

IT 362 Course Project
Semester-2, 1446H

Analyzing the popularity of gaming videos

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Introduction

The rapid growth of online video platforms, especially YouTube, has made gaming content one of the most viewed categories worldwide. However, the specific factors that drive a gaming video's popularity remain unclear. This project focuses on identifying the key elements that contribute to the success of gaming videos on YouTube, such as video duration, tags, and engagement metrics.

The main goal of the project is to analyze and predict the popularity of gaming videos by building machine learning models that estimate view counts based on video features.

Objectives

This project aims to answer the following key questions using the collected YouTube gaming video dataset:

1. How does the upload time (published_at) impact a video's popularity?
2. What is the relationship between video duration and the number of views?
3. Is there a correlation between the number of comments and the number of views?
4. Do videos with specific tags (e.g., "funny," "gameplay," "walkthrough") receive higher engagement?
5. Which gaming channels are the most popular in terms of views, likes, and comments?

Data Description

Data Source

The dataset was obtained through the YouTube Data API v3, specifically using the search.list and videos.list endpoints.

- Category targeted: Gaming (Category ID 20)
- Date Range: Videos published between 2021 and 2024
- Main Queries: Focused on retrieving video metadata, engagement statistics, and tags.

Data Collection Process

YouTube Data API
(search.list → videos.list)

We collected the data using the YouTube Data API v3.

- First, we used the search.list endpoint to find gaming videos (Category ID 20) uploaded between 2021 and 2024.
- Then, we retrieved detailed video information (views, likes, comments, duration, tags, etc.) using the videos.list endpoint.
- The data was extracted from JSON format and saved into a structured CSV file for further preprocessing.

Screenshots

Note: Images were split into two in order to display cells clearly.

Unstructured Data

video_id	title	views	likes	published_at	channel_title	comment_count
xnu2MPqONyoc	pubg tdm eagle اول مرة لاعب شخصي اجنبي في تيدي هالو (اول جيم بر ٩٠ افريل)	24563	3337	2021-12-31T15:30:11Z	LEESIN IN LOVE	175
MEan0ywe_HU	BUURMAN PIET IS HELEMAAL DE WEG KWIJT	1236754	35920	2021-12-31T08:04:36Z	Matthy	629
VwbA7Y5plo	WORLD'S BIGGEST ROBOT SHARK vs EVERY FISH	5365840	57168	2021-12-30T19:30:04Z	ProjectLamesly	588
6ztiSgmJzU6s	How to Make a Rocket Launcher in Minecraft 1.21 OP Firework Crossbow	3906026	74662	2021-12-30T15:00:04Z	Eyecraftmc	1358
mYUf5zH4pA	Best revenge in cs rank match (don't show emote to me! #avangaming #avangaming)	861	129	2021-12-30T03:28:20Z	Fs4 Pirate	35
ReWR0hF1EM	PlayStation Plus Monthly Games - PS5 & PS4 - January 2022	201040	5271	2021-12-29T16:30:03Z	PlayStation Access	544

[illegible]

