



# ESport Earnings Data App

by group 20


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# Dataset

 RUSHIKESH HIRAY · UPDATED 2 YEARS AGO

32

New Notebook

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## Esport\_Earnings

Money made by various Professional Gaming Tournaments



DataCode (2)Discussion (3)

### About Dataset

Esports (also known as electronic sports, e-sports, or eSports) is a form of sport competition using video games. Esports often takes the form of organized, multiplayer video game competitions, particularly between professional players, individually or as teams. Although organized competitions have long been a part of video game culture, these were largely between amateurs until the late 2000s, when participation by professional gamers and spectatorship in these events through live streaming saw a large surge in popularity. By the 2010s, esports was a significant factor in the video game industry, with many game developers actively designing and providing funding for tournaments and other events.

Source - <https://www.esportsearnings.com/games/browse-by-genre>

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Never

By the 2010s, esports was a significant factor in the video game industry, with many game developers actively designing and providing funding for tournaments and other events.

<https://www.kaggle.com/datasets/rushikeshhiray/esport-earnings>



# Task



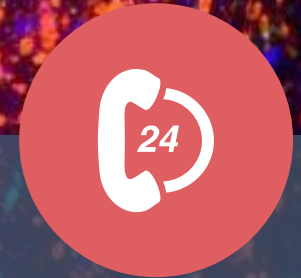
The relationship  
between the number  
of players and the  
earnings of the game



The relationship  
between publication  
time and game  
earnings



The relationship  
between the number  
of games created  
and the games  
earnings

