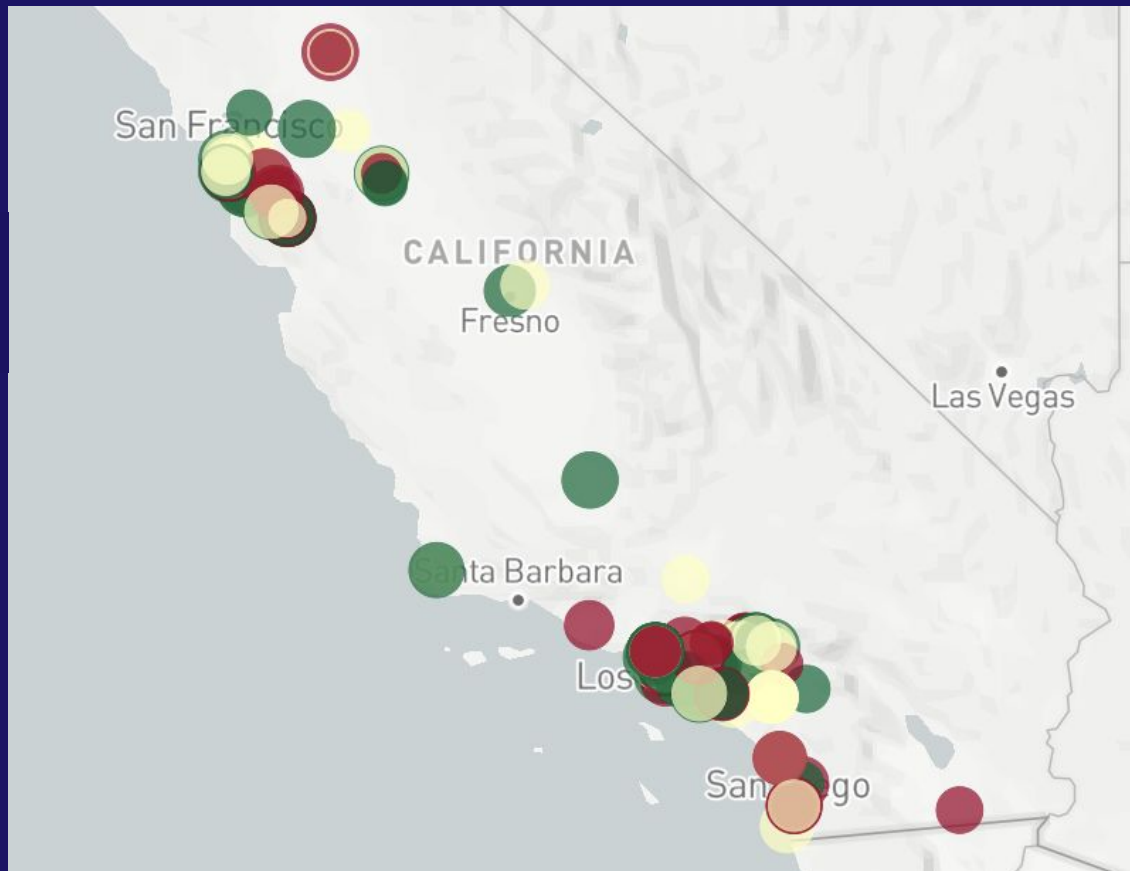
non-hate

0.95620197057724

Mapping

To further help us understand the data, we visualized it to understand which counties in California liked the the game after its release and which counties didn't

