

## Control Panel

Basic Information

Auction General

Auction Items

Item Finder

Item Analysis

In this Panel  
you shall Find  
Bookmarks  
&&  
Additional  
Features!



# World of Warcraft Classic Auction Houses



World of Warcraft  
API

## WHAT IS WORLD OF WARCRAFT?

World of Warcraft, a massively multiplayer online role-playing game (MMORPG) developed by Blizzard Entertainment, first captured the gaming world's imagination when it was launched on November 23, 2004. Over nearly two decades, the game has evolved with the introduction of numerous expansions, each adding new dimensions to the immersive universe.

The core objective of World of Warcraft is to engage players in a shared virtual world, allowing them to collaborate with others to

## Auction House and Basic of economics.

At the heart of World of Warcraft's economic structure lies the Auction House, a pivotal mechanism devised by Blizzard Entertainment. This platform empowers users to engage in trade, facilitating the exchange of in-game items for the currency of the realm. The Auction House operates on a fundamental principle similar to real-life economies, where the forces of demand and supply influence prices.

## Project Assumptions.

The idea of this project is to create a dynamic dashboards that can show the overall data about World Of Warcraft Classic (Vanilla) Auction Houses utilizing Blizzard API. The data is taken using Python scripts that are in ~/Scrapper directory. More about it one can find in GitHub Project Description.

During the obtaining the data clearing there were performed 3 major operations that I consider as necessary in order to put forward the analyzed data as close to reality as possible:

**Analysis Date**  
**1/27/2024**



**23**

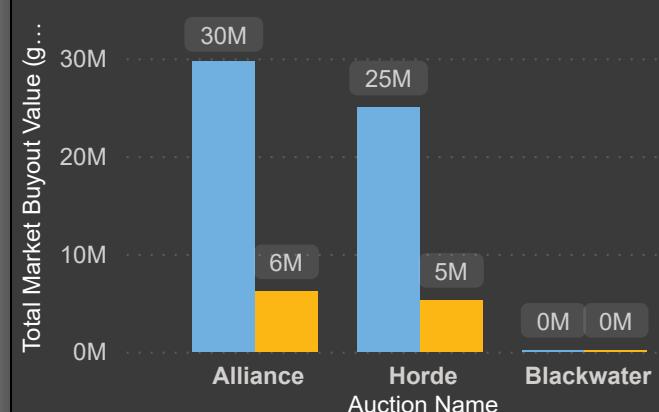
Count of Dead Servers

**37**

Count of Non-dead Servers

## Total Market Buyout Value (g) and Total Item Quantity by Auction Name

● Total Market Buyout Value (g) ● Total Item Quantity



# Control Panel



# 54,77M

Total Market Buyout Value (g)

# 51,56M

Total Bid Item Value

# 12M

Total Item Quantity

# 2M

Total Offers Count

# 4,75

Average Item Price Per Unit (g)

