

Feedback for Project Number 23

What is their topic on?

Are PvP or Co-op video games more popular?

- *Is the title consistent with the topic?*

Yes it was

- *In other words does the title make sense for the project?*

It does very well

Are the objectives of the project clearly identifiable?

- *What are they wanting to study?*

Human players compete with other live players; Classified by competitive nature.

- *What is the motivation of this project?*

Current trends on social media and the social aspects of multiplayer gaming

- *What does the presenter hope to accomplish with this project?*

Make future estimations, so Organized by hours played, and also by number of players

What data are used?

- *What website(s) are scraped?*

<https://ps-timetracker.com/statistic>

- *Are other data brought in from outside sources?*

Yes

- *If so, what are they and how do they add to the project?*

<https://www.trueachievements.com/n40266/fortnite-most-played-game-on-xbox-in-2019>

What is your overall impression of the project?

Very creative and different, the design is also unique for powerpoint.

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

This project might be done for the recent data's, since during the pandemic owning a dog numbers increased.

Not have any suggestion at this point