Feedback for Project Number 06

## Feedback Below

**What is their topic on?**

* *Is the title consistent with the topic?*
* *In other words does the title make sense for the project?*

The title for the project was “Counterstrike: Global Offensive - Player Migration, Settings, and Peripherals”. It fit the presentation well as that’s what was covered.

**Are the objectives of the project clearly identifiable?**

* *What are they wanting to study?*
* *What is the motivation of this project?*
* *What does the presenter hope to accomplish with this project?*

Objectives for the project were laid out on a slide and the research questions were also discussed on a separate slide. Overall, you did a very good job of laying out the what of the project, but it was harder to get a sense of the why behind it – For example, why did you choose CS:GO versus other popular games with pro activity such as Overwatch or Fornite?

**What data are used?**

* *What website(s) are scraped?*
* *Are other data brought in from outside sources?*
* *If so, what are they and how do they add to the project?*

The site scraped was csgopedia.com and that was the only data used.

**What is your overall impression of the project?**

Overall, I really enjoyed the presentation. I’m a gamer, but terrible at multiplayer games so I’ve never really paid a lot of attention to them. This presentation was an interesting window into several aspects of the pro player scene and getting a sense of the geographical distribution of players was fascinating.

**Other encouragements/critiques you would like to provide to your colleague in order for them to have a more refined project.**

You brought up a really interesting conundrum in your analysis of whether peripherals impacted performance – are they using it as their preference (and thereby perhaps gain an edge with it) or are they using it because they’re sponsored by the brand – An interesting angle to investigate this further would be to see if you can track down data on which players are sponsored and which aren’t. You could then look and see if the sponsored players are impacted differently by the peripherals they use than the non-sponsored players.

Also, while you mentioned ‘Settings’ on your Peripherals and Settings page, there didn’t seem to be any visualizations about settings and the only setting you actually mentioned was the EDPI setting. Were there any other settings that you collected data for? Given how non-impactful settings seemed to be I wonder if that actually needed to be included in the presentation at all. Dropping it may have saved out a little time and I don’t think the presentation would have lost out by not having it.