

# TWEETS SENTIMENT ANALYSIS OF ESPORTS EVENTS, TEAMS, AND GAMES

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Data Analytics for Esports

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# TWEETS SENTIMENT ANALYSIS TO HELP EVENT ORGANIZERS.

## Each Question Context

**Question #1:** Esports events analysis to help organisers make events more exciting (EGX and IEM)

**Question #2:** IEM 2022 Dallas teams' success prediction on the basis of tweets positivity

**Question #3:** Top five games of EGX 2021 and positivity sentiment analysis of these games

## Full Form

**EGX** – Eurogamer Expo

**IEM** -- Intel Extreme Masters

**Source of Data:** Twitter API live data extraction.

# STEP BY STEP ANALYSIS



**ASK- ASKING THE  
RIGHT QUESTION,  
IDENTIFYING THE RIGHT  
PROBLEM.**



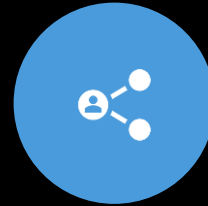
**PREPARE- START  
GETTING DATA FROM  
ALL AVAILABLE  
RESOURCES.**



**PROCESS- FILTERING  
OUT THE DATA TO GET  
RID OF THE  
INFORMATION THAT IS  
USELESS.**



**ANALYSE- CODING  
ACCORDING TO  
REQUIREMENT, TO GET  
ANSWERS.**



**SHARE- SHARING IN  
PRESENTABLE FORMS  
TO STAKEHOLDERS.**



**ACT- IMPLEMENT THE  
IMPROVEMENT PLAN.**

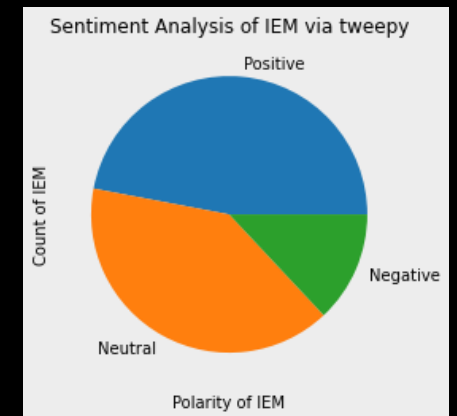
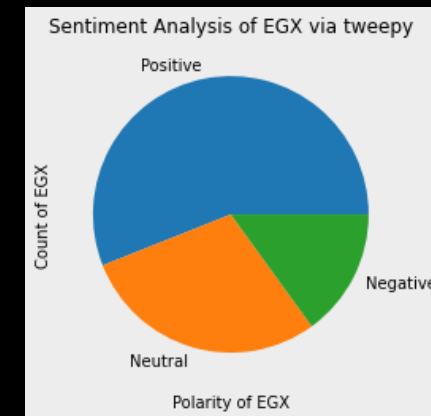
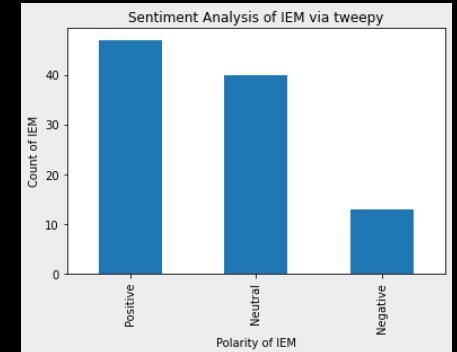
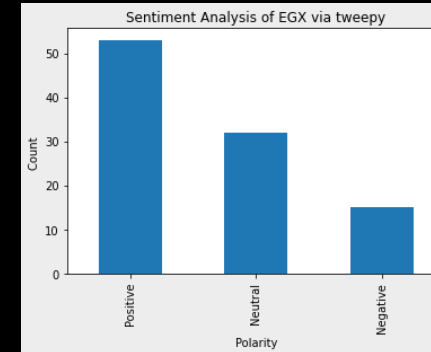
# QUESTION 1

WHAT IS THE OVERALL SENTIMENT OF TWEETS RELATED TO ESPORTS COMPETITION OF 2022 EGX AND IEM EVENTS? EITHER IT WAS POSITIVE, NEGATIVE, OR NEUTRAL.

## Sentiment Conclusion:

	POSITIVE	NEGATIVE	NEUTRAL
EGX	50	35	15
IEM	45	40	15

- EGX have more positive tweets.
- IEM should learn from EGX



## QUESTION 2

PREDICTING IEM 2022 DALLAS FINALIZED SIXTEEN TEAMS' SUCCESS RATIO ON THE BASIS OF THE SENTIMENT OF THE TWEETS ON THEIR TWITTER.

