

Understanding What Impacts The Amount Of Money Made By A Valorant Player And An Organisation.

~ Rama Krishna Pinjala

Introduction and Data Collection

I am an 11th Grade IBDP student from Hyderabad, India. I share interests in both coding and valorant esports and hence I have decided to come up with this as my contribution to the Indian Gaming Community.

This work of mine was done with the main aim to help people understand the factors that contribute or lead to a certain financial stage of a player or an organisation. Further Into this report we will take a look at the scenario from the Individual and team point of view.

All the graphs in this report were actually visualisations of raw data from the internet, I have written the code to create these visualisations, the source code to which can be found on my GitHub.

The raw data for this is a kaggle dataset, which was made from the data available on liquipedia and the data was last updated in April, 2022 and I have only chosen the Top 20 in each category to make it easier for us to understand.

For every team and player, I will be comparing the Possible earnings, number of tournaments won, and the region they belong to.

GitHub : <https://github.com/Marko-sys>

Data Set : <https://www.kaggle.com/datasets/evangower/valorant-esports-top-earnings>

Created by Evan Gower.

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The Differentiating Factors

When it comes to speaking about humans, the hardest part to admit is that we all like and want money, and so everyone has their own ways to earn it by nurturing their talents and whatever they are good at. Esports is just another talent that helps people make a living as they play and compete professionally.

But, How much money every player or every team makes is different and here are a few reasons why :

For players:

1. The region the player belongs to.
2. Their social media presence and following
3. The time when they started playing
4. Achievements, the time when they joined a team.
5. The talent of their teammates

For Teams:

1. The region they belong to.
2. The tournaments won and their prize pools.
3. The roster as a whole
4. Their social media presence.

Digging Deeper!

In the graph below, we can see that Sentinels is the organisation that has made the most money but Velocity Gaming has won the most tournaments, now this is an example of why prize pools matter. The North American prize pools are larger than the APAC/SA prize pools which make the difference, a lot of which also came in from the official Riot events such as the master and champions.

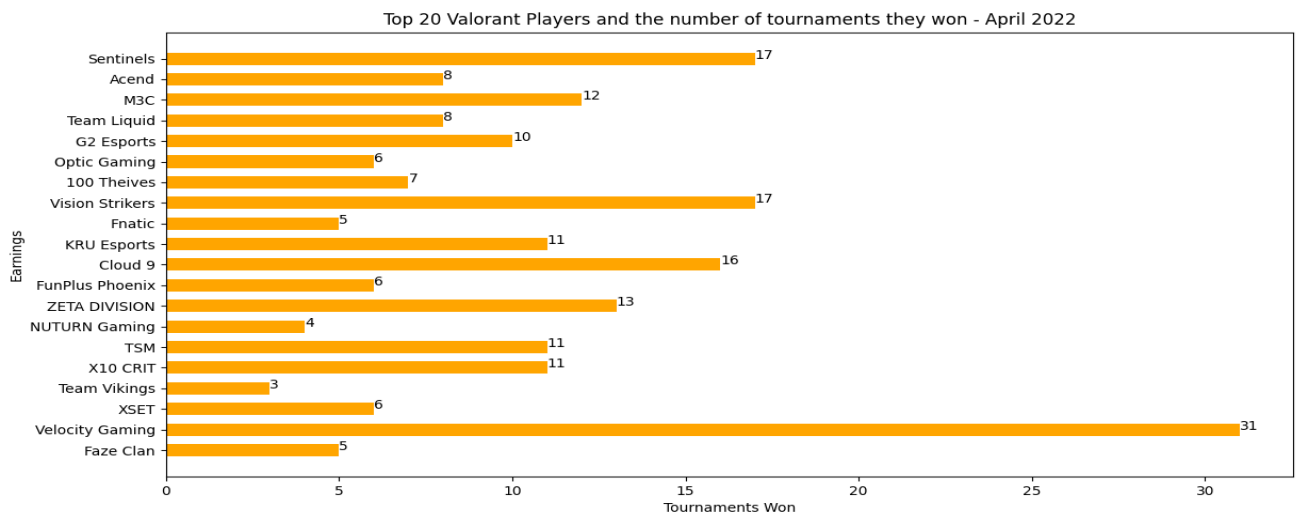


Image 1.1

So, with the data in our hand, I feel safe to conclude that the teams from NA and EMEA have the largest prize pools and have equally talented players who seem to attract new sponsors for themselves which in turn increases the individual earnings of the player. They usually end up making very few roster changes which are in the beginning of the season or before the LCQ.