## Basic Information

### Region and Servers

Search

Europe

Korea

Taiwan

### Items Class/Subclass

All

### Inventory Type Name

All

### Item Quality Type

All

### Item Requirement Level

0 60

### Item Level

0 80

## Auction General

## Auction Items

## Item Finder

## Item Analysis

## Bookmarks

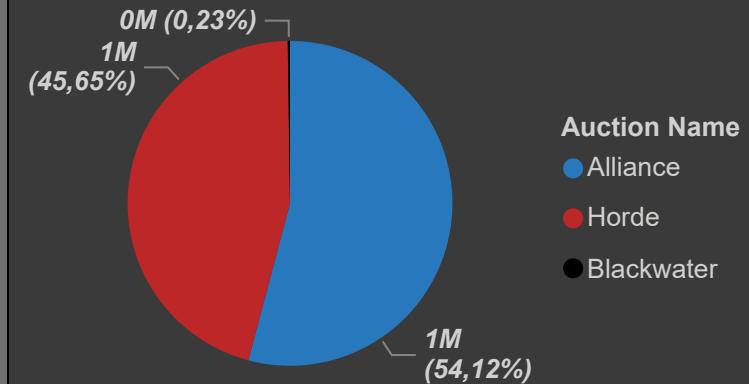


### Total Offers Count by Region Name and Server Name

Region Name ● Europe ● Korea ● Taiwan ● United States

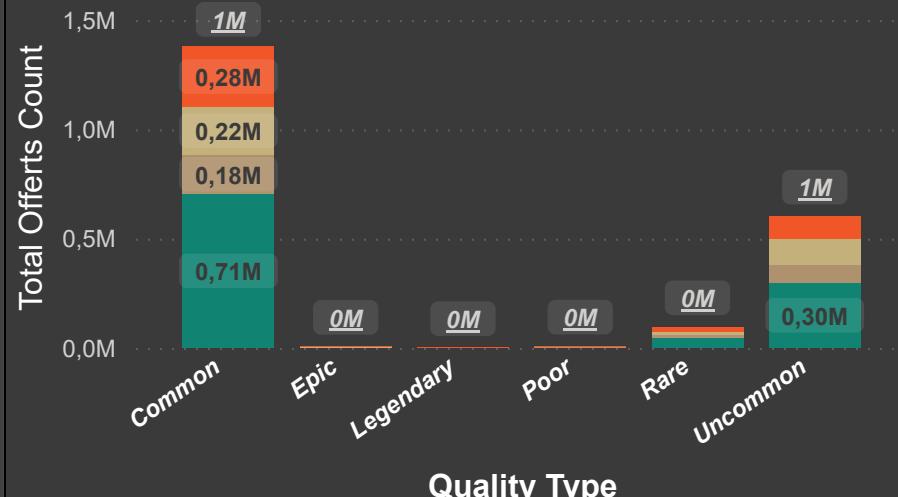


### Offers Count by Auction Names



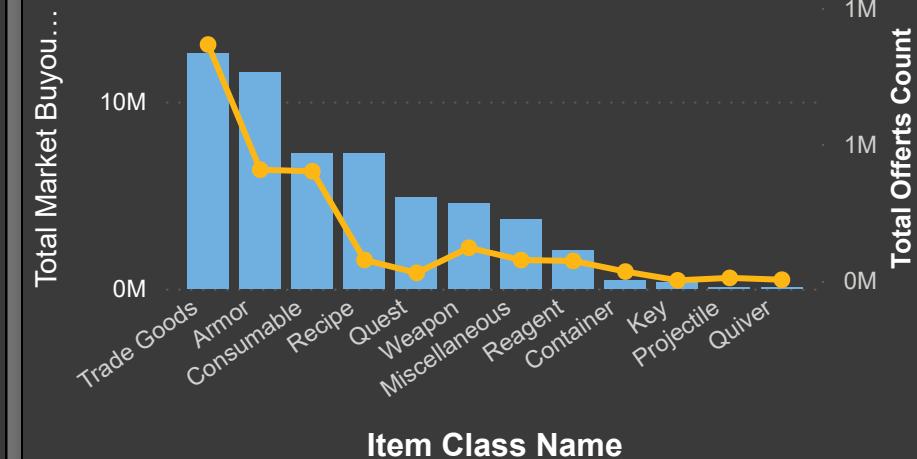
### Total Offers by Item Quality and Time Left Value

Time Left Value ● Long ● Medium ● Short ● Very Long



### Total Market Value and Offers Count by Items Names

● Total Market Buyout Value (g) ● Total Offers Count



# Control Panel



# 6M

Total Item Quantity (Alliance)



# 19K

Total Item Quantity (Blackwater)



# 5M

Total Item Quantity (Horde)

