

Control Panel

Basic Information

Auction General

Auction Items

Item Finder

Item Analysis

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



World of Warcraft
API

World of Warcraft Classic Auction Houses

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
1/5/2024



23

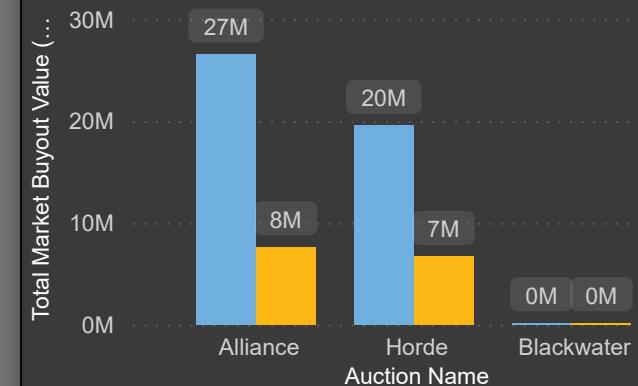
Count of Dead Servers

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

**46.28M**

Total Market Buyout Value (g)

43.73M

Total Bid Item Value

14M

Total Item Quantity

3M

Total Offers Count

3.22

Average Item Price Per Unit (g)

Basic Information

Region and Servers

 Search

- Europe
- Korea
- Taiwan

Auction General

Items Class/Subclass

 All

Auction Items

Inventory Type Name

 All

Item Finder

Item Quality Type

 All

Item Analysis

Item Requirement Level

 0 60

Bookmarks



Item Level

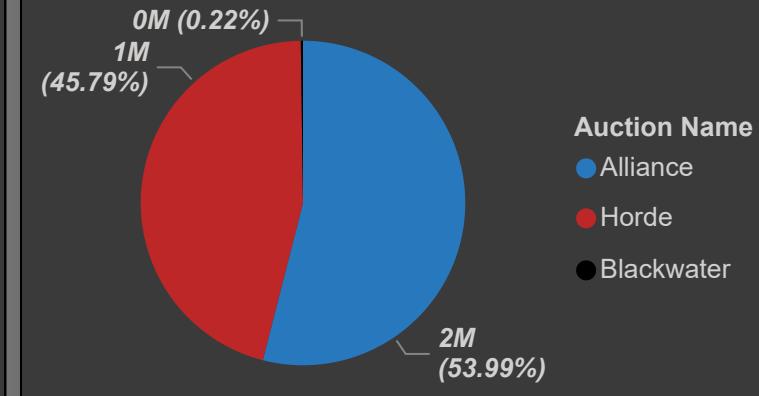
 0 80

Total Offers Count by Region Name and Server Name

Region Name ● Europe ● Korea ● Taiwan ● United States



Offers Count by Auction Names



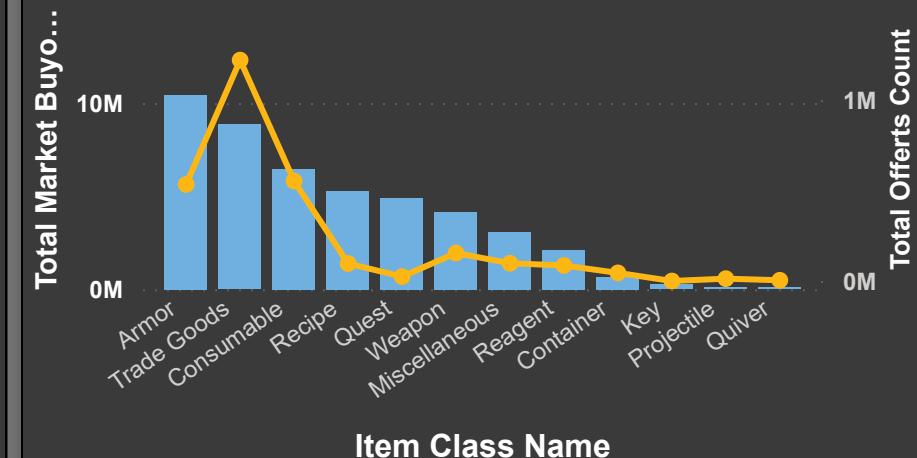
Total Offers by Item Quality and Time Left Value

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



8M

Total Item Quantity (Alliance)



33K

Total Item Quantity (Blackwater)



7M

Total Item Quantity (Horde)

