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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.

America - Front

Call of Duty: Modern Warfare 2 (All)

Updates Summary Reviews Screens FAQs Cheats Extras Forum Sales

Latest Sales Updates

22,000,000	Machina	14th Oct 2020
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Sales History

Review Scores

Community (0)
Critics (0)

Developer

- 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 scraping.