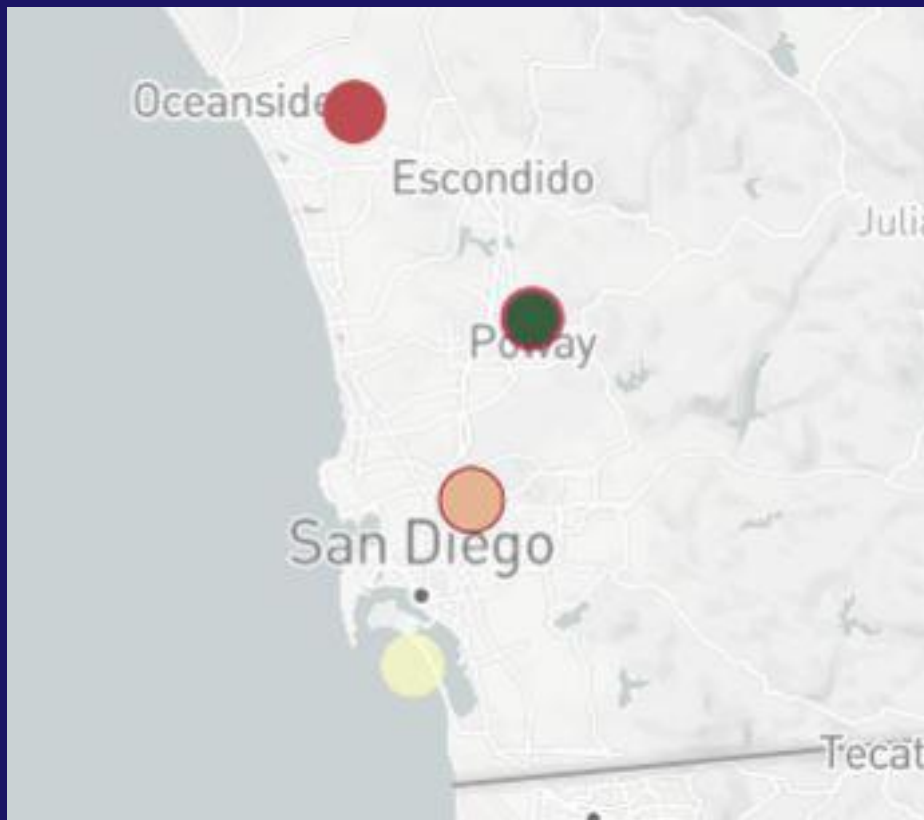




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San Diego County

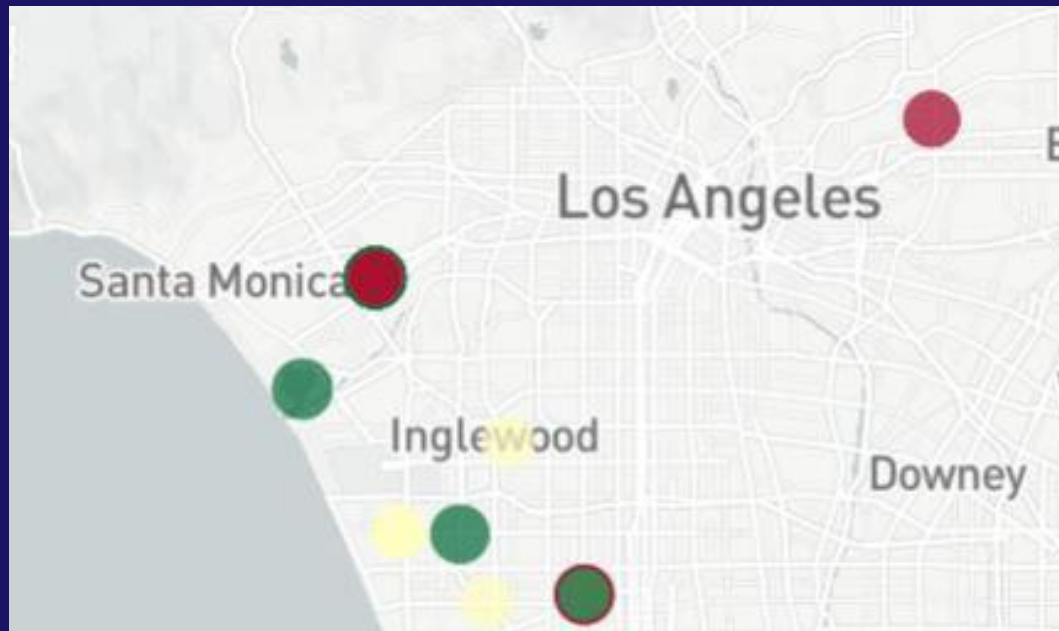