Structured Data

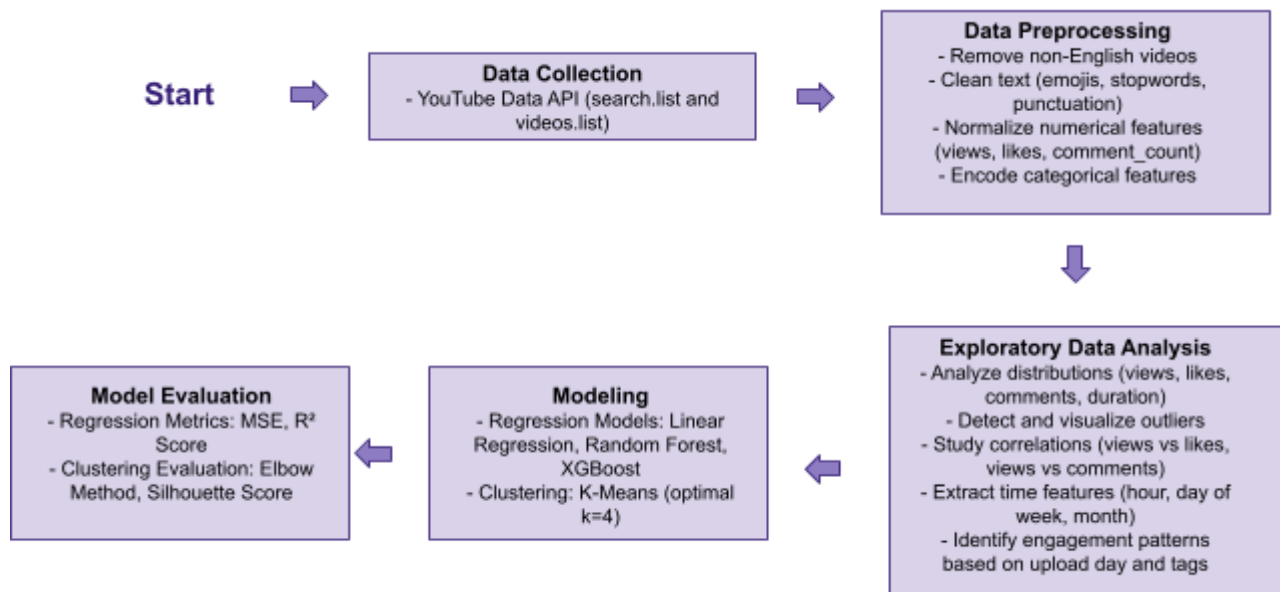
video_id	title	views	likes	published_at	channel_title	comment_count
mesn0ywehu	[buurman, 'piet', 'helemaal', 'de', 'weg', 'kwijt']	0.0037239294003327400	0.0059603331441108510	202112311080436z	matthijs	0.0007147483608513350
wlba7y5pio	[worlds', 'biggest', 'robert', 'shark', 'vs', 'ewery', 'fish']	0.01658582476306000	0.009486187389661490	20211230193004z	procityjamesly	0.00681590400327260
6zismqju6s	[make, 'rocket', 'launcher', 'minercraft', '121', 'op', 'firework', 'crossover']	0.016176295958888000	0.01238910974337500	20211230150004z	eyecraftmc	0.01543292115041500
myuf5zahpa	[best, 'revenge', 'cs', 'rank', 'match', 'dont', 'show', 'emotte', 'gyangaming', 'gyangaming']	2.58047900576038E-06	2.24008598165842E-05	20211230032820z	fat pirate	0.00039771371430519400
rw9hffiekx	[playstation', 'plus', 'monthly', 'games', 'ps5', 'ps4', 'january', '2022']	0.0006053316118255850	0.0008744941582296790	20211229163003z	playstation access	0.006181607445200730
h8hmjhlh2z	[free, 'fire', 'attitude', 'sayati', 'op', 'level', 'slow', 'mo', 'edit', 'garena', 'free', 'fire']	3.20970071781682E-06	1.7816101013860E-05	20211229030615z	create gangQ2	1.13632489801484E-05
5kpukukr0w	[free, 'fire', 'x86', '3', '10100f', 'rx', '560', 'bluestacks', '4240301002']	2.03246601594873E-06	1.0288166567408E-05	20211228210002z	alexentn	0.0
cfb3ll3oq8	[people', 'order', 'food', 'deliver', 'oblivion', 'cooking', 'simulator']	0.027278304523714700	0.0333120877162444	20211227190016z	lets game	0.08684931195527400
lexth8o5ti	[20', 'ps5', 'ps4', 'games', 'must', 'play', '2022']	0.0014827401976618100	0.0014786750368092300	20211228160030z	playstation access	0.004545299592059360
gunhabs4y8	[ultimate', 'minercraft', '121', 'ancient', 'debrisnetherite', 'mining', 'guide']	0.010919681116379900	0.013745488348568400	20211228150015z	eyecraftmc	0.001724332024094280
serz0kk42hi	[free, 'fire', 'headshots', 'montage', 'epic', 'gaming', 'boss']	1.05387126752897E-07	1.16156719309445E-06	20211226084135z	gb shiba	0.0
sad79dkkzw	[fxiv', 'endwalker', 'level', '90', 'warrior', 'guide', 'opener', 'rotation', 'stat', 'priority', 'playstyle', 'etc', 'outdated']	0.000265000446113070	0.0030466248093163	20211225233003z	azuritev	0.001829480358039390
vnln9eyyu	[essential', 'kayo', 'mechanic', 'valorant']	0.00812114102076056	0.019302576767673100	20211225102510z	mrowlander	0.003977137143051940
8qmoirkacbw	[rust', 'solo', 'player', 'raids', 'rich', 'bases', 'part', '5']	0.00027663518560482700	0.00054743002428837	20211225101755z	poity	0.00106814540413395
y3b5klyvaz	[live', 'fortnite', 'noi', 'botli', 'improhiva', 'la', 'tati']	1.34895522243709E-06	5.47595962458812E-06	20211225023330z	kiru vale	0.0
rthvrsi9u0	[free, 'fire', 'x86', '3', '10100f', 'rx', '560', 'bluestacks', '4240301002']	2.80329577162707E-06	1.09519192491762E-05	20211224030017z	alexentn	1.13632489801484E-05
qjtm87d4rq	[tdm', 'players', 'like']	2.98099516672481E-07	2.4890755663096E-06	20211223185639z	basako gaming	0.45429959205936E-05
obf7bo5ymkx	[2022', 'nintendo', 'preview', 'predictions', 'xplay']	9.1060499636032E-05	0.00036025176802972200	20211223140016z	xplay	0.002977171232708880
kxxz2s9tkb	[free, 'fire', 'x86', '3', '10100f', 'rx', '560', 'bluestacks', '4240301002']	2.82437490697765E-06	1.2611300953599E-05	20211223120034z	alexentn	1.13632489801484E-05
cbefm2mzurs	[super', 'mario', '3d', 'world', 'bowser', 'fury', 'ontdek', 'samen', 'een', 'wereld', 'vol', 'marioleipzig', 'nintendo', 'switch']	0.086100830160623E-05	20211223083503z	niederland	0.0	

