EDF 6938 Final Presentation
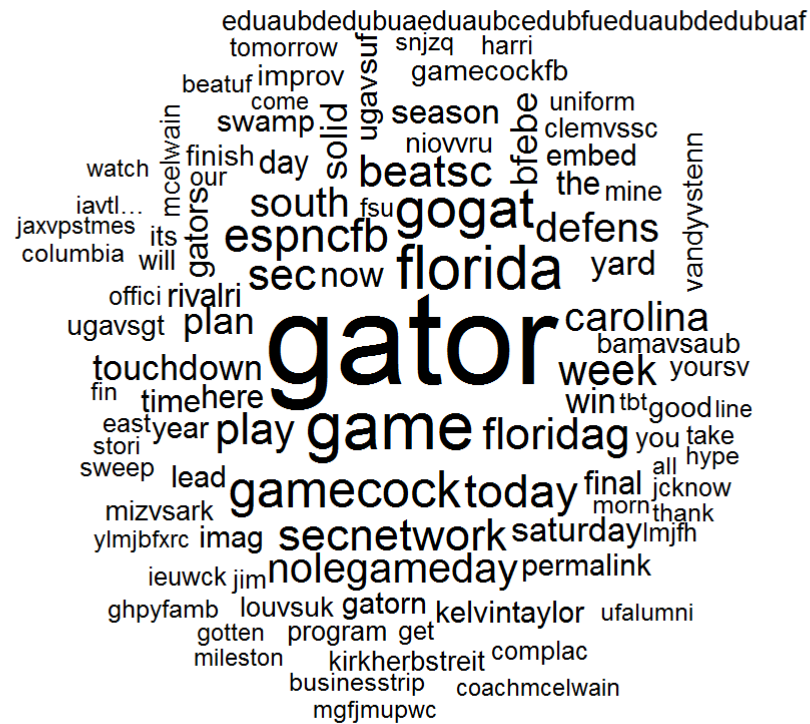
Cheryl Calhoun

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Just for Fun…

Schedule Results

Game Results and Spread Data Table

Game	DATE	OPPONENT	H.A	RESULT	UFSCORE	OSCORE	MARGIN	SPREAD	COVER	BEAT	HASHTAG
Game1	2015-09-05	New Mexico State	H	W	61	13	48	-34.0	14.0	yes	NMSUvsUF
Game2	2015-09-12	East Carolina	H	W	31	24	7	-20.5	-13.5	no	ECUvsUF
Game3	2015-09-19	Kentucky	A	W	14	9	5	-3.5	1.5	yes	UFvsUK
Game4	2015-09-26	Tennessee	H	W	28	27	1	1.0	2.0	yes	TENNvsUF
Game5	2015-10-03	Ole Miss	H	W	38	10	28	6.5	34.5	yes	MISSvsUF
Game6	2015-10-10	Missouri	A	W	21	3	18	11.5	29.5	yes	UFvsMIZZ
Game7	2015-10-17	LSU	A	L	28	35	-7	6.0	-1.0	no	UFvsLSU
Game8	2015-10-31	Georgia	A	W	27	3	24	-1.5	22.5	yes	UFvsUGA

Data Collection

- Game 01-08:
    - tweets were captured using the copy and paste method from a twitter advanced search on the game specific hashtag.
    - date range = game day -7 through game day -1
- Game 09:
    - tweets were captured using the #GoGators hashtag and then filtered for the game specific hash tag.
    - date range = game day -3 through game day -1
- Game 10-12:
    - tweets were captured using the game specific hashtag.
    - date range = game day -7 through game day -1