San Diego/Oceanside:
Negative/Neutral



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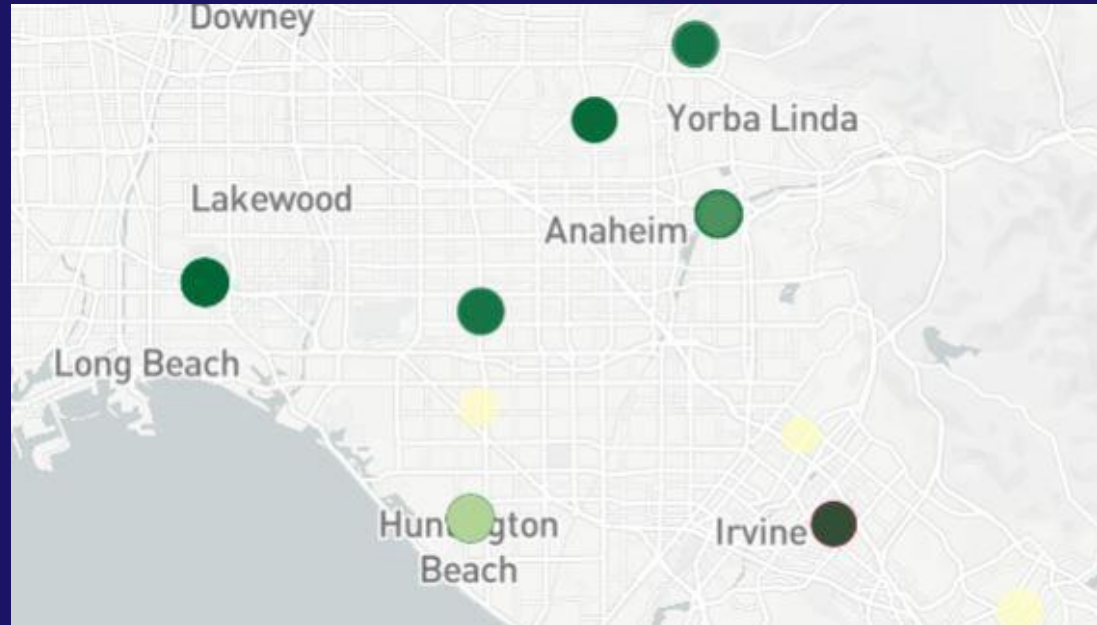
LA County

