

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