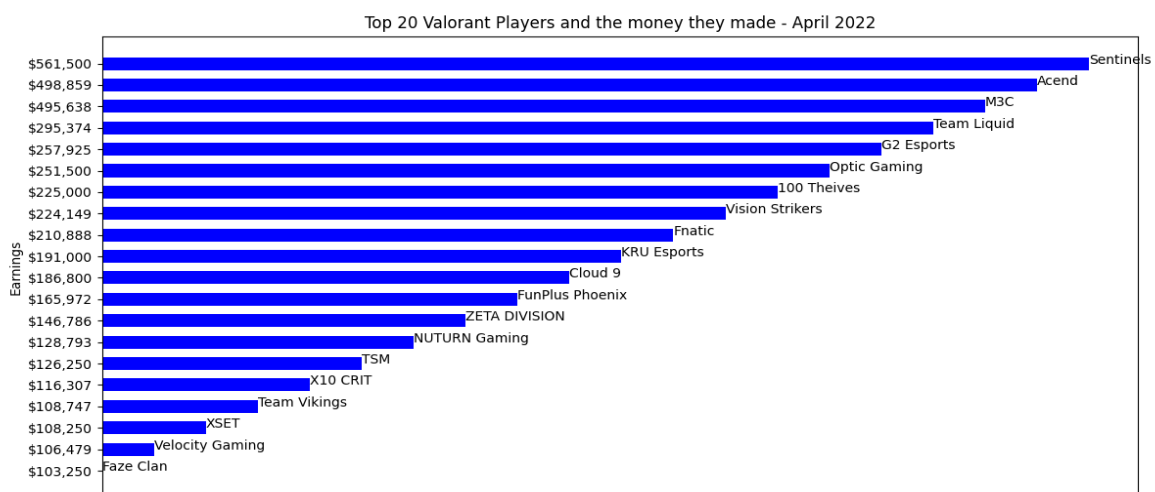
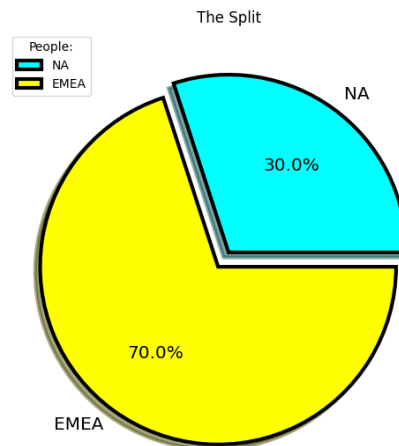


Image 1.2

The Regions

I personally love calling this “The Split” in the memory of the map!

Let’s now understand the split between the Top 20 Players and Teams, which is basically



how many of them belong to each region.

Image 1.3

Image 1.3 shows the split between the top 20 players in terms of their revenue, which means there are 6 players from NA and 14 from EMEA, and there is no other player from any other region.

It is because they have managed to play the largest Riot events, local tournaments such as the NSG events in NA, while the riot events had good prize pools, the NSG events also offered a good number considering the early stages of the games, it also played a key role in helping teams build synergy and explore new things before the riot events.

