

2012 NFL Season: Sentiment Analysis of Game Outcomes and Predicting Wins Using Fans' Tweets

Courtney Peterson, Erin Berg, John Whalen, Keith Carroll Boston College

Intro

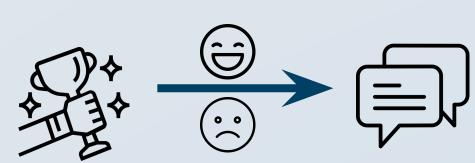
- Predicting accurate game outcomes is desired ability
- Powerful connection between teams & fans
- Explored connection between fans and their teams, and if teams' fans can predict game outcomes
- Used post-game fan tweets during 2012 season
- Hypothesis: fans' tweets are more likely to be positive after wins and negative after losses, and post-game tweets can depict game outcome

Goals

1. Analysis: Find connection between fan sentiment and the game outcome



2. Classification: Predict who ended up having won based on the tweets after the game



Data

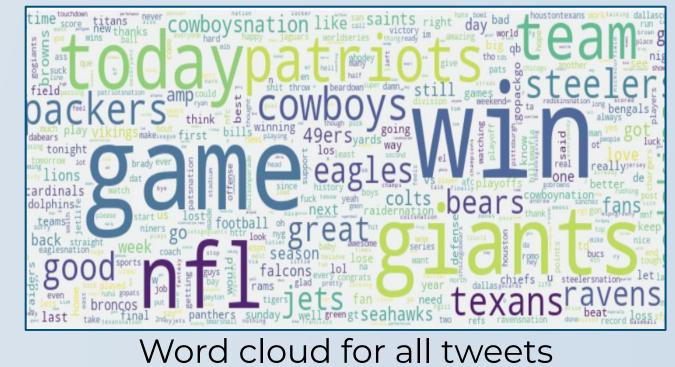
NFL Tweet Dataset

- Tweets were assigned to a team if they contained hashtags corresponding to exactly one team
- Tweets from 256 games and 32 teams
- Tweets made up of 1 hour before the start of the game and 4-28 hours after
- Total of 75,294 tweets (Hydrated with Hydrator)
- Added label of 1 or 0 to instances from given scores

great start to a wonderful season #CowboysNation 1

Pablo Sandoval just told McDonald to feel his belly 0

#believeinyourself #SFGiants #Giants #PANDAMODE



Libraries, Applications, & Datasets Implemented:

#burleytubaccah

Patriots Hashtags

#patriots #newenglandpatriots

#pats #nepats #nepatriots #gopats

#letsgopats #gopatsgo #gopatriots

#letsgopatriots #gopatriotsgo

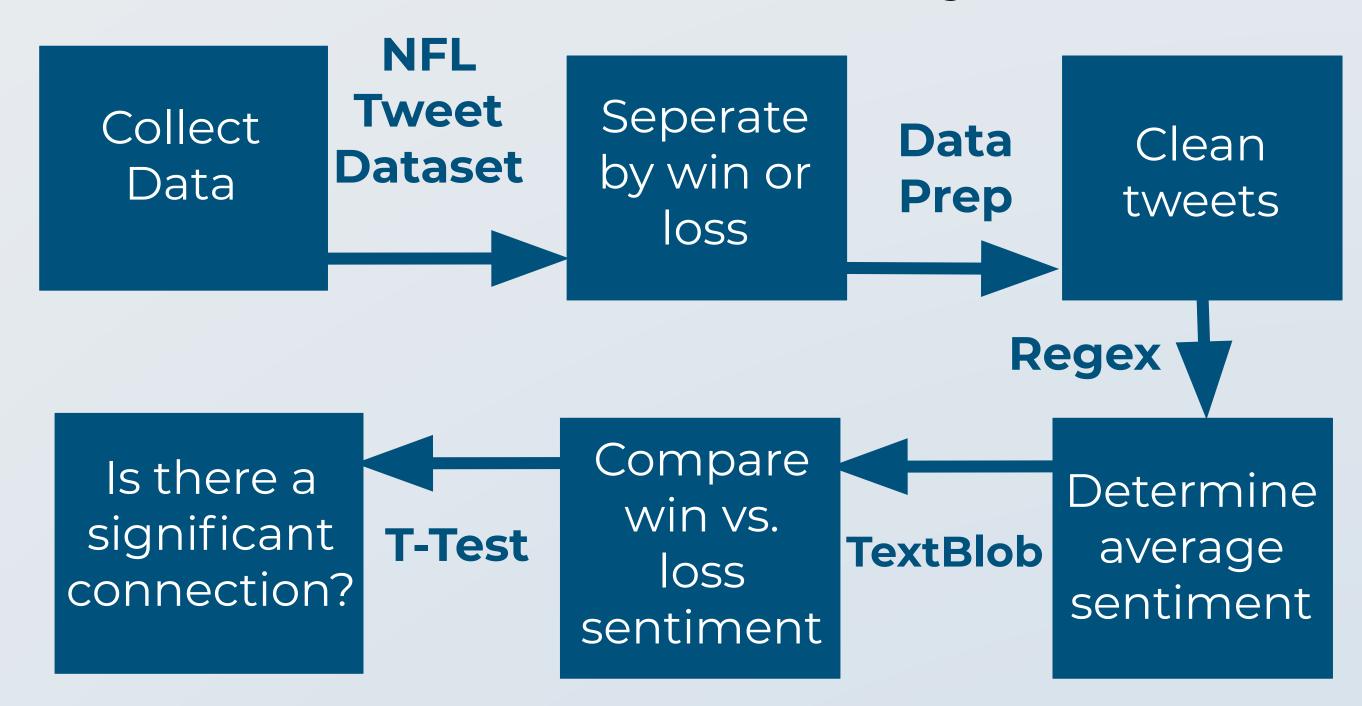
#patriotnation #patriotsnation

#patsnation

Method

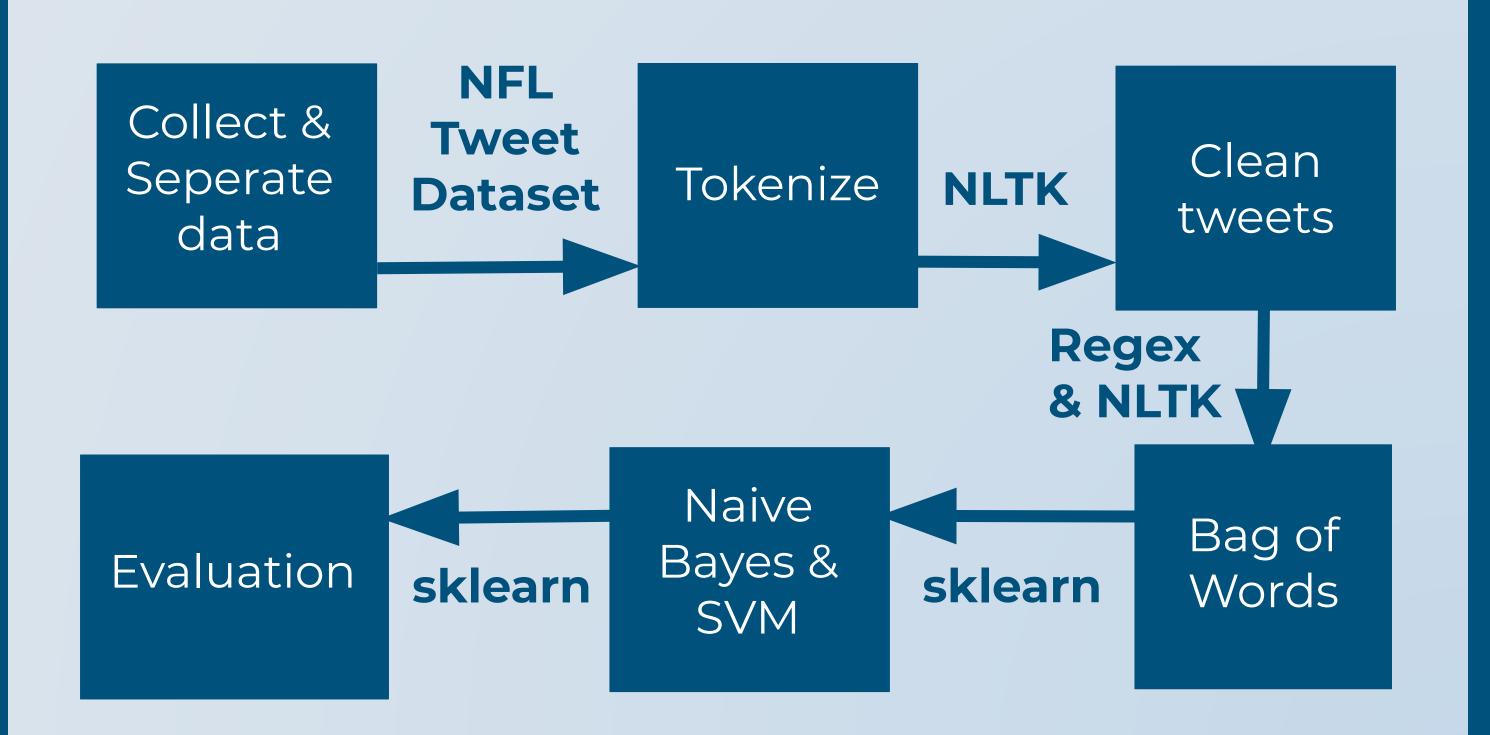
Analysis

- Pre-Processing Text: Removed punctuation and hyperlinks
- Used TextBlob to determine sentiment of tweets after games won and games lost
- Used T-Test to determine if differences in sentiment after win vs. loss are significant



Classification

- Created X & y sets by extracting the tweet and associated outcome
- Word Tokenization
- Additional Pre-Processing Text: Removed stop words and downcased
- Feature Engineering: Bag of Words
- Model: Naive Bayes & SVM
 - 30% of dataset for testing & 70% for training
- Model Evaluation: Accuracy and F1-Score



Results

Analysis

- Average Polarity for Wins: 0.157 & Losses: 0.052
- P-Value: 0.0, T-value: 49.281