Southwestern LA/Santa
Monica/Inglewood:
Positive/Neutral



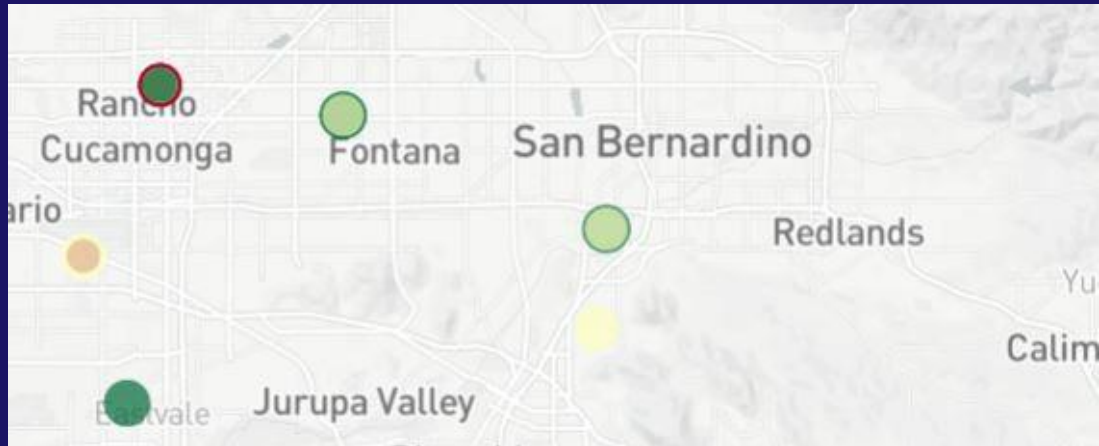
Orange County

Anaheim/Irvine/Long Beach/
Huntington Beach/Yorba Linda:
Positive/Neutral



San Bernardino County

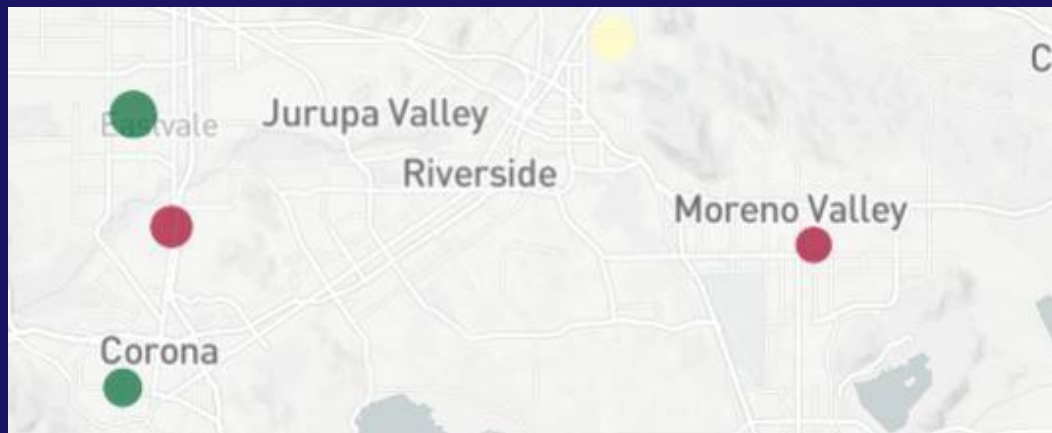
San Bernardino/Rancho
Cucamonga/Fontana/Ontario/
Redlands: Positive/Neutral



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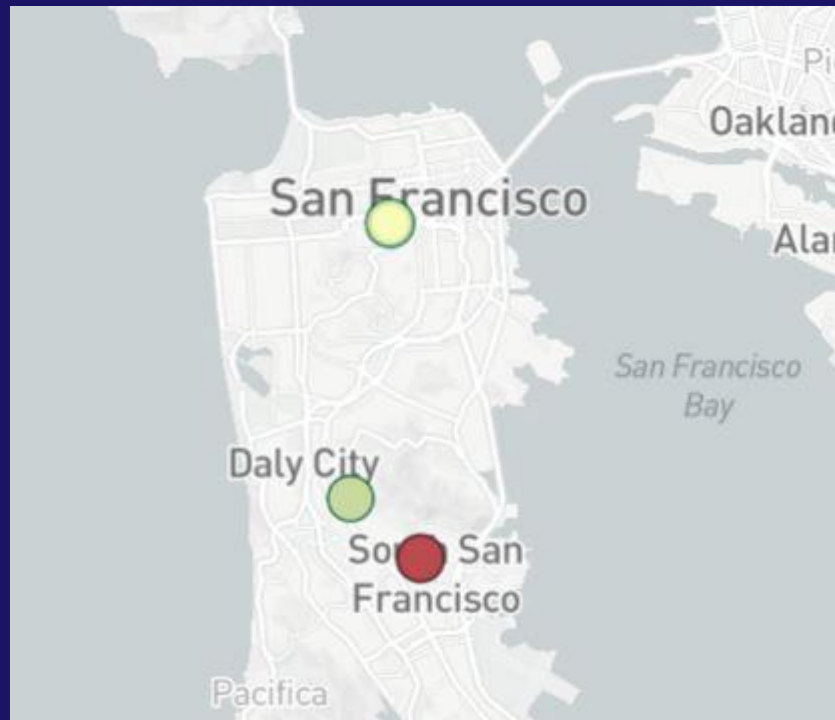
Riverside County