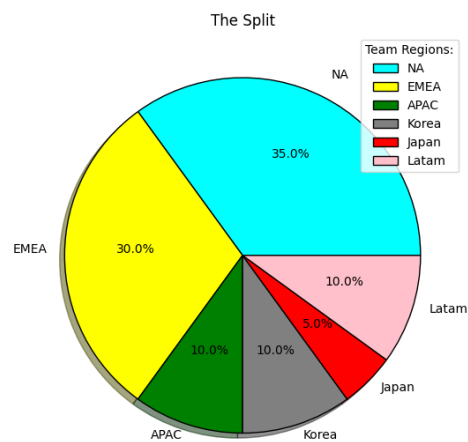


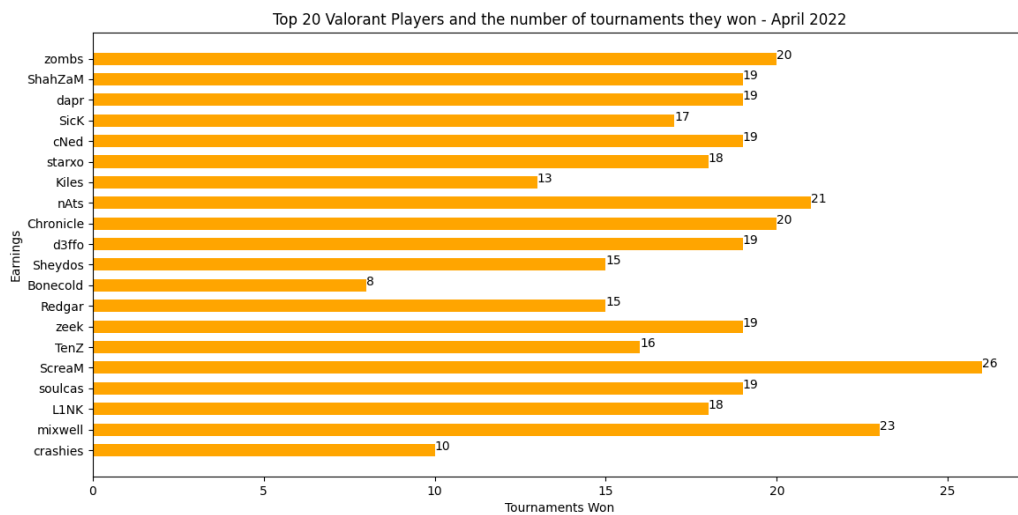
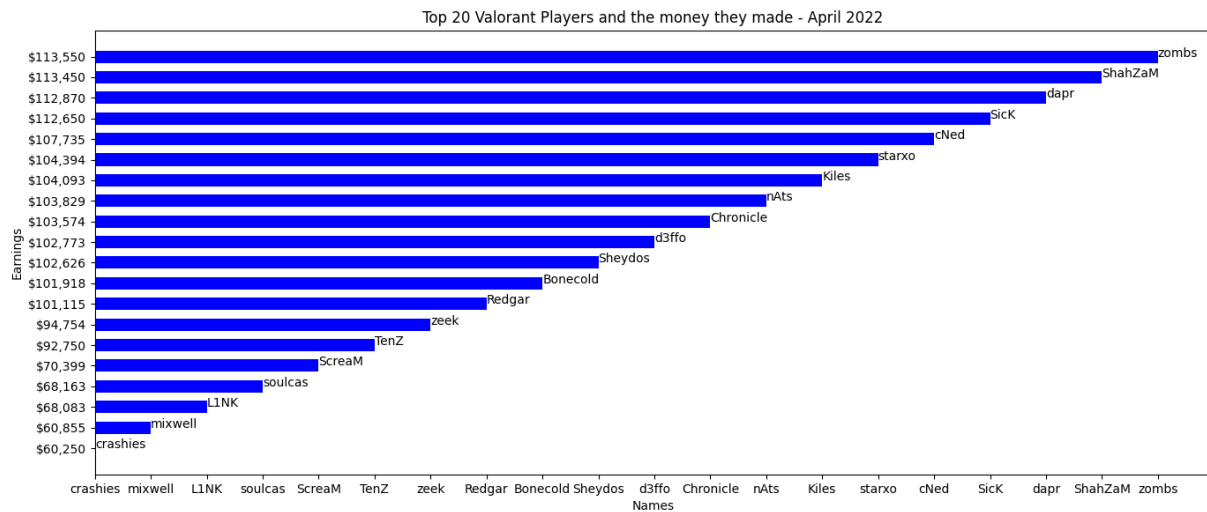
Image 1.4

Image 1.4 shows us the split of the top 20 teams : NA(7) , EMEA(6), Latam(2), Japan(1), APAC(2),Korea(2). The revenue of the teams primarily depends on the time they have been competing in the valorant scene, the oldest one always has a greater chance of making more money.

Another factor is where you finish in the tournaments you have one, because that decides how much you receive as your prize money.

And for the final part, I present to you the other data that I have, which tells us the tournaments won by each player and their total revenue.

Thanks for reading, kept it short and hope that contributes to your learning!
Feel free to connect with me on my socials!



To no surprise, Zombs and ScreaM top the lists respectively.