

Esports Earnings from 1998 to 2019

Visualização de Informação - 2020

Diogo Andrade, 89265 - MEI

Rodrigo Oliveira, 90514 - MEI



Context

- The dataset who we are use have information about cash prizes distributed in various Esports events from 1998 to 2020. However we are only using the data until 2019.
- Data:
 - Name of the game;
 - Genre of the game;
 - Release Date of the game;
 - Tournament Year;
 - Earnings of the tournament;
 - Number of players;
 - Number of tournaments.



Users

- Users will be lovers of video games or even investors who would like to know how much prize money certain genres/games have had over the years.
- The general aim is to allow users to understand which games/genres had the biggest influence on the total amount of earnings along with the yearly evolution of both the overall and per game/genre numbers.

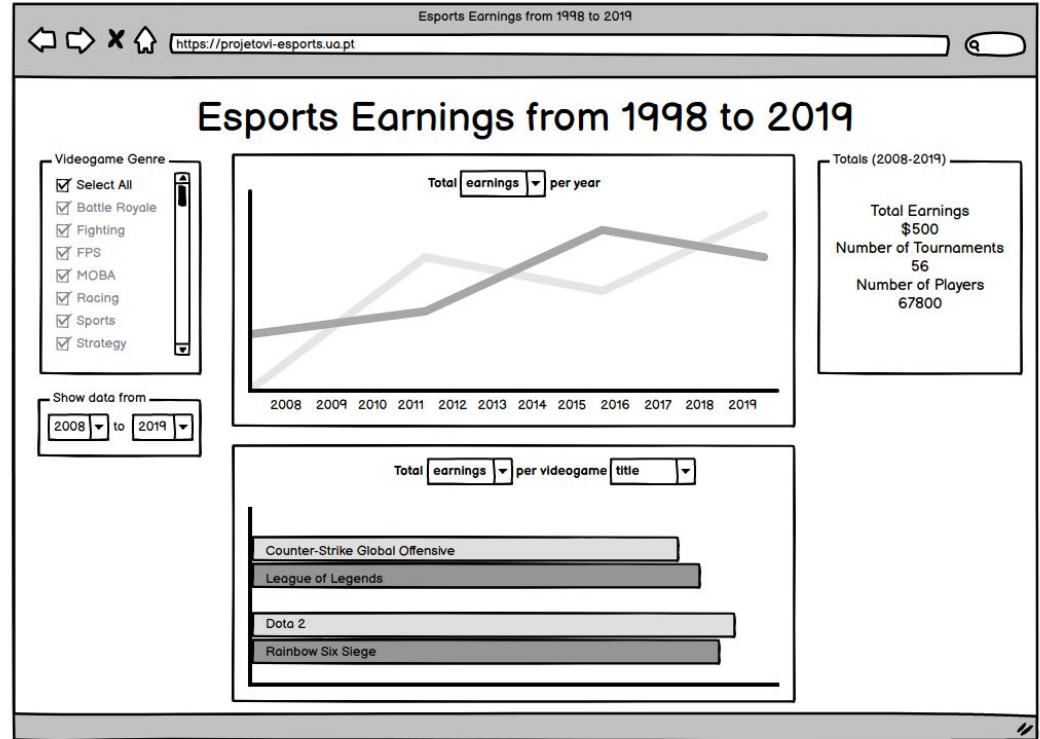


Data Visualization

- Total of earnings per game and genre;
 - Relationship between date of the tournaments and the earnings.
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- Total of players per game and genre;
 - Relationship between number of players and the earnings.

Prototype

- The data is not perceptible in a line graph;
- Many entries on second graph;
- Size of the graphs.





Feedback

- Change the drop-down list for choosing the years to a slider;
- Legend of graph lines;
- When hovering the mouse over the line, highlight the bars in the bottom graph;
- Allow for comparison between genres and video game titles (don't make their views exclusive);
- Bar graph bars should be ordered from biggest to smallest.



Demonstration



Bibliography

- <https://www.esportsearnings.com>
- <https://www.kaggle.com/rankirsh/esports-earnings>
- <https://diogoandrade1999.github.io/esports.earnings>



Questions?