Are You Game?

Team React: Nicole Van Driss, Joe Scuteri, Christopher Denq, Charlotte Coolidge

Introduction

Intro | Theme | Coding Approach | Data Munging | Final Visual | Finale

Theme: Context

- The video game industry has steadily been growing (pandemic)
- Increased opportunity to monetize professional and casual gaming through online streaming services
- Corporate economic impacts (e.g. Microsoft recently acquiring video game publisher Activision for ~$70B)
- All these components lead to more data and growth within the industry

Theme: Project Goal

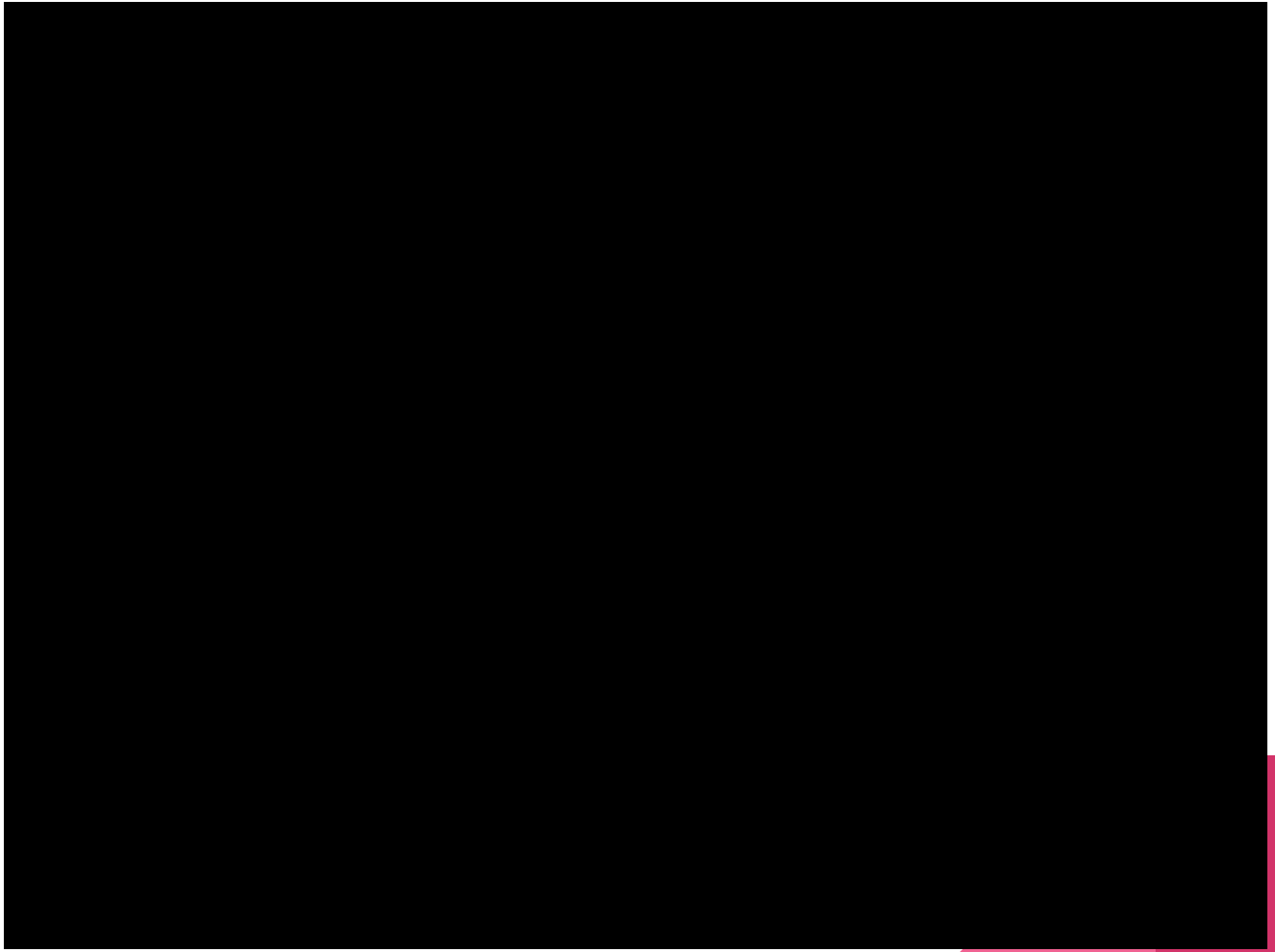
- We focused on the 5 following metrics and sources:
  - Stock Information (Yahoo)
  - Viewership (TwitchTracker)
  - Playerbase (SteamCharts)
  - Search Relevance (Google Trends)