Riverside/Corona/Jurupa
Valley/Moreno Valley/Corona:
Positive/Negative



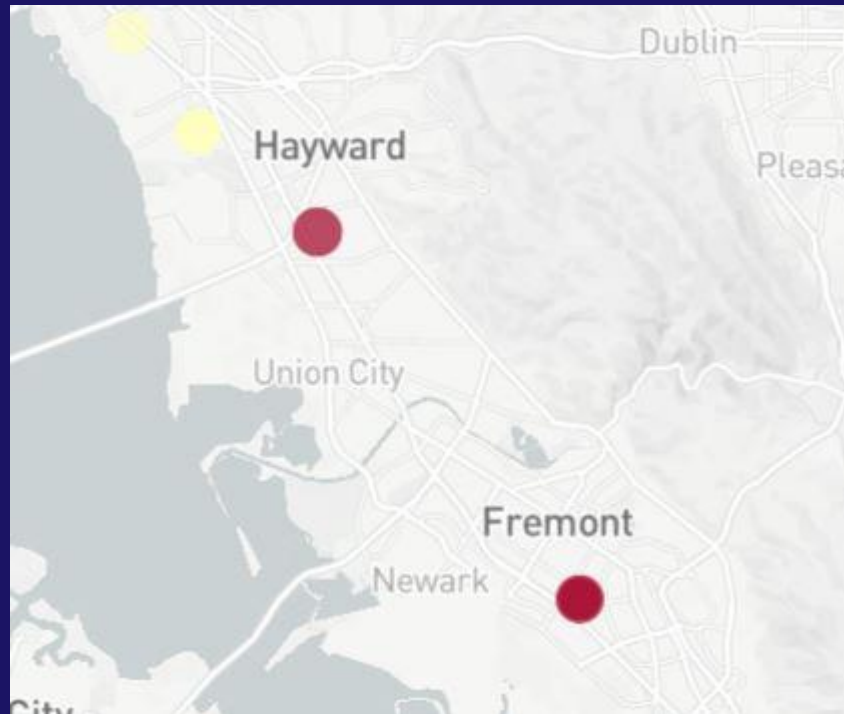
County of San Francisco

San Francisco/Daly City/South
San Francisco:
Neutral/Positive



Alameda County

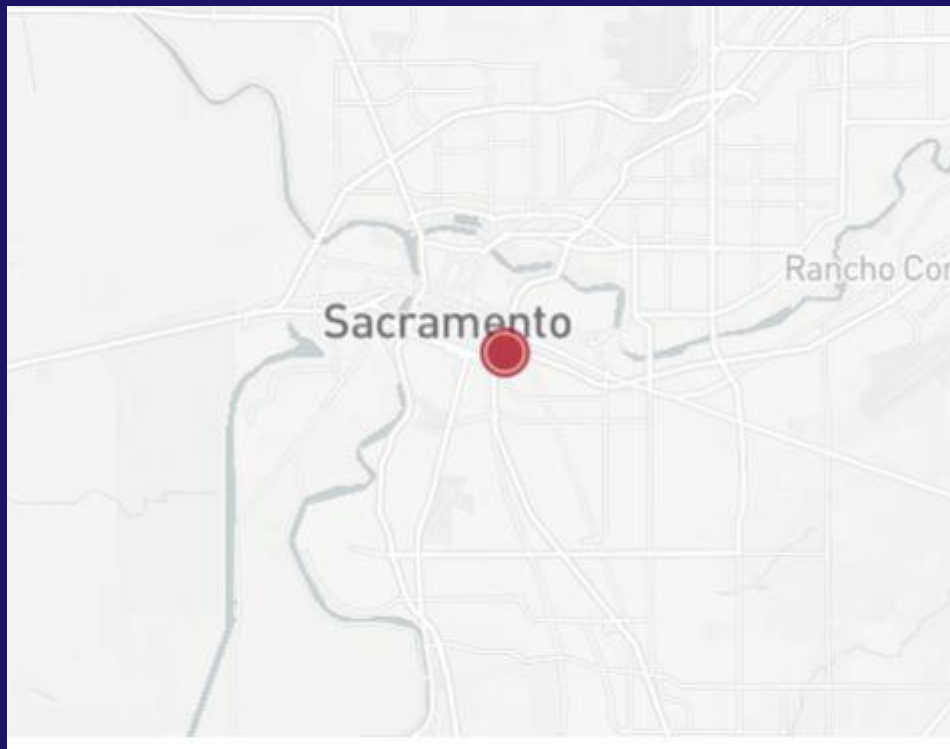