## Basic Information

### Region and Servers

Search

- Europe
- Korea
- Taiwan

### Items Class/Subclass

All

### Inventory Type Name

All

## Auction Items

### Item Quality Type

All

## Item Finder

### Item Requirement Level

0  60

## Item Analysis

### Item Level

0  80

## Bookmarks



Item Class Name	Total Offerts Count	Total Item Quantity	Total Market Buyout Value (g)	Total Market Buyout Value in Category (%)	Share of Uncommon Items in Item Class Name (%)	Most Total Buyout Value Region	Average Item Price Per Unit (g)
<b>Trade Goods</b>	<b>865 973</b>	<b>5 974 072</b>	<b>12 561 756,50</b>	<b>100,00%</b>	<b>23,35%</b>	<b>Taiwan</b>	<b>2,10</b>
Trade Goods	805 427	5 701 472	11 605 991,58	92,39%	23,28%	Taiwan	2,04
Explosives	15 547	94 945	401 426,02	3,20%		United States	4,23
Devices	12 991	37 073	366 927,42	2,92%	0,07%	Taiwan	9,90
Parts	32 008	140 582	187 411,47	1,49%		Taiwan	1,33
<b>Armor</b>	<b>406 632</b>	<b>406 633</b>	<b>11 573 720,91</b>	<b>100,00%</b>	<b>16,71%</b>	<b>United States</b>	<b>28,46</b>
Cloth	161 576	161 576	2 683 462,08	23,19%	6,27%	United States	16,61
Mail	80 443	80 443	2 362 599,83	20,41%	1,76%	United States	29,37
Plate	5 388	5 388	2 179 683,35	18,83%	1,09%	Taiwan	404,54
Leather	104 412	104 412	2 168 014,84	18,73%	3,35%	United States	20,76
Miscellaneous	40 496	40 497	1 808 543,04	15,63%	3,87%	United States	44,66
Shield	14 134	14 134	325 794,19	2,81%	0,37%	Taiwan	23,05
Totem	64	64	28 469,04	0,25%		Taiwan	444,83
<b>Total</b>	<b>2 090 730</b>	<b>11 527 291</b>	<b>54 772 552,21</b>	<b>100,00%</b>	<b>19,90%</b>	<b>Taiwan</b>	<b>4,75</b>

# Control Panel



**54,77M**

Total Market Buyout Value (g)

**51,56M**

Total Bid Item Value

**12M**

Total Item Quantity

**2M**

Total Offers Count

**6427**

Count Distinct Items

## Basic Information

Item Name ▾

Media URL	Item Name	Item Class Name	Item Subclass Name	Item Requirement Level	Item Level	Inventory Type Name	Average Item Price Per Unit (g)	Total Offers Count
	"Mage-Eye" Blunderbuss	Weapon	Gun	26	31	Ranged	2,04	184

## Auction General

Expression in Item Name ▾

	10 Pound Mud Snapper	Miscellaneous	Junk	0	15	Held In Off-hand	0,32	87
--	----------------------	---------------	------	---	----	------------------	------	----

## Auction Items

Item Class and Subclass ▾

	12 Pound Mud Snapper	Miscellaneous	Junk	0	15	Held In Off-hand	1,39	68
--	----------------------	---------------	------	---	----	------------------	------	----

## Item Finder

Inventory Type Name ▾

	15 Pound Mud Snapper	Miscellaneous	Junk	0	15	Held In Off-hand	1,36	5
--	----------------------	---------------	------	---	----	------------------	------	---

## Item Analysis

Item Quality Type ▾

	15 Pound Salmon	Miscellaneous	Junk	0	55	Held In Off-hand		
--	-----------------	---------------	------	---	----	------------------	--	--

## Bookmarks



Item Requirement Level ▾

Item Level ▾

	17 Pound Catfish	Miscellaneous	Junk	0	15	Held In Off-hand	6,05	148
--	------------------	---------------	------	---	----	------------------	------	-----

Item Level ▾

	19 Pound Catfish	Miscellaneous	Junk	0	15	Held In Off-hand	9,08	127
--	------------------	---------------	------	---	----	------------------	------	-----

# Control Panel



First Item Name  
Staff of Jordan

**4,92K**

Average Item Price Per Unit (g)

**4,49K**

Average Bid Item Price Per Unit (g)

**40**

Total Item Quantity

## Basic Information

Region Name, R...

Search

- Europe
- Korea
- Taiwan
- United States

## Auction General

## Auction Items

## Item Finder

## Item Analysis

HOVER MOUSE HERE!



