# The effect of sponsoring an esports event on Twitter sentiment

Ruben Benjamin Stolk

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# Motivation

# **Esports**

- ▶ What is?
- ► Growth
- Sponsorship problems
- ▶ Research mainly focused on traditional sponsoring

## **Variables**

- Sponsoring vs. not sponsoring
- Sentiment (Word of mouth)
- ▶ Product-event fit (Cui et all. 2019)
- Partly opposed by Huettermann et all. (2020)

To what extend does sponsoring an esports event vs not sponsoring at all affect the sponsoring brand's Twitter sentiment and to what extend does the sponsoring brand's event-product fit influence this relation?

# Data

# Difference in Difference set-up problems

- No control group
- Difference over time

# Twitter data collected during MSI Esports event

- 5 sponsoring brands measured pre and after start of the event
- ▶ Deleted 2 pre and after data sets
- Removed retweets due to retweet giveaway
- Language barrier
- Removed text without sentiment (http://)
- Alienware (fit), Secret lab (fit), State farm (no fit)

# Methodology

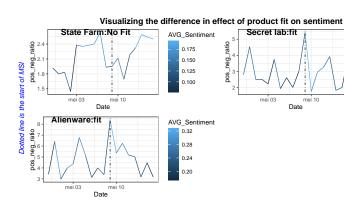
### VADER lexicon

- Open source sentiment analysis tool focused on social media
- Higher accuracy than human raters (Hutto & Gilbert 2014).
- Standardized threshold followed
- ▶ Positive if: VADER score >= 0.05"
- ▶ Neutral if: VADER score > -0.05 and VADER score < 0.05 ,
- ▶ Negative if: VADER score <= -0.05."</p>

$$Negative positive ratio(t) = \frac{SUM_t Positive tweets}{SUM_t Negative tweets}$$

$$xbar, of, sentiment(t) = \frac{SUM_t compound tweets}{N_t}$$

# Results





AVG\_Sentiment

0.30

0.25

0.20

Secret lab:fit

mei 03

mei 10

Date

# Conclusion

#### No hard causal claims

- Indication that effect of esports sponsoring on Twitter sentiment is short lived
- Event-product fit matters as in traditional sports (Cui et all. 2019)

# **Implications**

- Brand managers with no product fit should focus on other industries
- Brand managers with product fit should tie in other objectives
- Event organisers should explore other monetization methods

#### Future directions of research

- Redo research with proper DiD set-up
- Find a measure to quantify purchase intention