- Our goal was primarily to gather data and set up the working prototype dashboard, so it can be scaled out for any potential project

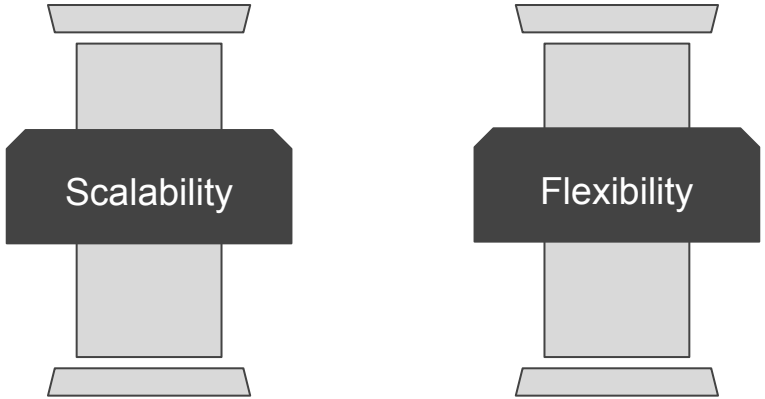
- This mentality steered our coding methodology

Quick demonstration only.

Graphs will be reviewed in more detail later.

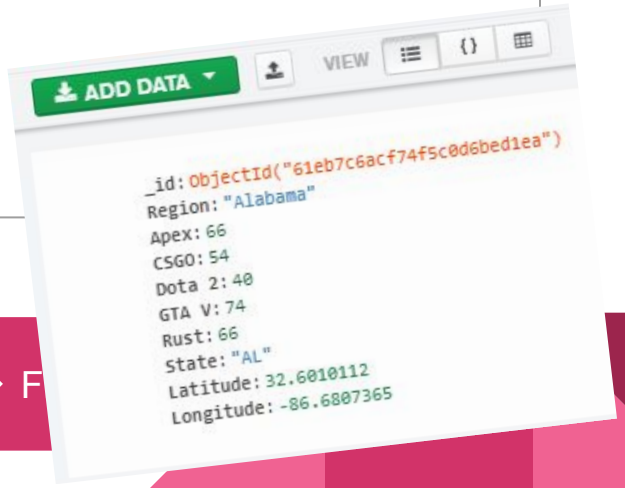


Coding Approach: Pillars of Design



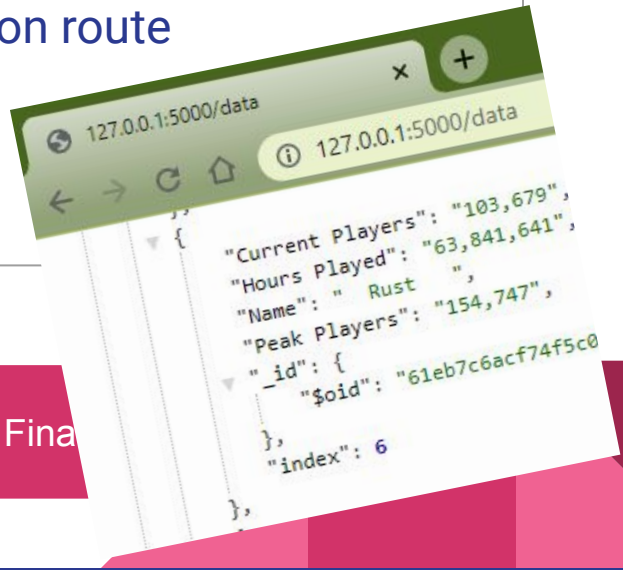
Data Munging: Python Coding (ETL + Flask)

