# Milestone 2 Report - eSport Earnings

Introduction

Our project is aimed at exploring earnings of the growing industry - eSports from tournaments by visualizing the dataset of eSports' earnings from different aspects.

Goals

Core Visualization (Minimal Viable Product)
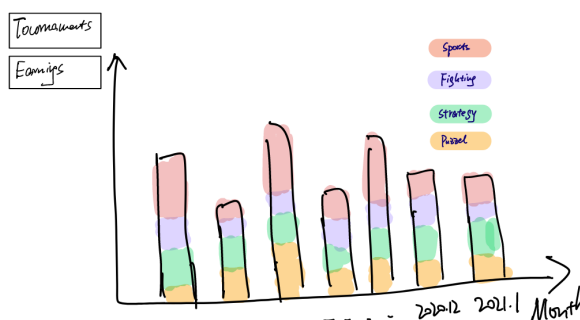
1. Game Category

For this graph, we will visualise the dataset of general eSports earnings. There are many different game categories such as strategy, sports and fighting… We want to use different colours to represent different game categories at first. The bubble size will be fitted
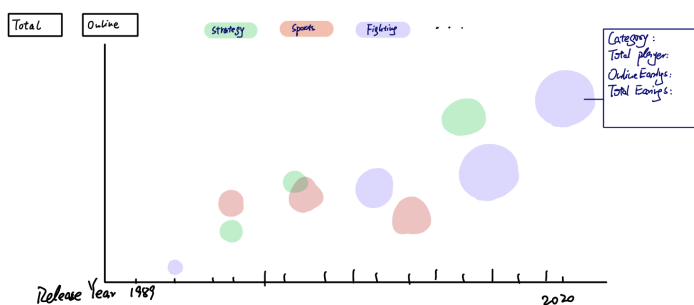
according to the total number of games of each category. To investigate how earnings of different game categories vary with the release year, the x axis will be set as release year and y axis will be set as total earnings/online earnings. When the mouse moves on a specific bubble, the details including name of the category, online earnings, total earnings.

2. Covid-19 Pandemic Influences

To find out how Covid-19 influences the earnings and tournaments of eSport. We visualise


both tournaments and earnings over months of the last 20 years. Different colours will represent different game categories. The user could choose to view change of tournaments or earnings through clicking the according buttons. The user could observe the graph over the Covid-19 pandemic period and gain some insights about how the pandemic affects the eSport earnings and tournaments.

3. Popularity of the game category

We also want to find the popularity of the game category over the last 20 years. The number of players who have earnings can reflect the popularity to some extent. Therefore, we visualise the number of players who have earnings for each game and group them by

different categories. The user could drag the bottom bar to get the visualization for a specific year.
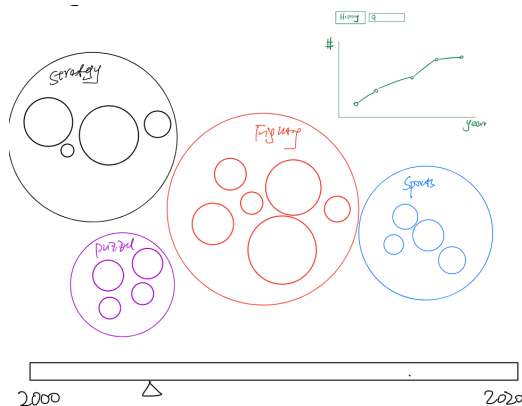
Extra Ideas

1. As an additional feature of the popularity part, the user could click on a specific bubble which represents a specific game and a line chart which reflects the change of the number of players changed through the year will pop out.

2. To explore the development of game tournaments over years. We also want to build an animated bar graph which could show the change of top 5 games ranking by number of tournaments over the last 20 years. Since different games have different tournament seasons within one year. If we click the bar of a specific game, then a calendar will pop out with colouring of months which have tournaments.
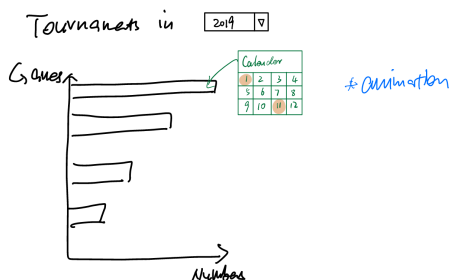
Tools

D3.js: We plan to use some templates in the D3 gallery for data visualisation part, such as Bar Chart Race, Revenue by Music Format and Zoomable Circle Packing etc.

BootStrap: We are going to use this open source toolkit to develop HTML, CSS, and JS for our website.

Lectures and Tutorials: We could apply some ideas introduced by lectures and exercises, such as interactive d3 introduced in lecture 5 and exercise 5; perception, colour mark and channels in lecture 6 and exercise 6 etc.