Feedback for Project Number 23

## Feedback Below

**What is their topic on?**

* *Is the title consistent with the topic?*

Yes, the title “Are PvP or Co-op video games more popular?” is consistent with the topic.

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

The title makes sense for the project; however, it is bit more generic and because there are so many variables like the platform, demographics, limitations of data sources etc, there can be variants of the title which would facilitate in-depth questioning of data and may provide different results.

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

* *What are they wanting to study?*

The author wants to research and find out which one is popular – PvP games or Co-op games.

* *What is the motivation of this project?*

As per the author, she was fond of playing competitive games when she was a kid and different kinds of co-op games growing up and she is interested about the future of video games.

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

Based on data, not only she wants to find the answer to the broad research question, but she has also tried to get other data elements (factors) that would determine at a granular level whether or not a particular type of game is popular – factors like platform (Twitch for example) on which games are played, demographics (age of audience for example) etc. She says that she has got an objective answer to a subjective question. Also, at the end of the presentation, she says that the results may point to an inconclusive overall view.

**What data are used?**

* *What website(s) are scraped?*

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

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

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

<https://gamstat.com/games/xbox/>

<https://store.steampowered.com/stats/>

<https://sullygnome.com/games/streamed>

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

While the web sites that were scraped provided high-level data regarding top games played within a certain period, the additional data sources helped the author drill down based on the various factors above and find the popularity of the PvP or Co-op games at a granular level, strengthening or re-iterating the fact that PvP is more popular than Co-op.

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

My overall impression is that she has done a good job of presenting data to find out a big picture about popularity of the game and answering at a higher level the research question that she has framed.

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

I would like to have her research question more granular and in detail as we all know that the devil lies in the details.

She can put weights to the each of the category / factors and then answer the popularity question overall but will also get the answer at a granular level. This will help her build models with different weights for each factor and help look at the problem in a multidimensional way. Probably then, she can conclusively say that based on data, for either all or majority of the factors, it proves PvP is popular than Co-op games.