Total Tweets by Game

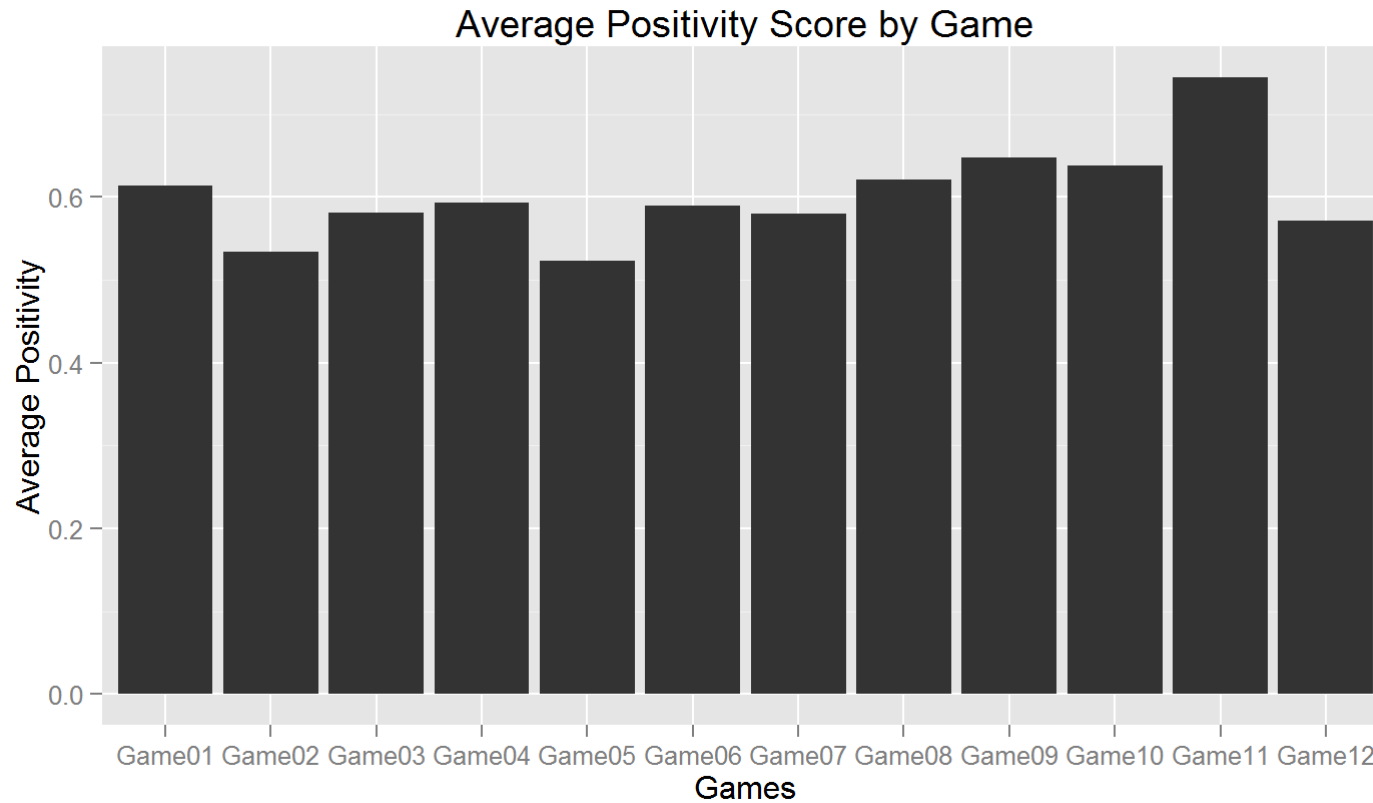| Game	TotalTweets
Game01	75
Game02	105
Game03	117
Game04	374
Game05	151
Game06	78
Game07	419
Game08	1232
Game09	312
Game10	8677
Game11	8714
Game12	5592

