

PROJECT ANALYSIS

THE IMPACT OF THE COVID-19 PANDEMIC ON ESPORTS
VIEWERSHIP TRENDS

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DATASET: Highest-Earning Players. (E-Sports Community)

ABSTRACT: This dataset analyzes the income of the players involved in E-Sports Community, nowadays the E-Sports Community is touching the sky level, due to COVID-19, the E-Sports industry saw an extreme demand and spike in the viewership and the number of players around the globe. All the online games saw an surge in their daily active players. In the given ***Dataset***, they have gathered the data from the online streaming platforms such as Twitch, YouTube, etc.

INTRODUCTION: In this ***Research***, the main emphasize is on the earning of the players of E-Sports Community, through this dataset we can determine how much a player can earn by playing online games. E-Sports was a slow growing community before COVID-19, but as COVID-19 happened and lockdown begins the major E-Sports games such as PUBG, Valor ant, Free Fire, etc. saw a surge in the incoming new players and increasing the demand of games. Online Games are a great way to release the stress and anxiety, many players play games to reduce their stress and to spend some quality time with their teammates around the globe. Through online games we can earn a lot of money by playing tournaments and getting sponsors from around the world. They have gathered a lot if data of players who are currently earning way more than the job they had, this E-Sports Community have made a lot of people confident and famous at the same time resulting in the participation of different games and events. Mainly the data is derived from the online streaming platforms and from the players themselves.

METHODOLOGY: In this ***RESEARCH***, mainly the method of analyzing the source from which they can predict the exact values, they have done surveys from around the globe from different online streaming platforms and from tournaments etc. Online streaming platforms registered many new streamers which never had played or hosted any game before COVID-19 but as COVID-19 happened many new players registered and started streaming games and later after some time they started to host online tournaments. During the tournaments we calculated how many players earn from playing those tournaments and championships etc. All the major games host World Championships which include players from all over the world resulting in the bigger prize money.

LITERATURE REVIEW: This research utilizes players performance and their playing data obtained from the different online streaming platforms and official gaming websites, the statistics changed completely during COVID-19, all the previous records were broken because of the new players showed interest in playing different games across the E-Sports.

CONCLUSION: E-Sports is a growing industry nowadays and many players are earning millions of dollars, this is the only reason why many new players are seeking inspiration from. Many players from weak backgrounds stepped up in E-Sports and changed their lifestyle. Many players have become financially independent through E-Sports. Earning in the E-Sports Community is not easy as it seems like because it also requires a lot of effort and hard work only then you'll be able to earn passive income. This research can enable and can excite many new players to join this community.

RESULT:

accuracy			0.00	300.0
macro avg	0.00	0.00	0.00	300.0
weighted avg	0.00	0.00	0.00	300.0

```
[[0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 0]
 ...
 [0 0 0 ... 0 0 0]
 [0 0 0 ... 0 0 1]
 [0 0 0 ... 0 0 0]]
```

```
from sklearn.metrics import accuracy_score
print(accuracy_score(Y_test, prediction))
```

```
0.0
```