	POSITIVE	NEUTRAL	NEGATIVE
FaZeClan	40	55	5
FURIA	18	78	6
natusvincere	45	45	10
AstralisCS	40	55	5
G2esports	30	64	6
heroicgg	55	25	20
ENCE	40	50	10
NIPCS	29	68	3
Cloud9	45	45	10
TeamVitality	35	60	5
Entropiqteam	40	50	10
mousesports	40	55	5
TeamLiquidCS	45	35	20
Complexity	48	47	5
imperialesports	15	80	5
LFOcsgo	40	50	10

### Prediction:

1. Hericogg got the best positive response, 55%. Chance of getting first.
2. Natusvincere and Cloud9 got the second best positive response, 45%. Chance of getting second and third position.

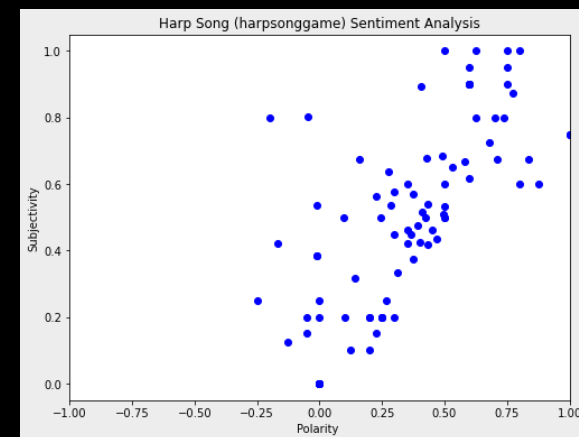
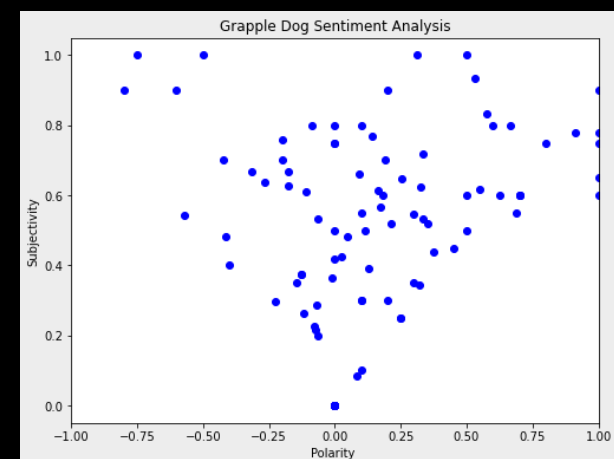
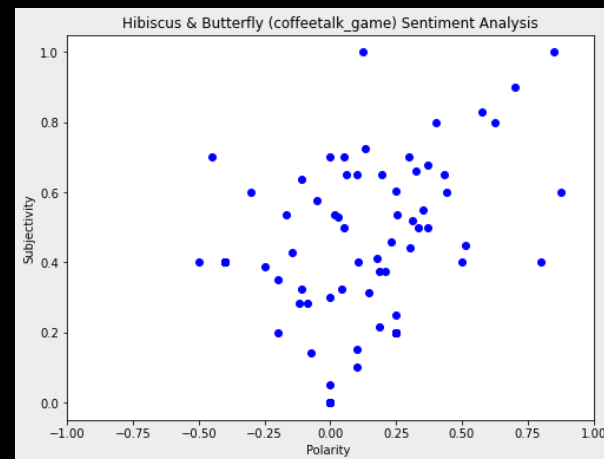
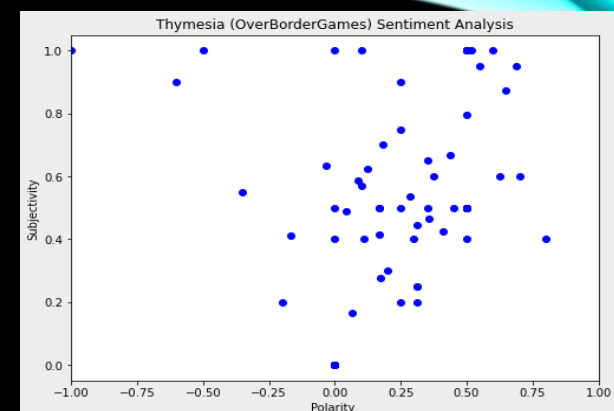
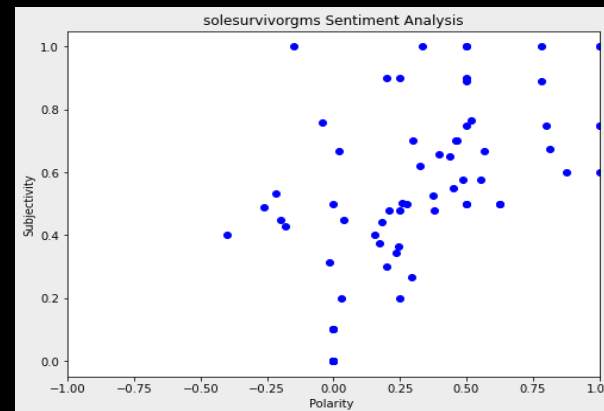
# QUESTION 3

TOP FIVE GAMES OF EGX IN 2021 AND EXCITEMENT SENTIMENT ANALYSIS TO HELP ORGANIZERS IN UNDERSTANDING THE REAL SENTIMENT OF EACH GAME SEPARATELY NOT AS A WHOLE EVENT.