Creating the Data Set

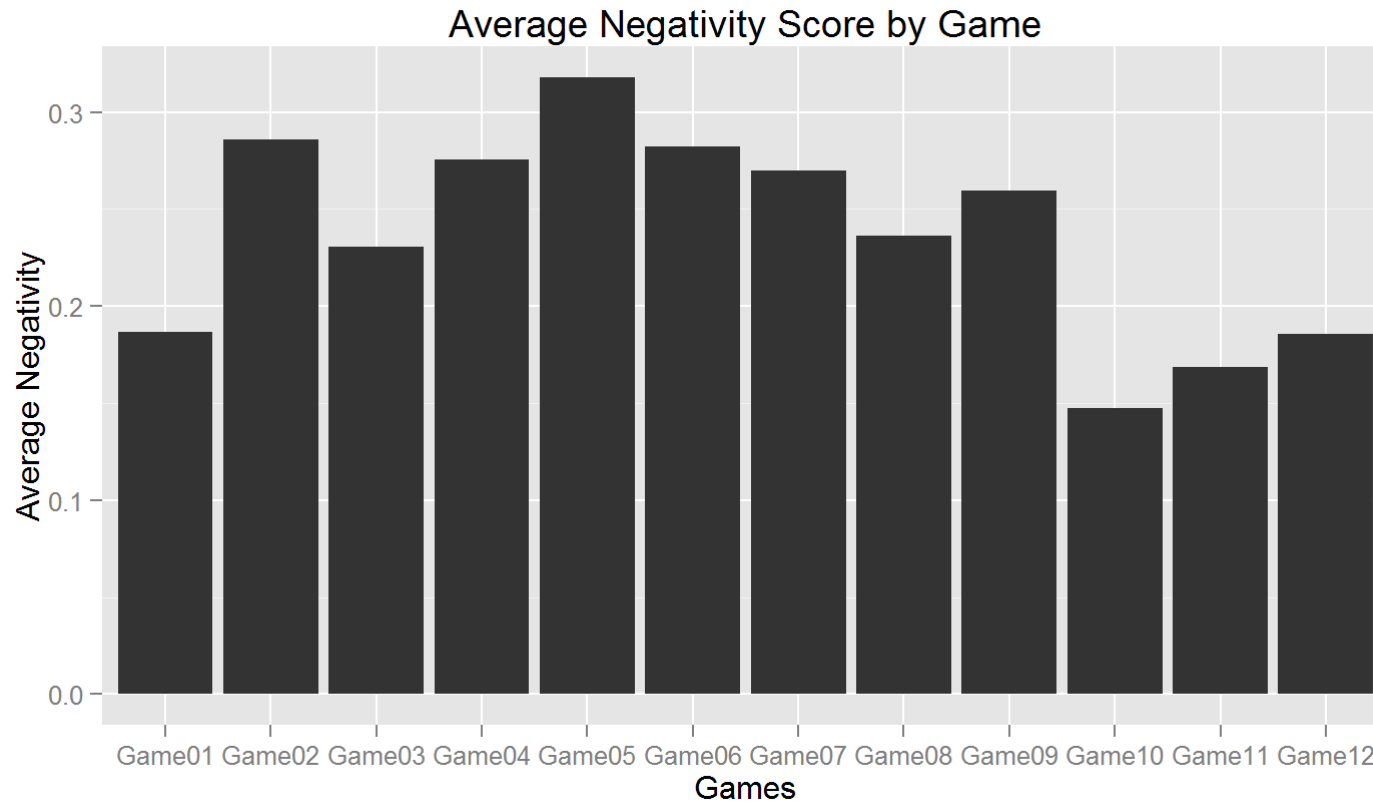The steps used to create this dataframe are as follows.

1. Create dataframe `Sentiment` from original `GameTweets` dataframe.
2. Add in the results from the `classify_polarity` analysis.
3. Add in the results from the `classify_emotion` analysis.
4. Join game results data from `Shed` frame.

```
##  [1] "Game"      "screenName" "date"      "text"      "POS"
##  [6] "NEG"       "POS/NEG"    "SBEST_FIT" "ANGER"     "DISGUST"
## [11] "FEAR"      "JOY"        "SADNESS"   "SURPRISE"  "EBEST_FIT"
## [16] "GAMEDATE"   "OPPONENT"   "H.A"       "RESULT"    "UFSCORE"
## [21] "OSCORE"    "MARGIN"     "SPREAD"    "COVER"     "BEAT"
## [26] "HASHTAG"
```

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Polarity Analysis

Average Positivity Score by Game

Polarity Analysis

Average Negativity Score by Game

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file:///C:/Users/cdcal/OneDrive/Education/UF/2015/Fall/EDF6938/Calhoun-Final/FinalProject/FinalPresentation-Calhoun.html#4   8/9

Beat the Spread Model

```
##        (Intercept)  SBEST_FITneutral SBEST_FITpositive  EBEST_FITdisgust
##         17.0111666         0.3959834         0.5290705         0.2731225
##       EBEST_FITfear        EBEST_FITjoy  EBEST_FITsadness EBEST_FITsurprise
##          0.6439475         0.1635192         0.3146303         0.3795191
```

```
##                      2.5 %      97.5 %
## (Intercept)        2.486517  3.2056609
## SBEST_FITneutral  -1.135635 -0.7199774
## SBEST_FITpositive -0.836105 -0.4406506
## EBEST_FITdisgust  -2.040539 -0.4975689
## EBEST_FITfear     -1.176291  0.3919628
## EBEST_FITjoy      -2.154602 -1.4937308
## EBEST_FITsadness  -1.573401 -0.7537842
## EBEST_FITsurprise -1.416271 -0.5279942
```

Results: All of the coefficients are statistically significant except for fear.