 - P-value indicates we can conclude won games lead to more positive tweets then those after lost games

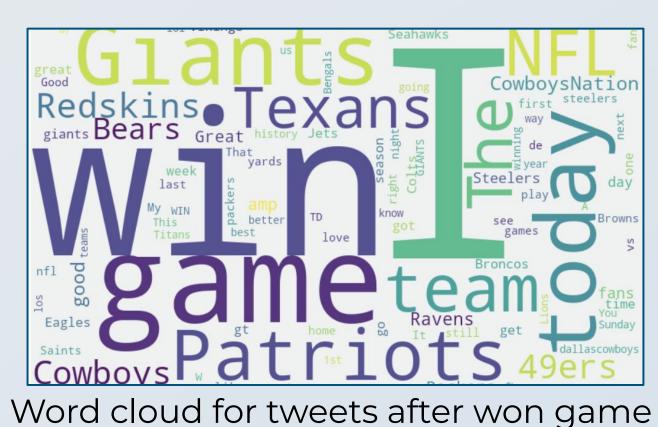
And really #Dbacks Goldschmidt is mad enough as it is since #Giants Tim Lincecum is not pitching in this series. **Polarity: -.14**Lost Game

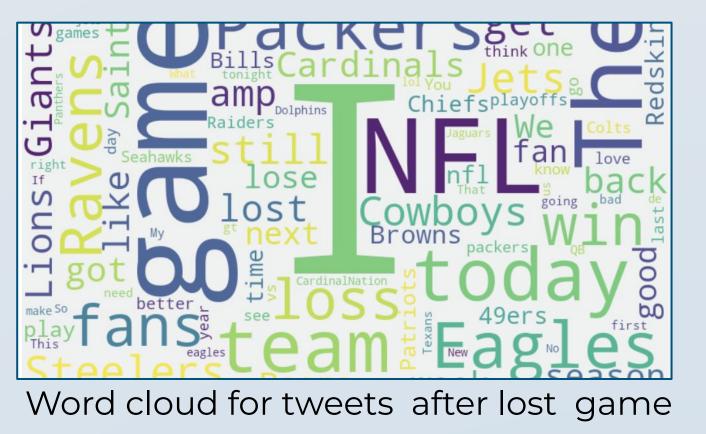
#Cowboysnation @dallascowboys
First win of the season baby!!!!!
Finally after so many games we
finally beat the Giants!!!!
Polarity: .3

Won Game

Classification

- Accuracy of 0.7769 for NB & 0.7861 for SVM
- Baseline: 50%
 - Tweets split evenly between won and lost games





Model Accuracy

0.8

0.6

0.4

0.2

SVM NB Baseline



Conclusion

- Best Model: SVM by .0092
- We can in fact predict game outcomes
- Limitations
 - Determining team has its complications
 - Ex: Tweeter of "Sucks to be a #Giants fan" is wrongly categorized as a Giants fan
 - Assuming Sentiment Analysis tool is correct
- Future Steps
 - Filtering by location as well as hashtags
 - Cross-Validation
 - Results from before and during game