## Games Sentiment

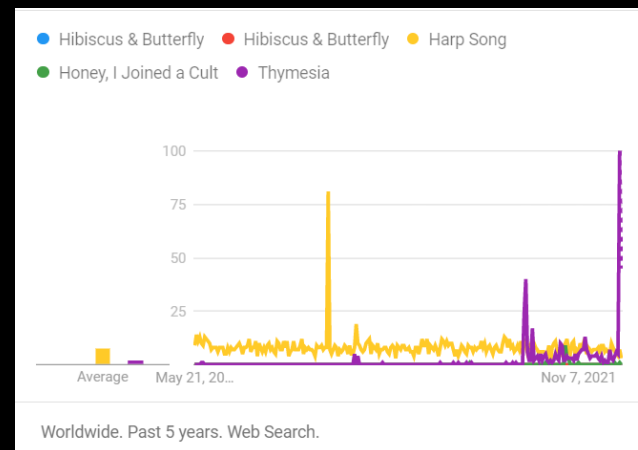
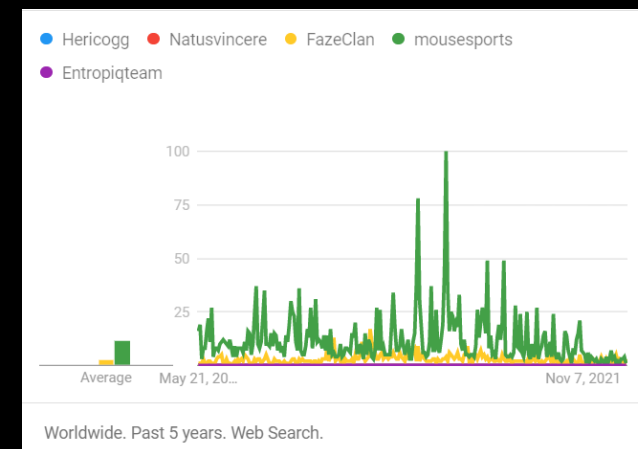
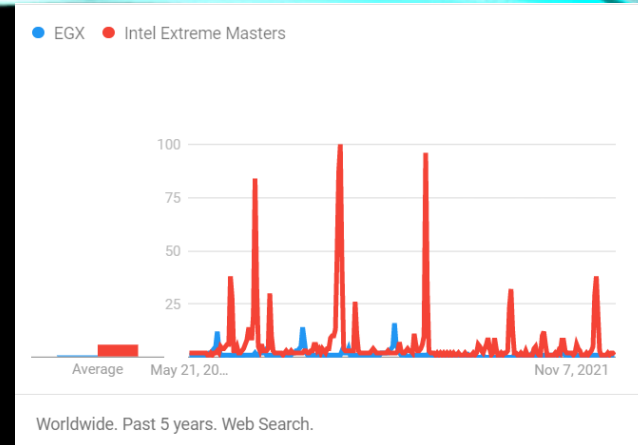
	POSITIVE	NEGATIVE	NEUTRAL
Honey, I Joined a Cult	50	40	10
Thymesia	52	40	8
Hibiscus & Butterfly	50	27	23
Grapple Dog	50	28	22
Harp Song	70	20	10

- Harp Song have the best sentiment response.
- Number second best response is Thymesia.



# CODE STEPS AND FIVE YEAR GOOGLE TRENDS ANALYSIS

- Libraries Install
- Twitter API Credentials
- API Authentication
- API User Timelines to Extract Tweets
- Put Data into Data frame
- Clean Data
- Sentiment Polarity Setting
- Text blob Sentiment Subjectivity
- Polarity Analysis
- Plotting Results





# CONCLUSION

- There are lot of ways to look at same events, games and teams and then analyse their performance.
- Twitter Sentiment Analysis is a good way to judge the social presence polarity, either your image is positive or negative.
- Twitter Sentiment Analysis is a first step towards making a progress for the sake of improvement.
- According to our specific polarity-based Sentiment analysis tells that **EGX** as event, **Hericogg** as team and **Harp Song** game are the best.