

# Group 9 Final Project Meeting 3

Date: 11/2/2025

## Attendees:

Bat-Orgil Erdenebat, Duy Nguyen, Daniel Jimenez

## Time of meeting:

6:00pm - 6:40pm

## Overview:

In this meeting we refined our project story and confirmed the direction for the final report and presentation.

Our project story is:

**“Comparing income consistency and long-term earning potential between esports pro players and software engineering.”**

We decided that instead of trying to compare earnings by U.S. state for esports pros, we will compare the structure of earnings in each career:

- We will use prize winnings from esports players, which are extremely uneven and can spike for top players.
- Software engineers are paid through salary, which is more stable and less extreme.

We will use that contrast (volatile money vs. steady salary) for our story.

## Key decisions / Discussion:

- **Esports dataset:** We finished scraping earnings data for the top 1000 highest-earning professional esports players.

- **Software engineer dataset:** We have salary data for software engineers in the United States.
1. We will not frame the project as “Which state should you live in?” because esports data is not state-based.
  2. We will instead frame the project as “Which career is financially smarter to chase, if you’re a young person deciding between going pro in esports vs. going into software?”
- 3. Our comparisons will focus on:**
- income stability vs. income volatility
  - how rare the extreme payouts are
  - how long you can realistically stay at the top