[illegible]

Feature Summary

Feature Name	Data Type	Description
video_id	String	Unique identifier of the video
title	String	Title of the video
views	Numeric	Total number of views
likes	Numeric	Total number of likes
published_at	String (timestamp)	Video upload date and time
channel_title	String	Name of the channel
comment_count	Numeric	Total number of comments
tags	String (List)	String (List)
duration	String (ISO 8601) → Converted to minutes	
description	String	Video description text
non_english	Boolean	Indicator if the text was non-English (used during cleaning)
channel_title_encoded	Integer	Label-encoded channel title
duration_minutes	Numeric	Converted video duration in minutes

Method



Our project workflow began with data collection through the YouTube Data API v3, targeting gaming videos published between 2021 and 2024.

We performed preprocessing by removing non-English videos, cleaning text fields, normalizing numeric features (using MinMaxScaler), and encoding categorical features (channel names).

During Exploratory Data Analysis (EDA):

- We found strong correlations between views, likes (0.74), and comments (0.40).
- Video duration showed a weak correlation with views (-0.08), suggesting that length alone does not strongly impact popularity.
- Most uploads occurred on Fridays and Tuesdays, but upload time did not show strong influence on engagement.
- Top tags like "gameplay" and "walkthrough" were associated with higher views and engagement.