Hayward/Fremont:
Neutral/Negative



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Sacramento County

Sacramento: Negative



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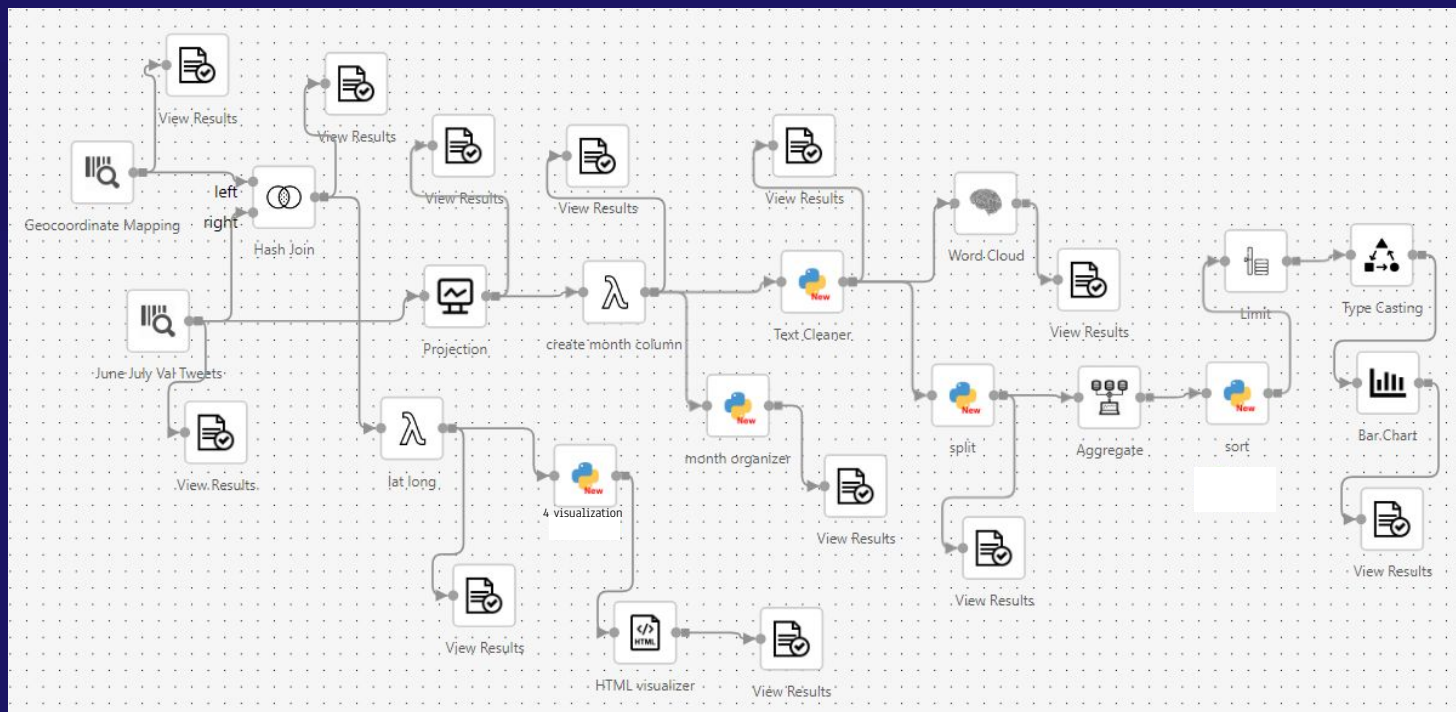
Fresno County

