

# 2012 NFL Season: Sentiment Analysis of Game Outcomes and Predicting Wins Using Fans' Tweets

Courtney Peterson, Erin Berg, John Whalen, Keith Carroll Boston College

# Intro

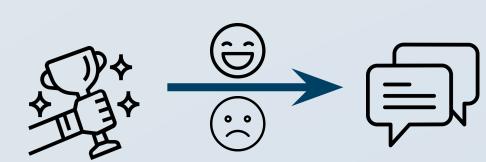
- Predicting accurate game outcomes is desired ability
- Powerful connection between teams & fans
- Explored connection between fans and their teams, and if teams' fans can predict game outcomes
- Used post-game fan tweets during 2012 season
- Hypothesis: fans' tweets are more likely to be positive after wins and negative after losses, and post-game tweets can depict game outcome

### Goals

1. Analysis: Find connection between fan sentiment and the game outcome



2. Classification: Predict who ended up having won based on the tweets after the game



# Data

#### **NFL Tweet Dataset**

- Tweets were assigned to a team if they contained hashtags corresponding to exactly one team
- Tweets from 256 games and 32 teams
- Tweets made up of 1 hour before the start of the game and 4-28 hours after
- Total of 75,294 tweets (Hydrated with Hydrator)
- Added label of 1 or 0 to instances from given scores

great start to a wonderful season 😏 #CowboysNation 📑 Pablo Sandoval just told McDonald to feel his belly #believeinyourself #SFGiants #Giants #PANDAMODE