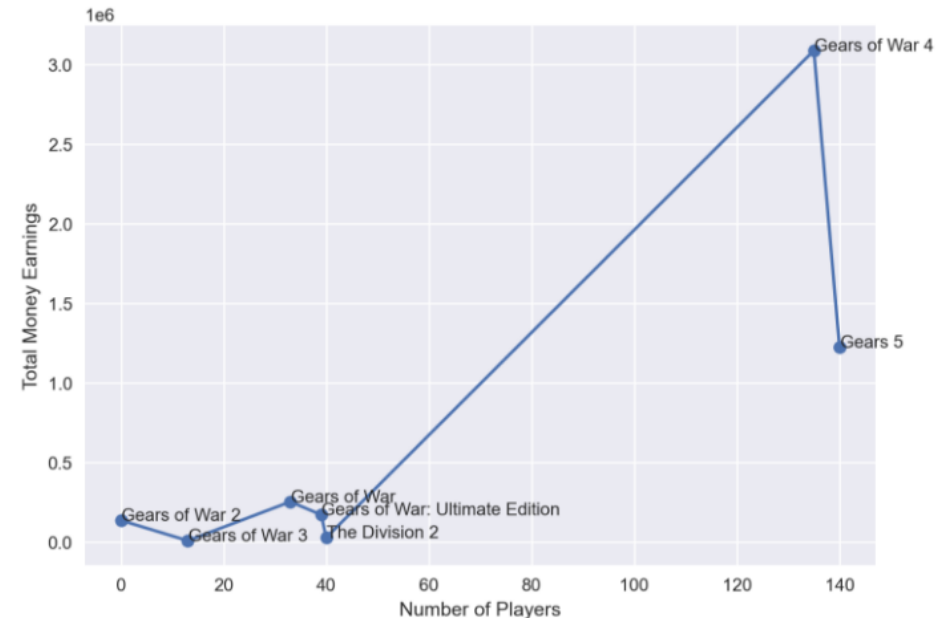


The popularity of  
different genres in  
different countries

# Analysis

The relationship between the number of players and the earnings of the game

The relationship between the number of players and the earnings of the game

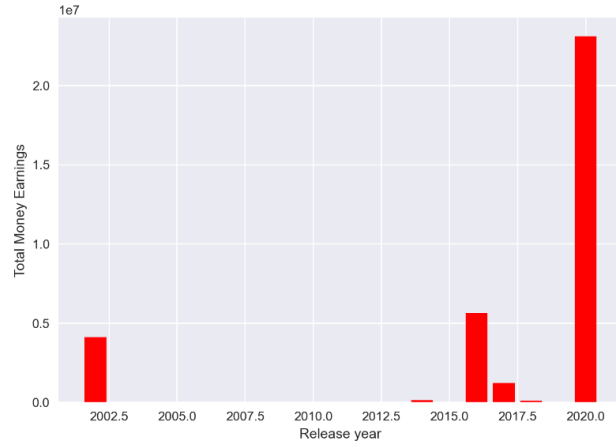


## Genre Selector

Third-Person Sh... ×

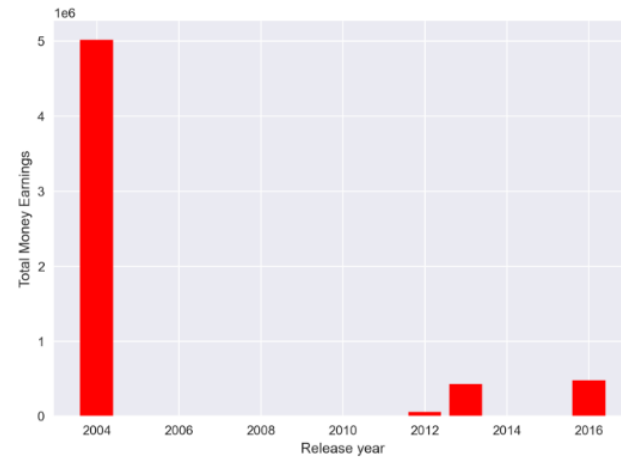


The relationship between publication time and game earnings



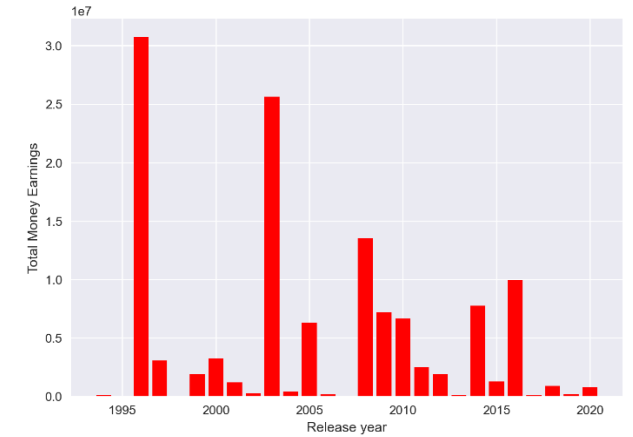
Collectible Card Game

The relationship between publication time and game earnings



Role-Playing Game

The relationship between publication time and game earnings



FPS

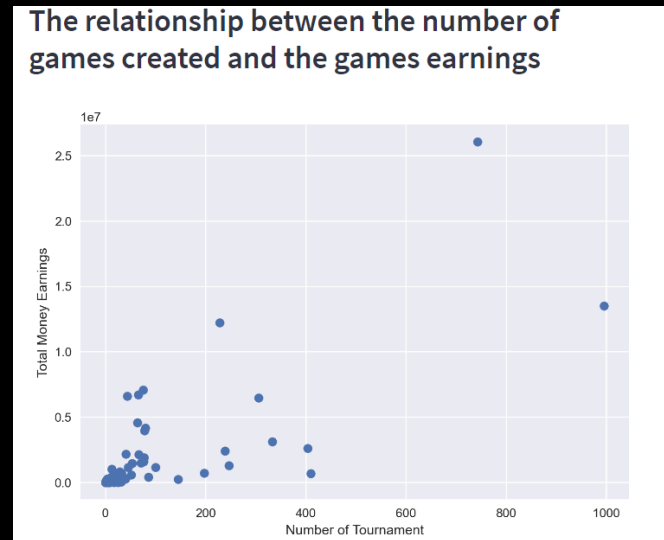
# Analysis

The relationship between publication time and game earnings

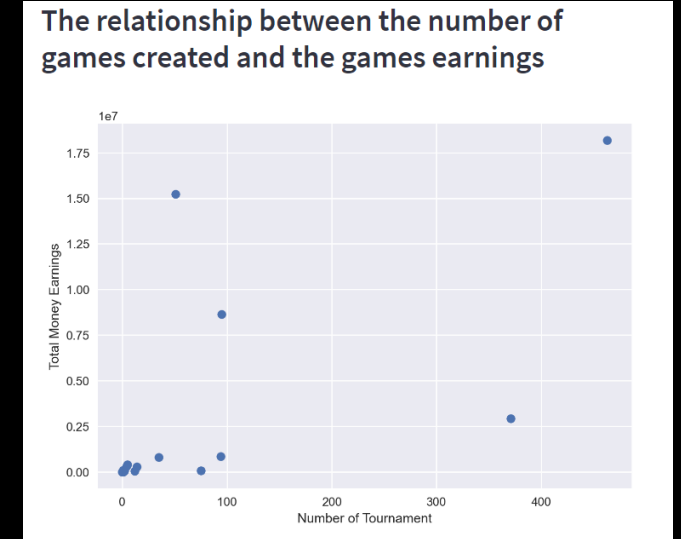


# Analysis

The relationship between the number of games created and the games earnings



FPS

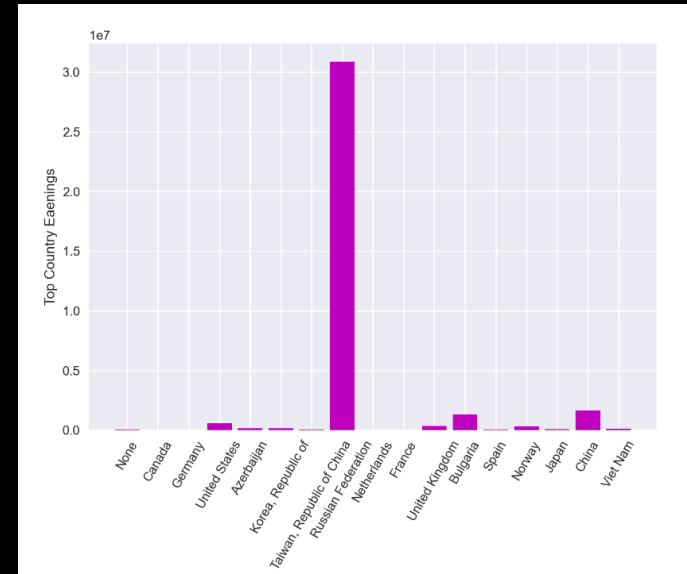


MOBA

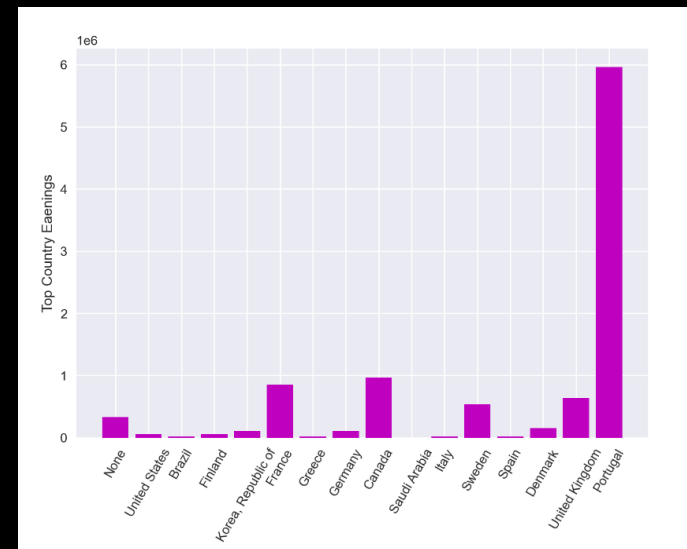


# Analysis

The popularity of  
different genres in  
different countries




Strategy



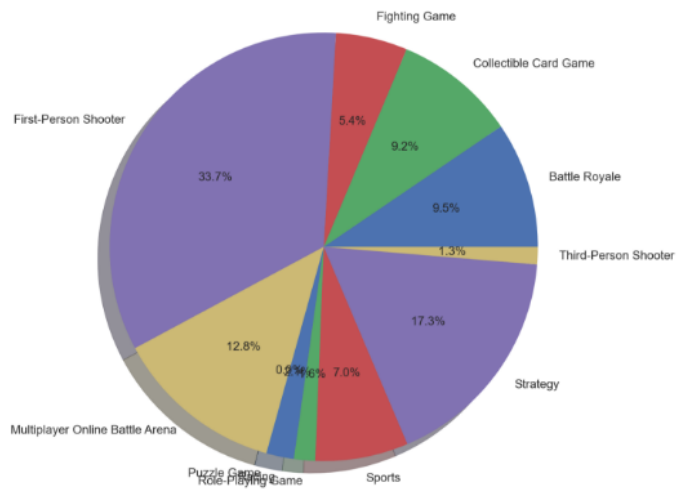
Sports