ETL	Flask
- Varied data generation - Pandas cleaning - Database: mongoDB	- **Seed data** vs. new data - Load on route



Data Munging: Python Coding (ETL + Flask)

ETL	Flask
- Varied data generation - Pandas cleaning - Database: mongoDB	- **Seed data** vs. new data - Load on route



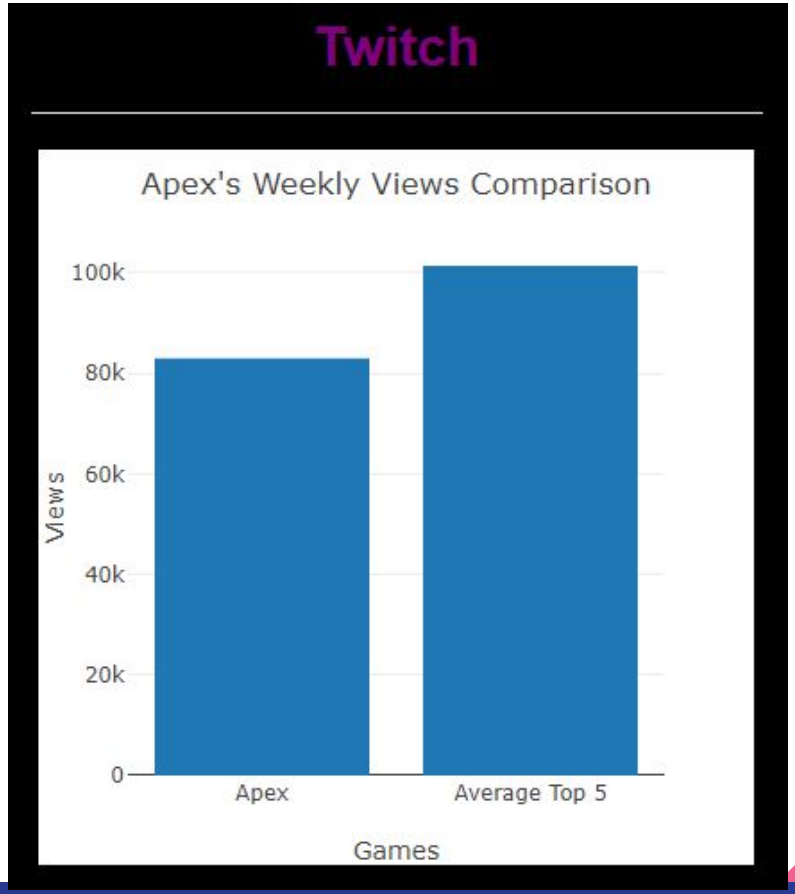
Final Visual: HTML Coding

HTML	JS
- **Jinja** templating to skip hard coding - Separate routes to allow for rendering only what you need	- **Dynamic** generation of DOM elements - Use of **restyle()** and data reference