Basic Information

Region and Servers

Search

Europe

Korea

Taiwan

Items Class/Subclass

All

Inventory Type Name

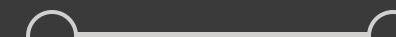
All

Item Quality Type

All

Item Requirement Level

0 60



Item Level

0 80



Auction General

Auction Items

Item Finder

Item Analysis

Bookmarks



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)
Armor	535,019	535,019	10,449,313.45	100.00%	22.71%	Taiwan	19.53
Cloth	211,030	211,030	2,679,641.04	25.64%	6.62%	United States	12.70
Leather	145,824	145,824	2,208,535.25	21.14%	4.43%	United States	15.15
Mail	103,904	103,904	1,857,331.02	17.77%	3.36%	Taiwan	17.88
Plate	4,933	4,933	1,704,565.63	16.31%	1.54%	United States	345.54
Miscellaneous	49,523	49,523	1,689,155.90	16.17%	6.34%	Taiwan	34.11
Shield	19,670	19,670	251,734.69	2.41%	0.42%	United States	12.80
Idol	52	52	47,121.33	0.45%		United States	906.18
Libram	44	44	5,799.20	0.06%		Europe	131.80
Totem	39	39	5,429.40	0.05%		United States	139.22
Trade Goods	1,222,763	7,114,155	8,843,797.46	100.00%	31.18%	Taiwan	1.24
Trade Goods	1,134,854	6,784,513	8,118,501.60	91.80%	31.08%	Taiwan	1.20
Devices	17,949	40,574	313,067.87	3.54%	0.10%	United States	7.72
Explosives	21,771	115,462	274,757.21	2.11%	2.98%	United States	2.28
Total	2,840,810	14,375,936	46,281,153.62	100.00%	22.98%	Taiwan	3.22

Control Panel



46.28M

Total Market Buyout Value (g)

43.73M

Total Bid Item Value

14M

Total Item Quantity

3M

Total Offers Count

6609

Count Distinct Items

Basic Information

Item Name ▾

Expression in Item Name ▾

Item Class and Subclass ▾

Inventory Type Name ▾

Item Quality Type ▾

Item Requirement Level ▾

Item Level ▾

Auction General

Auction Items

Item Finder

Item Analysis

Bookmarks



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
	Reins of the Swift Frostsaber	Miscellaneous	Junk	60	60	Non-equippable	59,000.00	1
	Instant Poison VI	Consumable	Consumable	60	60	Non-equippable	1,911.10	1
	Deadly Poison V	Consumable	Consumable	60	60	Non-equippable	0.50	1
	Zulian Hacker	Weapon	Axe	60	65	One-Hand	7,416.43	4
	Dark Iron Destroyer	Weapon	Axe	60	65	Main Hand	5,499.00	1
	Nightfall	Weapon	Axe	60	70	Two-Hand	11,155.59	10
	Abyssal Cloth Sash	Armor	Cloth	60	65	Waist	107.11	15

Control Panel



First Item Name
Staff of Jordan

7.79K

Average Item Price Per Unit (g)

7.41K

Average Bid Item Price Per Unit (g)

33

Total Item Quantity

Basic Information

Region Name, R...

Search

- Europe
- Korea
- Taiwan
- United States

Auction General

Auction Name

- Alliance
- Blackwater
- Horde

Auction Items

Item Finder

Item Analysis

HOVER MOUSE HERE!



Time Left Value

- Long
- Medium
- Short
- Very Long

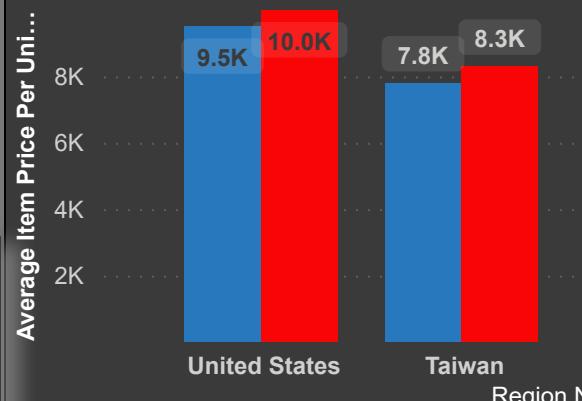
Is Realm Dead

- False
- True

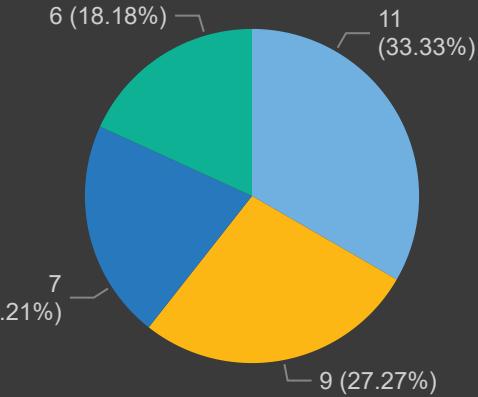
Region Name, R...

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

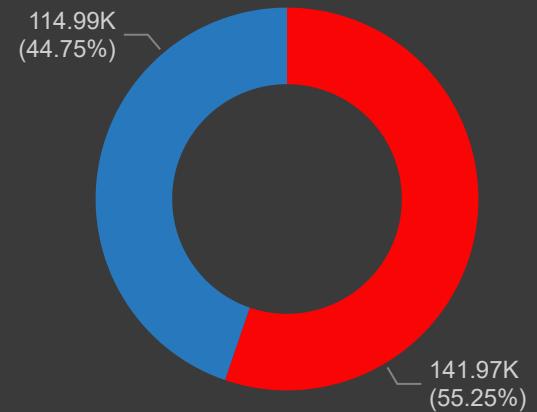
Auction Name ● Alliance ● Horde



Count of Transaction Number by Time Left Value



Total Market Buyout Value (g) by Auction Name



Auction Name
● Horde
● Alliance

Total Offers Count by Realms Name