#burleytubaccah

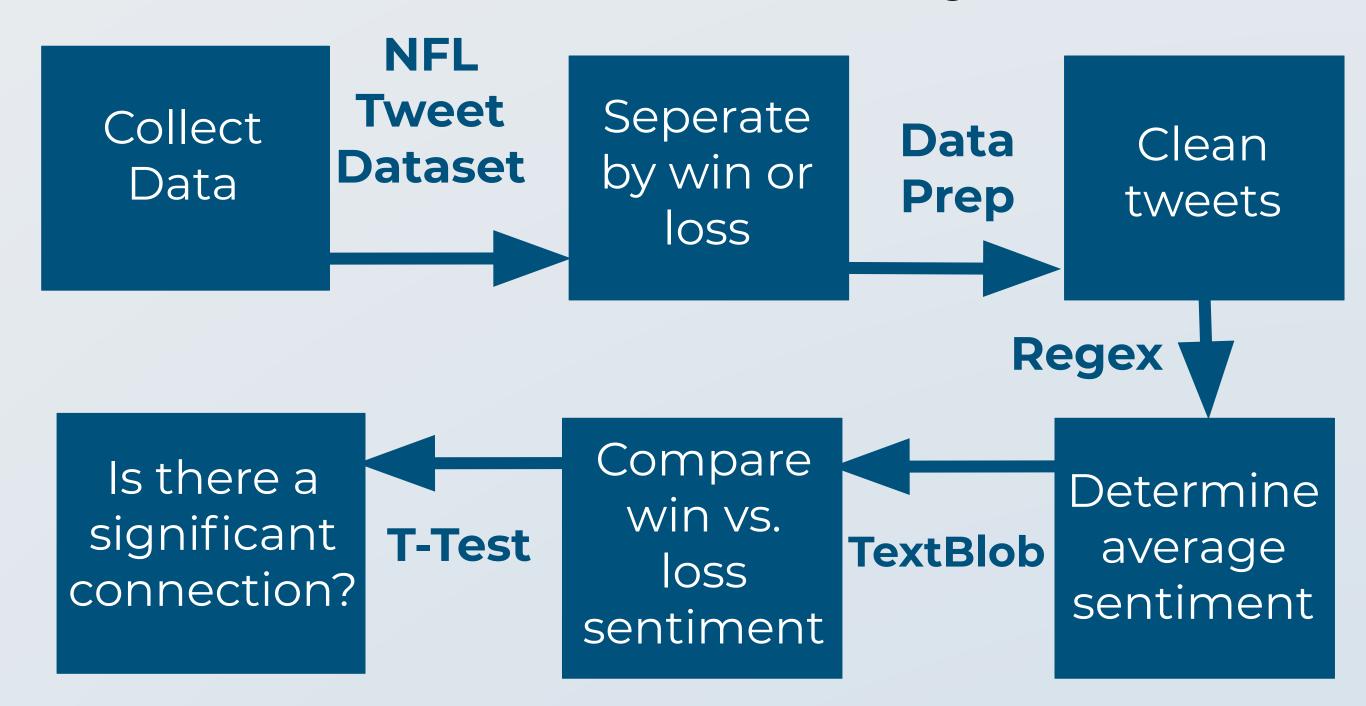
#### **Patriots Hashtags**

#patriots #newenglandpatriots #pats #nepats #nepatriots #gopats #letsgopats #gopatsgo #gopatriots #letsgopatriots #gopatriotsgo #patriotnation #patriotsnation #patsnation

# Method

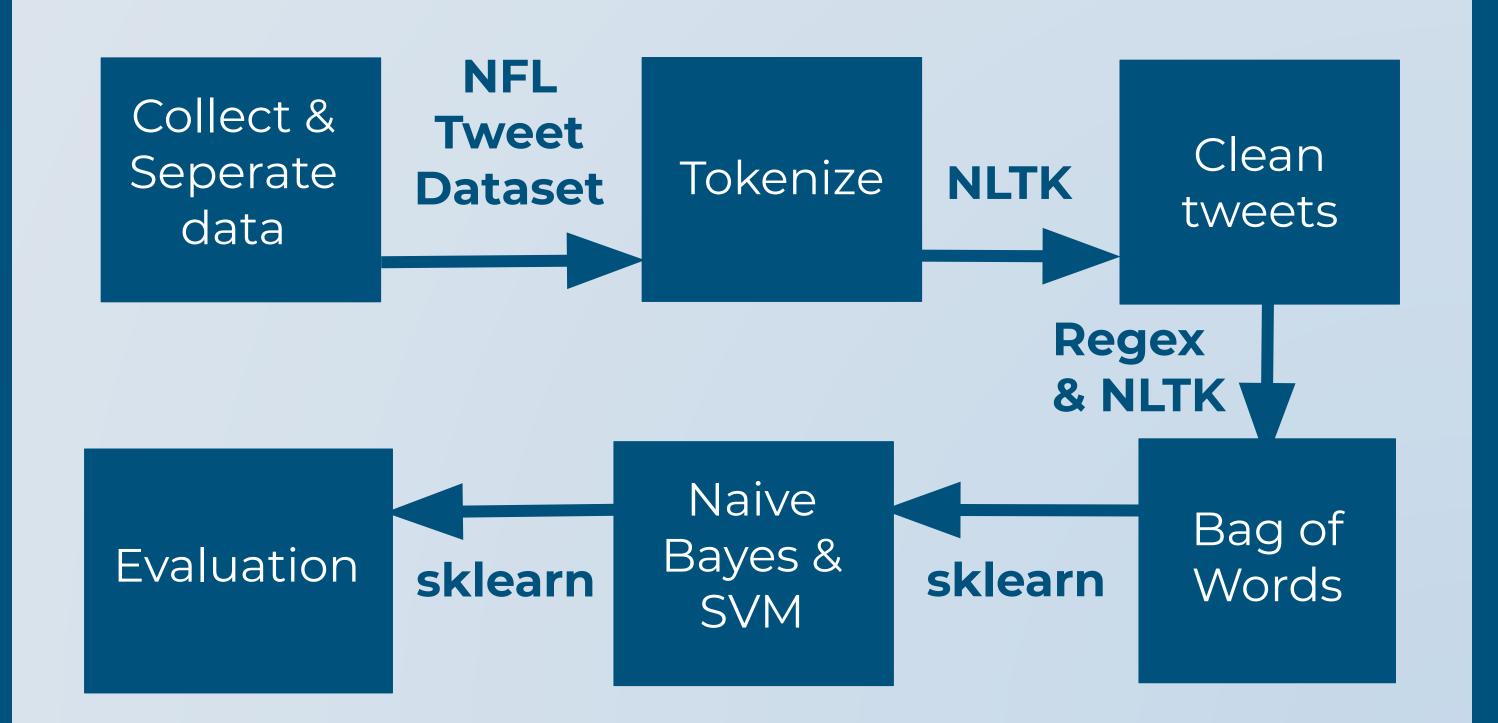
## Analysis

- Pre-Processing Text: Removed punctuation and hyperlinks
- Used TextBlob to determine sentiment of tweets after games won and games lost
- Used T-Test to determine if differences in sentiment after win vs. loss are significant