Fresno: Positive/Neutral

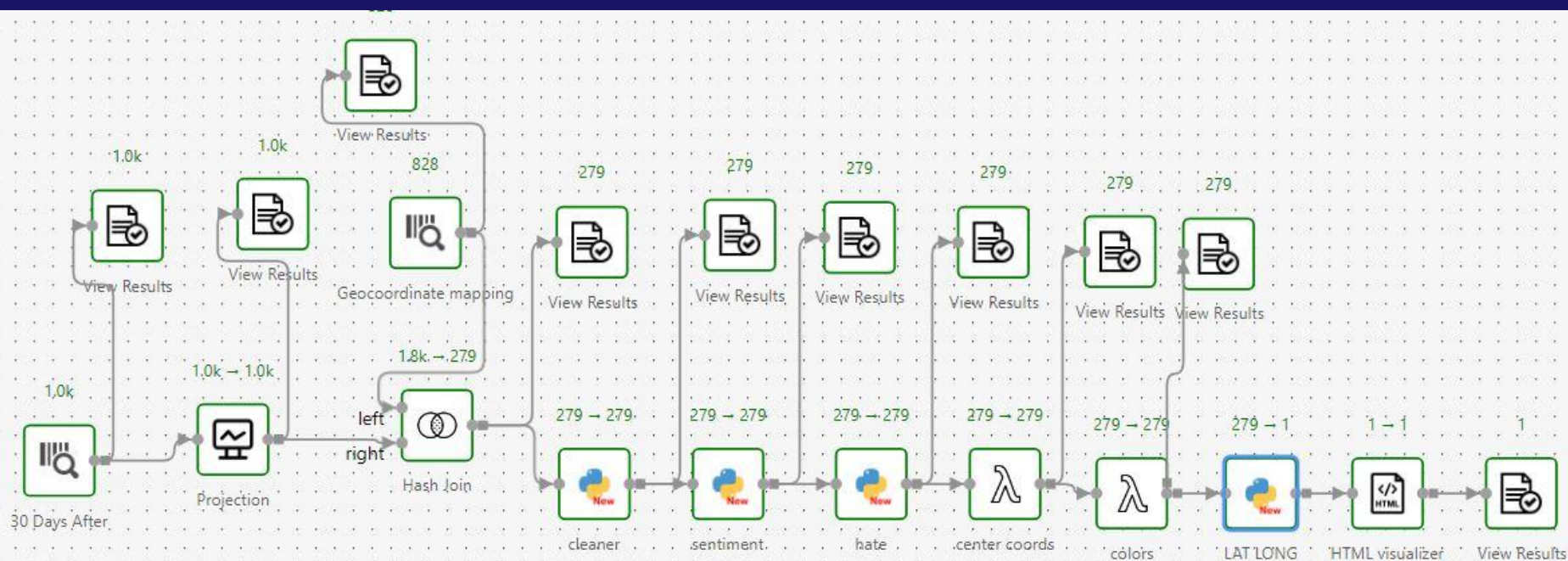


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Word Cloud/Month Organizer/Bar Chart Workflow



Sentiment/Hate and Map Workflow



Conclusion

In the end, we were able to determine

- Valorant did gain popularity after its release due to there being over double the amount of tweets (402 vs 1028)
- People generally had positive things to say about it, as they were asking to play with others, discussing the game, and already comparing it to other extremely popular games, shown by the Word Cloud and Bar Chart
- Using the hate and sentiment analysis, we were able to retrieve, to some extent, the emotion people had towards the game through their tweets, either positive or negative.
- By combining these tweets with our geocoordinate map, we were able to see the reactions to the game regionally
- By evaluating the sentiment of each county, we were able to conclude that Southern California enjoys the game more than Northern California

POV: YOU HAVE SKINS