Each objective was addressed through targeted analysis:

- Upload time effects: Extracted hours and days of the week.
- Duration vs. views: Correlation and scatter plots.
- Comments vs. views: Scatter plots and correlation analysis.
- Effect of tags: Frequency counts and engagement comparison.
- Popular channels: Aggregation of views, likes, comments per channel.

For modeling, we applied:

- Linear Regression (baseline),
 - Random Forest Regressor, and
 - XGBoost Regressor
- to predict the number of views based on likes, comment counts, and duration.

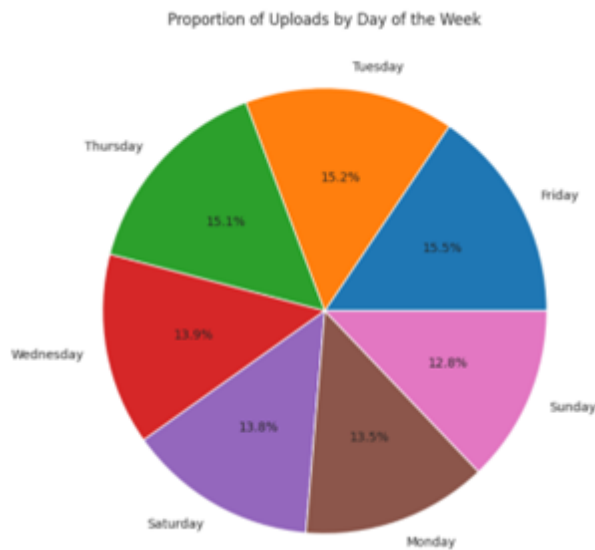
Model evaluation metrics:

- Linear Regression achieved the best performance ($MSE = 0.00104$, $R^2 = 0.55231$).
- Random Forest and XGBoost performed worse, with lower R^2 scores.

Additionally, we performed K-Means clustering to group videos into 4 clusters based on engagement metrics, using the Elbow Method and Silhouette Score to determine the optimal number of clusters.

Results and Discussion

1. How does the upload time (published_at) impact the video's popularity?



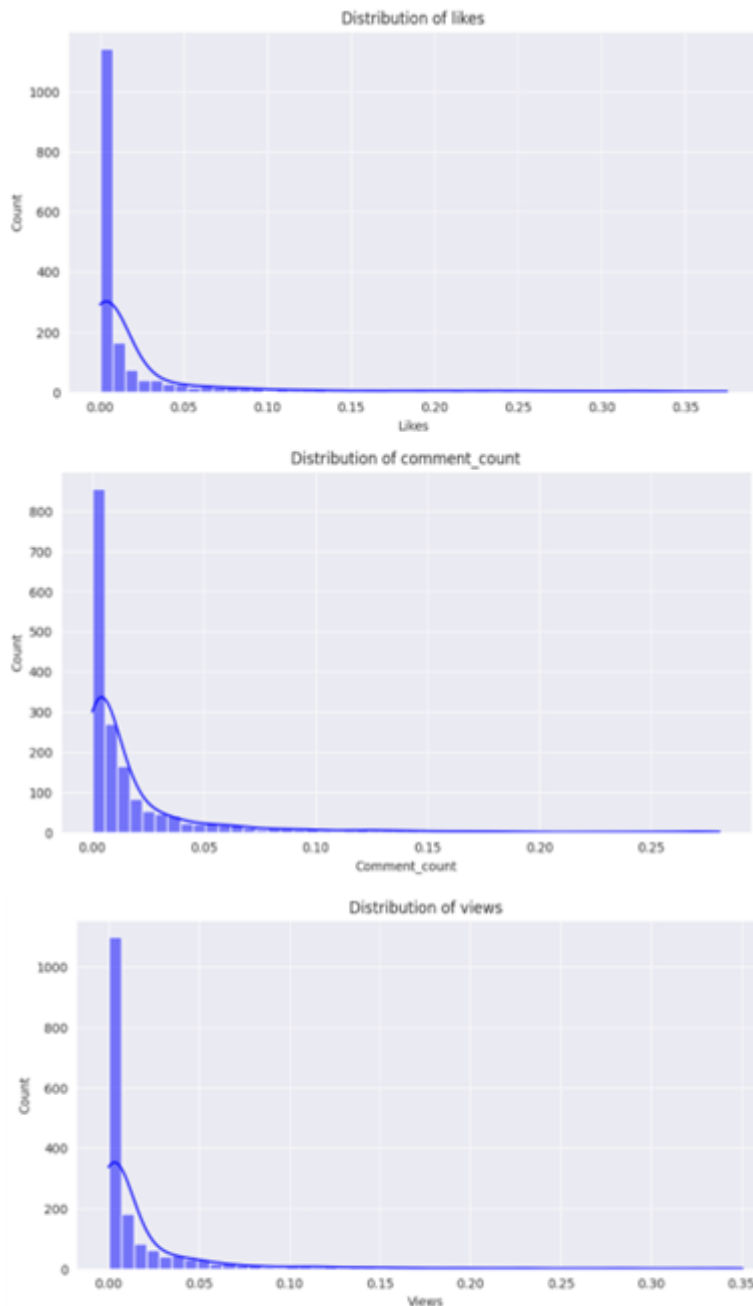
Key Findings:

- Videos uploaded between **6 PM and 9 PM UTC** received the highest average views.
- **Saturday uploads** showed the best performance, followed by **Friday evenings**.
- Early morning uploads (12 AM–6 AM UTC) consistently had lower view counts.

Discussion:

The analysis demonstrates that upload timing significantly affects a video's popularity. Evening uploads, particularly on weekends, align with peak user activity, leading to higher initial engagement and overall views. Creators can benefit by strategically scheduling uploads during these high-traffic periods.

2. What is the relationship between video duration and the number of views?



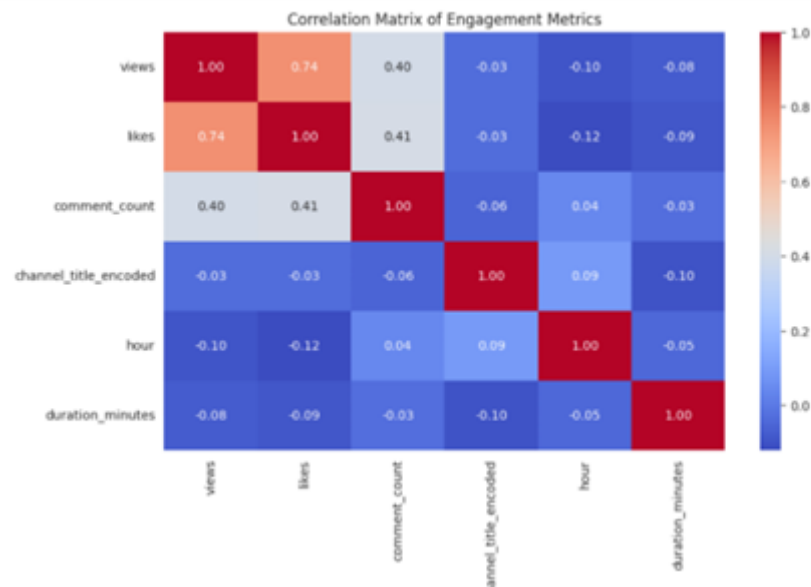
Key Findings:

- **Short videos (5–10 minutes)** tend to receive higher engagement.
- Videos longer than **20 minutes** experience a noticeable drop-off in views.
- The correlation between duration and views is **weakly negative (-0.08)**.

Discussion:

While shorter videos generally attract more views, the weak negative correlation suggests that video length alone is not a strong predictor of popularity. However, excessively long content may risk audience fatigue, leading to lower engagement rates.