Auction Name

- Alliance
- Blackwater
- Horde

Time Left Value

- Long
- Medium
- Short
- Very Long

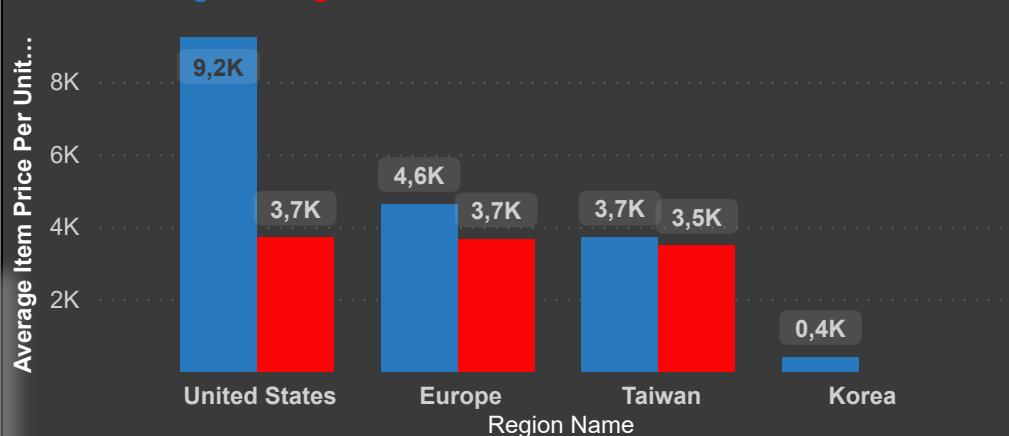
Is Realm Dead

- False
- True

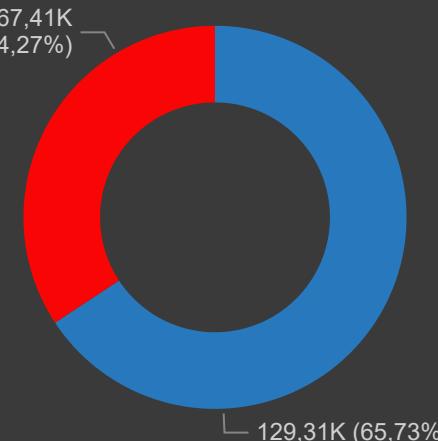
Region Name, R...

## Average Item Price Per Unit (g) by Region Name and Auction Name

Auction Name ● Alliance ● Horde

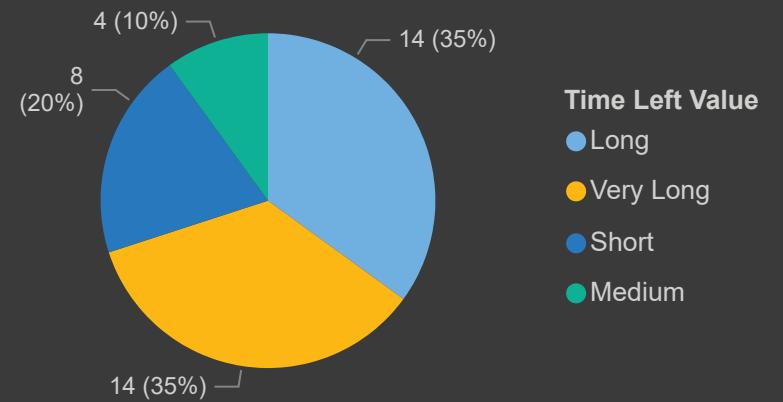


## Total Market Buyout Value (g) by Auction Name



Auction Name  
● Alliance  
● Horde

## Count of Transaction Number by Time Left Value



## Total Offers Count by Realms Name

Firemaw	Teremus	Skull Rock	Defi...
6	4	3	2
Crusader Strike	Whitemane	Mak'gora	L...
5	4	2	1
Ivus	Mankrik	Marau...	S...
5	3	1	1
Nek'Ro...			