## Twitch Dashboard MVP

I encountered some unexpected trials with the implementation of my original idea. First, while I have worked with API's previously, Twitch's Developer's API has been the most involved. Not only the breadth of information available, but with them wanting to ensure user's safety and privacy. The first hurdle was learning how to authorize my computer to pull requests with creating a "research" app through their developer console, and obtaining authorization from their server with a client ID, a secret ID, and an OAuth token. Several hours of googling and many failed lines of code later, this hurdle has been crossed. After finally having a valid authorization to their information, the second problem presented itself in what I was expecting to pull. The original idea was to start with just the total number of streamers and viewers, and to then break that down by game; however, Twitch is so large, with so many users, that a blanket pull of "all" users does not seem to be something I can find. Information can be pulled by top games, or by top streams, each that will present unique ID's that can be used for further pulls of information, but this is leading me to reimagine my dashboard. Below is a basic version of an interactive dashboard, as I am sharing as two separate screenshots. In this early example, It shows a pie chart of the top 100 streams, grouped by game. The bar chart shows the number of streamers for that game. Clicking on one chart will highlight the information from the other. Next Steps include automating the API pulls into MongoDB, so that it is real time (every 60 seconds). As well as deepening the level of information. As I will be deploying this with Streamlit. I will add a dropdown menu to search for specific game titles that may not be included in the top information. I will also be fixing graphical formatting to match with my app's color scheme.

Preliminary Tableau Dashboard link:

https://public.tableau.com/app/profile/michael.harnett/viz/PRELIMTwitchDashboard/Dashboard2?publish=yes