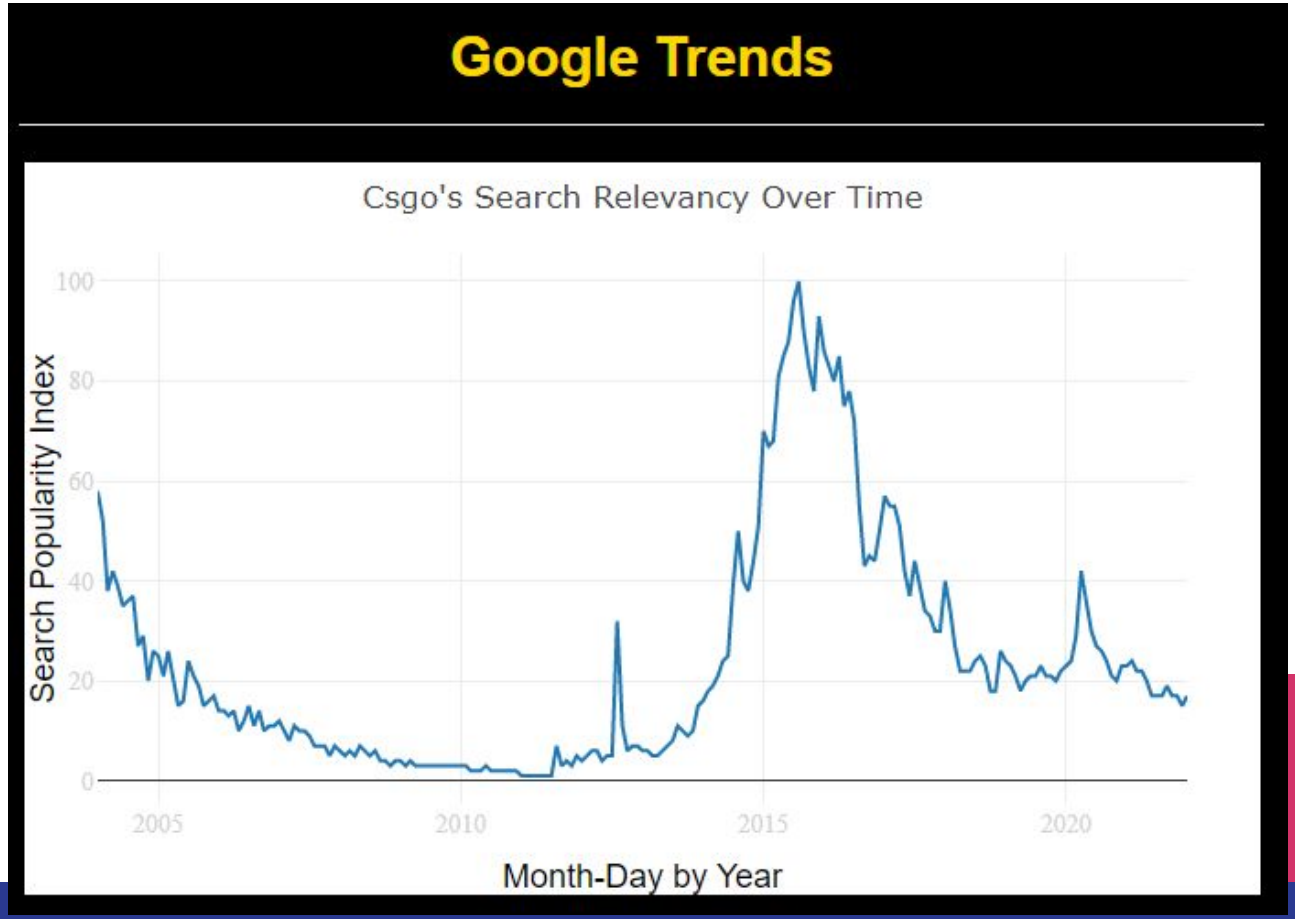
Final Visual: HTML Coding

HTML	JS
- **Jinja** templating to skip hard coding - Separate routes to allow for rendering only what you need	- **Dynamic** generation of DOM elements - Use of **restyle()** and data reference

