eSportGuru

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Introduction

Over the last decade, the market for competitive gaming has exploded, producing an almost insatiable demand for high quality competitive multiplayer video games and highly skilled players. The competitive gaming scene, coined as “eSports,” has raked over five hundred million dollars in revenue in 2017 alone. Financial news institutions, such as the Business Insider and Forbes, have projected that eSports will become the next multibillion dollar industry within the next two years. The exponential demand for highly competitive gaming has been fueled by new emerging technologies, such as online streaming through Twitch or YouTube.

While the video game industry has always supported competitive local multiplayer options, developers didn’t have a reason to produce highly competitive multiplayer video games with an emphasis on broadcast quality presentation or production, until now. Not only have developers and publishers created these types of video games to meet consumer demands, they’ve also promoted and advertised them through sponsorships. Publishers sponsor big tournaments by adding enormous amounts of prize money as a means to maintain interest of their games, as well as to increase their popularity. Developer sponsorship draws in an enormous amount of people to play and view tournaments, simply because eSports is one of the few activities that anyone can become good in, regardless of background.

Without a doubt, this decade in video games has been be defined by rise and dominance of eSports and eSports culture. However, eSports has also been slowly creeping its way into mainstream media. For instance, ESPN has started broadcasting huge League of Legends, Dota 2, and Hearthstone tournaments, and Disney has been experimenting with broadcasting Super Smash Bros. tournaments. The fact that these companies have been testing eSports viewership and seeing favorable results is proof that eSports will find its place in mainstream entertainment, alongside traditional sports such as football or baseball.

Motivation

There are several databases on the internet devoted to eSports, however they either cover one game or a few major games in depth. For instance, gosugamers.net is a major website dedicated to providing ranking information for the top eight competitive PC games, such as Dota 2, League of Legends, and Hearthstone. While this information is highly useful to those already initiated to these games, it would be very hard for casual viewers to absorb of all their information. These websites are overloaded with statistics and rankings that would mostly make sense to people already familiar with the ranking system.

The goal of eSportGuru is to create a general but universal database for all competitive games. The general information included would be basic information over players, tournaments, teams/sponsors, and the games themselves. This would allow viewers new to eSports to quickly find general data that could serve as a stepping stone in their research over the game and its players. While the developers of eSportGuru would love to add rankings and useful statistics for each player and team, we do not have the resources to do so with the given scope; it would cost too much money to maintain.

Use Cases

Users can query our database through four main models: players, teams, games, and tournaments. If a viewer tunes into a live stream of a prestigious event for the first time they may find themselves asking questions such as: What game are they playing? How popular is that game? Is this tournament a big deal and who’s the favorite to win? What’s the prize pool and who’s on what team? The answer to these questions are not always immediately apparent from the stream itself, so the viewer can make a query on our database to find out.

If the viewer wants to find out more about a tournament, they can simply search for the tournament and will receive information about the winner of the tournament or the current standings, date(s) of the tournament, the game(s) played, as well as what teams and players were involved. For a particular game, the viewer can see when the game was released, who published it, what genre(s) it falls under, and relevant links to the game’s website. For a given team, a viewer will receive the acronym for the team, the current roster of the team, and the video game(s) the team is involved in. Lastly, the viewer can query a player and see their full name, hometown, their role (if any), current team (if any), and current video game. Furthermore, all of our models are interconnected. For example, if a viewer queries a player they’re interested in, and see that the player has a team, they can immediately click the team to find out more information. This same idea connects all four of our models.

RESTful API