<https://archive.ics.uci.edu/ml/datasets/SkillCraft1+Master+Table+Dataset>

I have always been intrigued with the uprising of E-Sports because I used to join LAN tournaments to compete. In macro-economic Real-Time Strategy games such as StarCraft, WarCraft and Age of Empires, APM (Actions per Minute) has always been emphasized as the key to success on providing a much larger advantage against any opponent. The data set I have found was from UCI Machine Learning Repository in 2013-10-22 with 3395 instances for StarCraft 2 ladder. Does a higher APM create a distinct advantage and much higher win rate or higher rank?

<https://archive.ics.uci.edu/ml/datasets/Online+Video+Characteristics+and+Transcoding+Time+Dataset>

Youtube has been a large part of my life since its release. I mainly used it to follow some of my favorite artists such as the Angry Video Game Nerd. As top notch video equipment continue to improve at a lower price, our favorite artists on Youtube are able to provide us with much better video qualities. However, do all our favorite artists in every category or genre need to invest in much better recording equipment? What is the ranking of bitrate usage for different categories?

<http://admin.taiwan.net.tw/statistics/year.aspx?no=134>

Roughly two years ago, I came up with a website idea to help promote Taiwan’s tourism to western society because Taiwan’s tourism bureau has been focusing mainly on China and other Asian countries. Looking through the data was one of the main reasons why I started to get very interested in Data Science. However, I was mainly focusing on the business end and not the research end. The Capstone Project gives me a chance to re-visit some of the data and see if I can discover anything else provided by Taiwan’s Tourism Bureau. What I have always been wondering was: In comparison to Asian countries, what are the main reasons other countries come to visit Taiwan?