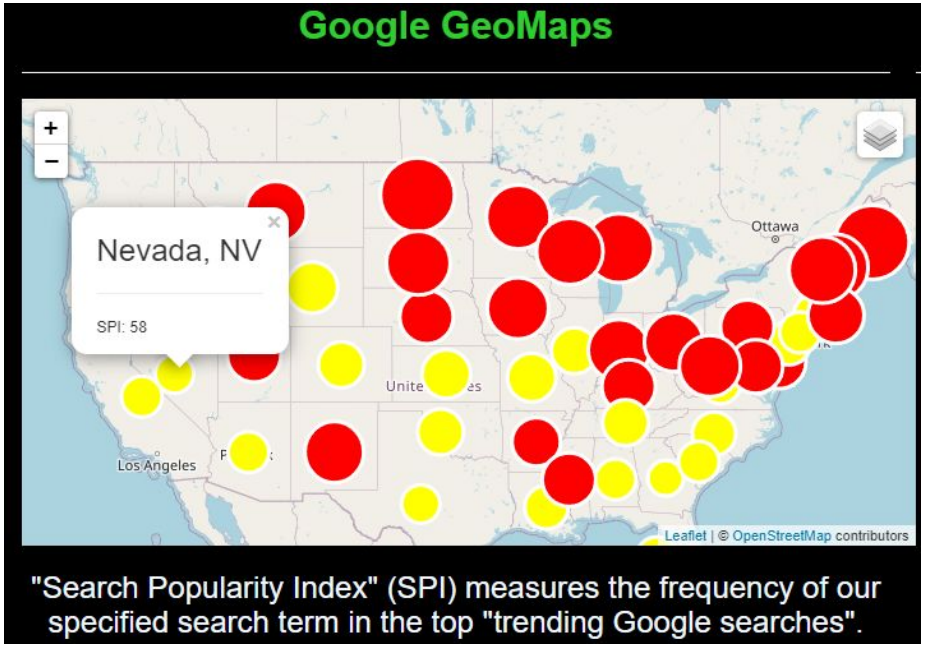
Final Visual: Sample of Graphs



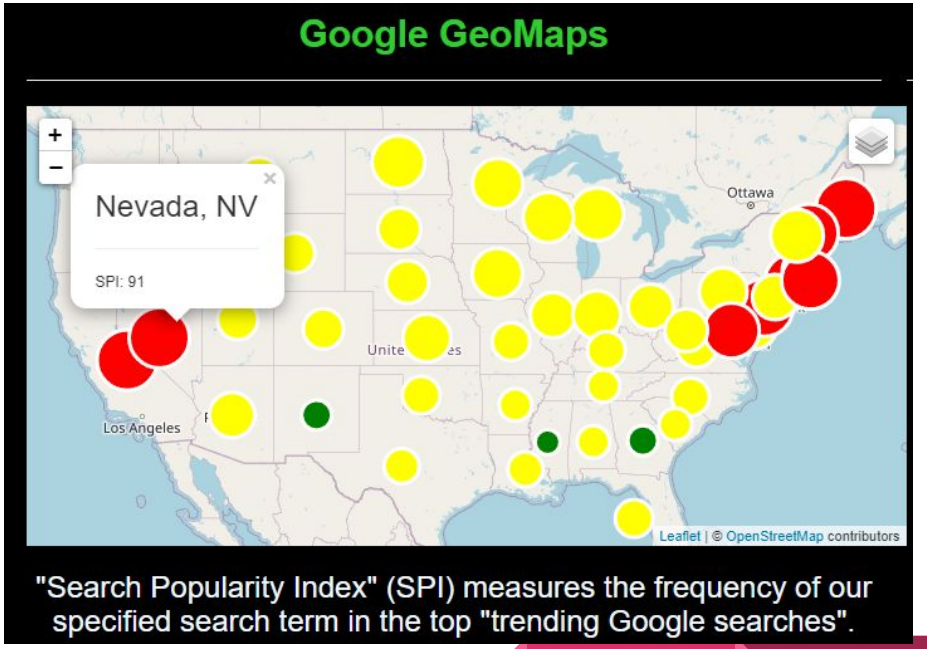
Final Visual: Sample of Graphs



Final Visual: Sample of Graphs

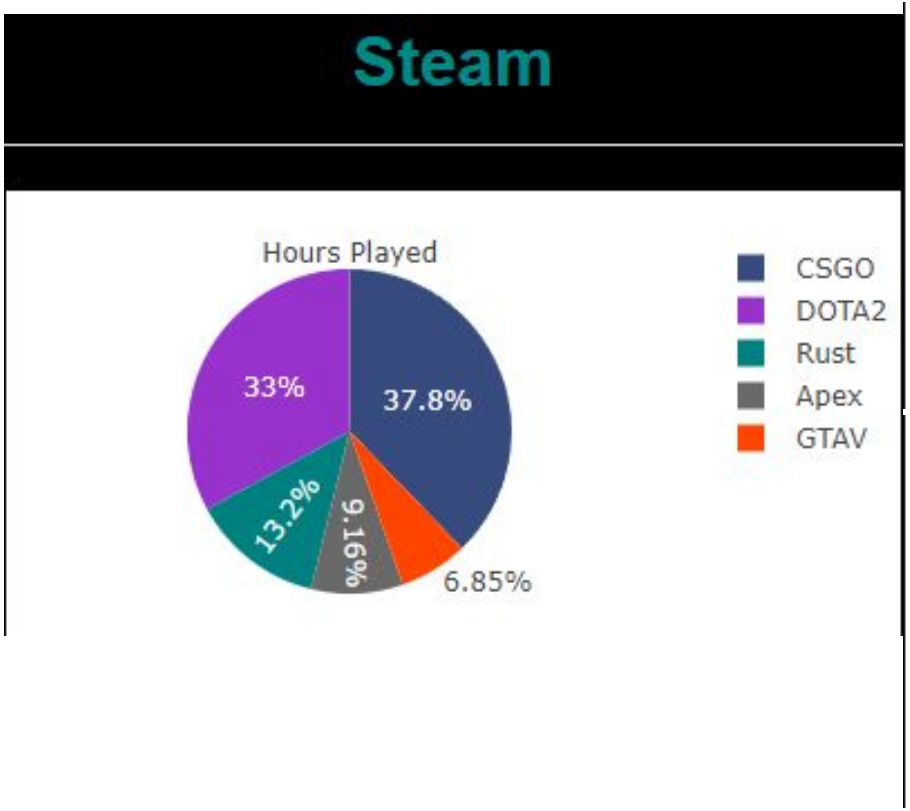


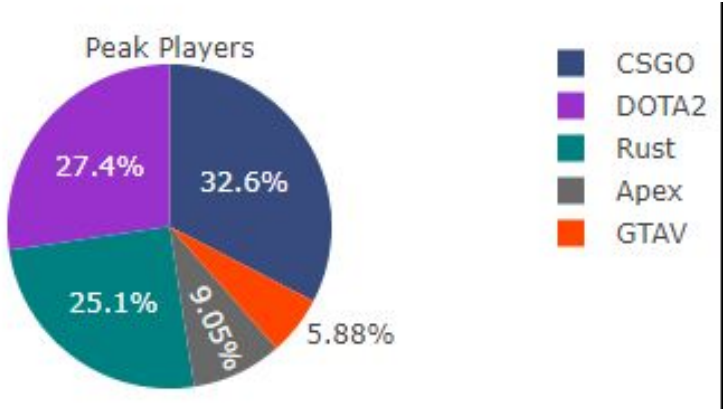
Rust

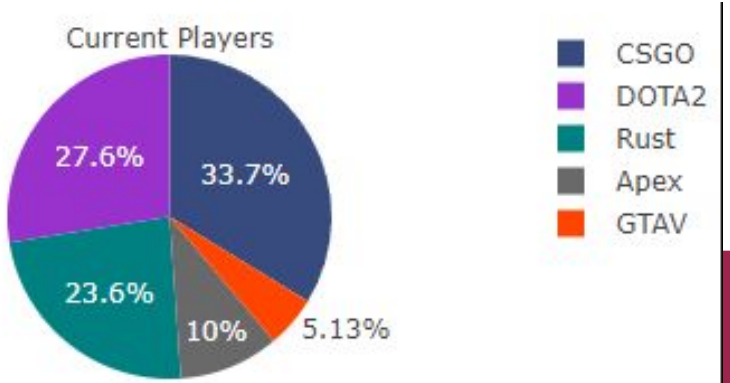


CSGO

Final Visual: Sample of Graphs

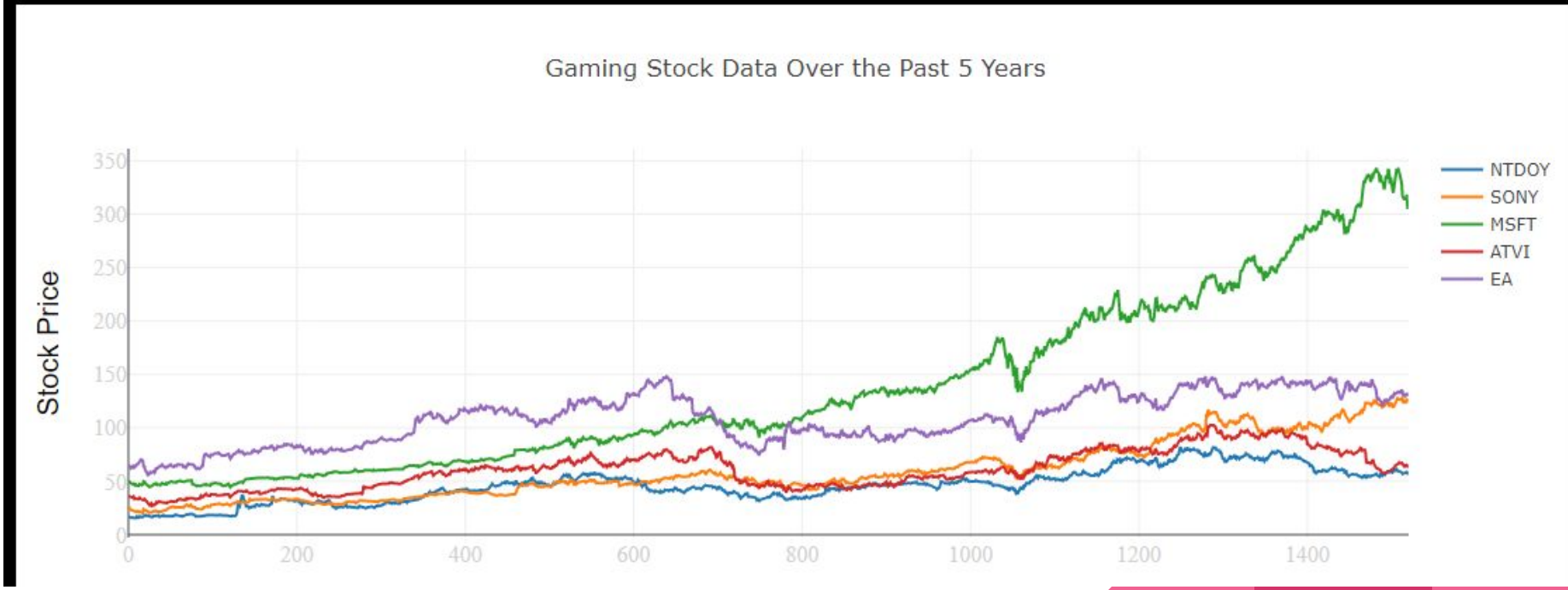






Final Visual: Sample of Graphs

Gaming Stock Data



Conclusion

- Tentative Patterns
  - Video games play a significant, public-facing role (Google, Yahoo)
  - Top games tend to stay top, suggesting resiliency (Steam, Twitch)

- Limitations of Data
  - Number of top gaming companies are private, so no stocks to track
  - Scraped only Steam-inclusive games
  - Scraped only video game data
  - Scraped only quantitative data

Conclusion

- Project Obstacles
  - Many moving parts in many different coding languages
  - Parts of the project were linear, which made it difficult to progress when we encountered a roadblock

- Takeaways
  - Learned a lot about fullstack process
  - Video game industry is significant (not just a trend)


Thank you!

Resources

- **Diff types of data visualizations (Python)**
  https://www.python-graph-gallery.com/
- **TwitchTracker**
  https://twitchtracker.com/statistics/games
- **Cloud Gaming Software**
  https://www.nvidia.com/en-us/geforce-now/
- **A source for Twitch gaming stats:**
  https://sullygnome.com/
- https://newzoo.com/insights/rankings/top-10-countries-by-game-revenues/
- https://www.similarweb.com/website/twitch.tv/
- **Twitch Dashboard (and API)**
  https://twitchtracker.com/
- https://dappradar.com/rankings/category/games
- **Yahoo Stock Data**
  https://finance.yahoo.com/