#### Classification

- Created X & y sets by extracting the tweet and associated outcome
- Word Tokenization
- Additional Pre-Processing Text: Removed stop words and downcased
- Feature Engineering: Bag of Words
- Model: Naive Bayes & SVM
  - 30% of dataset for testing & 70% for training
- Model Evaluation: Accuracy and F1-Score



# Results

## Analysis

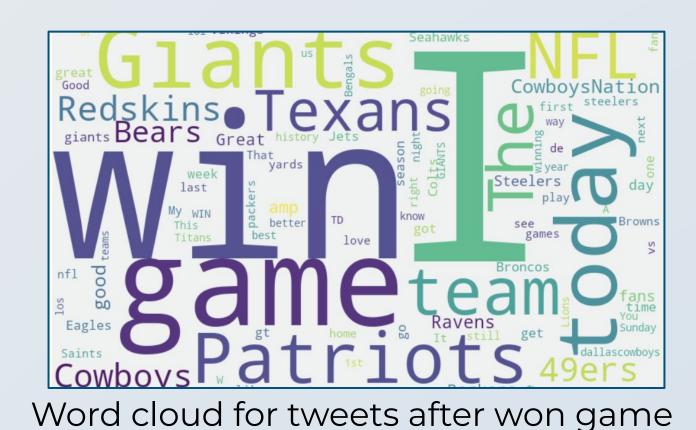
- Average Polarity for Wins: 0.157 & Losses: 0.052
- P-Value: 0.0, T-value: 49.281
  - P-value indicates we can conclude won games lead to more positive tweets then those after lost games

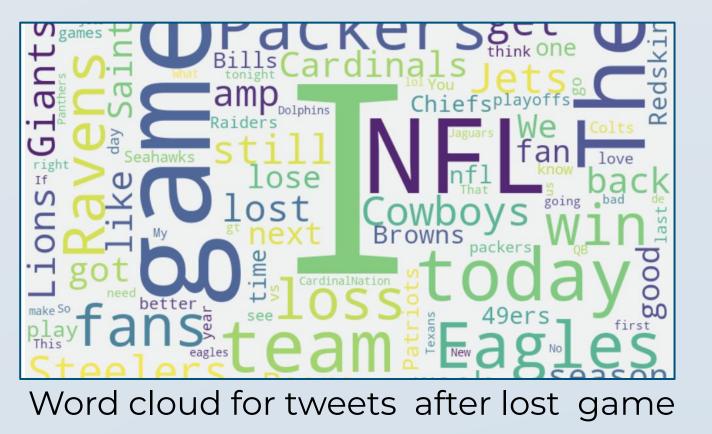
And really #Dbacks Goldschmidt is mad enough as it is since #Giants Tim Lincecum is not pitching in this series. Polarity: -.14 Lost Game

#Cowboysnation @dallascowboys First win of the season baby!!!!! Finally after so many games we finally beat the Giants!!!! Polarity: .3 Won Game

#### Classification

- Accuracy of 0.7769 for NB & 0.7861 for SVM
- Baseline: 50%
  - Tweets split evenly between won and lost games





Model Accuracy



# Conclusion

- Best Model: SVM by .0092
- We can in fact predict game outcomes
- Limitations
  - Determining team has its complications
    - Ex: Tweeter of "Sucks to be a #Giants fan" is wrongly categorized as a Giants fan
  - Assuming Sentiment Analysis tool is correct
- Future Steps
  - Filtering by location as well as hashtags
  - Cross-Validation
  - Results from before and during game