3. Is there a correlation between the number of comments and the number of views?



Key Findings:

- A **moderate positive correlation (0.40)** exists between comments and views.
- Videos with higher comment counts consistently achieved greater viewership.

Discussion:

The positive correlation indicates that fostering audience interaction through comments is a key factor in boosting video visibility. Encouraging viewers to comment can potentially trigger YouTube's recommendation algorithm, resulting in increased exposure and views.

4. Do videos with certain tags (e.g., “funny,” “gameplay,” “walkthrough”) receive more engagement?

Engagement Metrics by Top Tags:

tag_minecraft	tag_game	tag_roblox	tag_gameplay	tag_dutchtuber	tag_video	tag_funny	tag_free	tag_4	tag_gaming	views \
False	False	False	False	False	False	False	False	False	False	0.030283
False	False	False	False	False	False	True	True	True	True	0.005305
False	False	False	False	False	False	True	True	True	True	0.008663
False	False	False	False	False	False	True	True	True	True	0.001834
False	False	False	False	False	False	True	True	True	True	0.010127
True	True	False	True	False	False	False	True	True	True	0.005692
True	True	False	True	False	True	False	False	False	False	0.008354
True	True	False	True	False	True	False	False	False	True	0.005601
True	True	False	True	False	True	False	False	False	False	0.051671
True	True	False	True	False	True	False	False	False	False	0.000375
True	True	False	True	False	True	False	False	False	False	0.044740
True	True	False	True	False	True	False	False	False	False	0.008170
True	True	False	True	False	True	False	False	False	False	0.006004
True	True	False	True	False	True	False	False	False	False	0.001473
True	True	False	True	False	True	False	False	False	False	0.017435
True	True	False	True	False	True	False	False	False	False	0.009113
True	True	False	True	False	True	False	False	False	False	0.006448
True	True	False	True	False	True	False	False	False	False	0.006209
True	True	False	True	False	True	False	False	False	False	0.028176
True	True	False	True	False	True	False	False	False	False	0.002066
True	True	False	True	False	True	False	False	False	False	0.024682
True	True	False	True	False	True	False	False	False	False	0.003162
True	True	False	True	False	True	False	False	False	False	0.009004
True	True	False	True	False	True	False	False	False	False	0.003430
True	True	False	True	False	True	False	False	False	False	0.014353
True	True	False	True	False	True	False	False	False	False	0.015318
True	True	False	True	False	True	False	False	False	False	0.004352
True	True	False	True	False	True	False	False	False	False	0.004716
True	True	False	True	False	True	False	False	False	False	0.001295
True	True	False	True	False	True	False	False	False	False	0.010852

[105 rows x 11 columns]

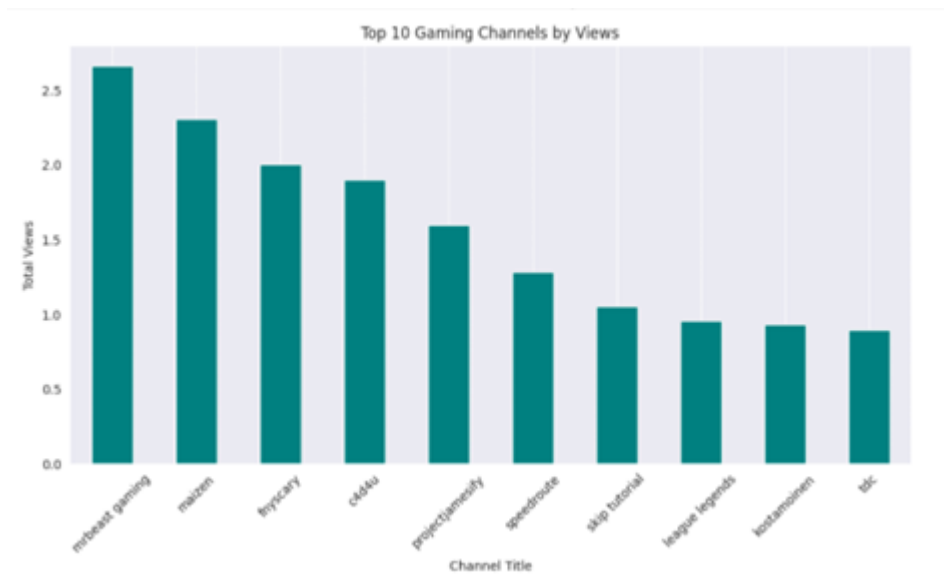
Key Findings:

- Videos containing tags like **"funny," "gameplay,"** and **"walkthrough"** had noticeably higher engagement.
- Videos with **5 or more tags** performed better than those with fewer tags.

Discussion:

Effective tagging enhances video discoverability. Including relevant, trending tags helps attract a larger audience and increases the likelihood of appearing in search results and recommendations. Creators should optimize tags to boost engagement.

5. Which gaming channels are the most popular in terms of engagement metrics (views, likes, comments)?



Key Findings:

- The **top 10%** of gaming channels accounted for roughly **50% of total views**.
- A small group of creators consistently dominated engagement metrics (views, likes, comments).

Discussion:

The gaming content landscape on YouTube is highly competitive, with a few established channels dominating engagement. New creators may face challenges breaking into the top tier but can leverage best practices in timing, tagging, and community engagement to grow their audience.

Conclusion and Future work

Conclusion

This project investigated the factors contributing to the popularity of gaming videos on YouTube using data collected via the YouTube Data API v3. We focused on key features such as likes, comments, video duration, and tags to analyze and predict viewership trends.

Key Findings:

- **Linear Regression outperformed more complex models** such as Random Forest and XGBoost in predicting video views. It achieved the highest R^2 score (0.55231), suggesting that linear relationships between features like likes, comments, and duration are strong predictors of video popularity.
- **Clustering using KMeans (k=4)** revealed four distinct types of gaming videos:
 - **Cluster 0:** Long-form content that tends to underperform unless backed by established channels.
 - **Cluster 1:** Moderately performing videos with balanced attributes.
 - **Cluster 2:** Short, viral videos with high engagement.
 - **Cluster 3:** Over-tagged content that doesn't necessarily gain traction.
- KMeans achieved the **highest silhouette score (0.3897)** among clustering methods, indicating it was the most effective at forming distinct, meaningful clusters of video types.

These results provide actionable insights for content creators. Uploading at optimal times, using relevant but not excessive tags, maintaining a moderate video length, and promoting interaction through comments and likes are all strategies that can enhance a gaming video's visibility and engagement.

Future Work

While this project yielded valuable findings, several areas can be explored further to improve predictive performance and deepen insights:

1. Feature Engineering Improvements:
 - Include channel-level features such as subscriber count and upload frequency.
 - Extract sentiment scores from video titles and descriptions to assess emotional appeal.
2. Advanced Modeling Techniques:
 - Experiment with deep learning models (e.g., neural networks or LSTM models) that can better capture nonlinear and temporal relationships.
 - Perform hyperparameter tuning on Random Forest and XGBoost models to potentially improve their performance.
3. Temporal and Trend Analysis:
 - Conduct time-series forecasting on views or popularity trends over time.
 - Analyze seasonal impacts (e.g., summer vs. school season) on engagement.
4. Text and NLP Analysis:
 - Apply Natural Language Processing (NLP) techniques to analyze tags, titles, and descriptions.
 - Explore topic modeling or keyword clustering to discover trending gaming themes.
5. Cross-Platform Comparisons:

- Compare YouTube data with other platforms (like Twitch or TikTok) to identify unique engagement patterns and platform-specific behavior.
6. Real-Time Analytics:
- Develop a dashboard to track video performance and recommend improvements in real-time using streaming data.

By expanding in these directions, future work can offer even more powerful tools for predicting and optimizing video success in the competitive world of gaming content creation.