Cayden Dunn Data 510 hw2

Proposal:

To what extent does the streaming platform twitch.tv affect the number of people who play a given video game on the popular online video game marketplace Steam? To what extent does twitch affect game sales?(this is a back up question in case my project needs some more meat on its bones) I got this idea after watching an esl pro league CS:GO tournament. This tournament had over 250k concurrent live viewers and I asked myself how many of these people are watching the game and think hey i haven't played cs go in a while why don't i jump on and play a match.

The data:

For this project I will most likely web scrape data using beautiful soup from two 3rd party analytic sites that track data and metrics for twitch and steam.

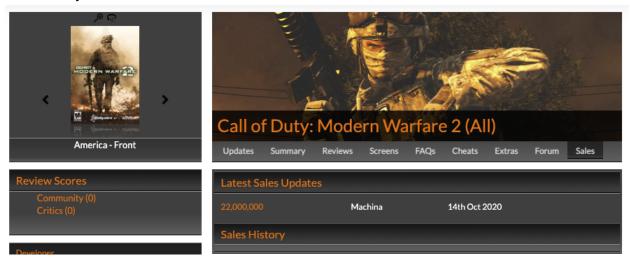
- The first sight is https://sullygnome.com/ which tracks twitch stream stats.



The second sight is https://steamdb.info/ which tracks the number of concurrent players on a given steam game.



 The third sight is https://www.vgchartz.com/ and is a database of video game sales over the years.



There is also a twitch and steam API. I could also use these to query and pull data from
if the other sights are unreliable and or block scaping.