A close-up, high-contrast photograph of a person's face, heavily covered in multi-colored glitter. The glitter consists of numerous small, bright particles in shades of red, orange, yellow, green, and blue, creating a dense, sparkling texture across the skin. The person's eyes are closed, and their lips are slightly parted. The background is dark, making the glitter stand out prominently.

# Data app demo

# ESport Earnings Data by Cheng Ma and Ziyi Zhao



Here i s a look at the revenue performance of different game categories

	TotalMoney	PlayerNo	TournamentNo	Top_Country_Earnings
Battle Royale	35,414,097.5600	5600	543	10,893,089.4000
Collectible Card Game	34,271,397.9900	4043	1531	7,297,416.2900
Fighting Game	20,170,322.1900	12530	8928	11,614,995.1200
First-Person Shooter	125,859,363.5100	23533	6002	62,288,014.4300
Multiplayer Online Battle Arena	47,875,894.0600	4509	1226	16,348,782.3400
Puzzle Game	39,082.9700	125	52	26,936.3200
Racing	7,753,329.2900	2465	897	3,689,498.6900
Role-Playing Game	5,968,597.3100	699	201	1,821,650.7100
Sports	26,182,617.5600	3407	2169	9,844,201.1600
Strategy	64,507,955.9700	8460	9233	35,619,608.2400

Data app demo

<https://ma2002c-esportapp-esport-earnings>



# Data app demo

Game Name (enter ALL to reset)

	IdNo	TotalMoney	GameName	Genre	PlayerNo	TournamentNo	Top_Country	Top_Country_Earnings	Releaseyear
150	621	144,673.7200	FIFA 20	Sports	248	39	United Kingdo	205,613.0400	2019



| THANKS