Data Visualization Project

Project Theme: COVID-19 (or the virus, SARS-CoV-2)

Student : Ayten Tonbul

Number: 17030411012

In this period, the impact of the COVID-19 virus, which affects today's geography incredibly, on human behavior is unfortunately enormous. For this reason, I wanted to choose a topic that I can examine in the process of closing home, which is today's biggest problem. In order to observe what effect this social problem can have on human behavior, I will observe the twitch.tv data flow, which is a platform I have been in and had the opportunity to work on this platform recently, and I want to see how often people take part in this platform to have fun etc. In order to do this, I will narrow my observation area and examine the viewers of years and the sections that twitch has categorized and the broadcasters that have the majority of the audience. The reasons behind my desire to move in this direction are the large number of users, having a lot of data flow, being observable, appealing to the masses, the recent involvement of politicians and seeing this as a power for them, being able to follow increases or decreases and visually to be interpreted.

Here is some news ;

CNNTURK has included a news on this subject in technology news: “ If what you watch during the pandemic period mostly includes Twitch broadcasts, you are not alone. Streamlabs and Stream Hatchet have determined that Twitch views have more than doubled in a year, from 'only' 3.1 billion hours in the first quarter of 2020 to 6.3 billion in the same quarter in 2021 ... Twitch has already dominated live streaming, and it became even more important as musicians and other non-game creators flocked to the platform to replace face-to-face concerts and discussions. Even game-oriented publishers have more reasons to use Just Chatting. If they can't socialize face-to-face, they can also make money from virtual chats. Covid-19 seems to have worked for platforms in this respect.

COVID-19: Twitch user increase 2020

Published by J. Clement, Jan 29, 2021

The COVID-19 pandemic that spread across the world at the beginning of 2020 was not only a big threat to public health, but also to the entire entertainment industry. While cinemas and theaters closed their doors to try to stem the spread of the disease, many people turned to home entertainment and eSports during periods of self-isolation. In March 2020, the online eSports streaming service Twitch set an all-time record of 22.7 million peak daily active users.

I will use tracker system to collect data from twitch.tv .

Resources

<https://www.statista.com/statistics/1108340/covid-twitch-users>

https://www.cnnturk.com/teknoloji/twitch-izlenme-sayisini-katladi